

Software Engineering I (SENG201)

Project Outline – Farm Simulator

April 21, 2020

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Farm Simulator

- **Design, implement, test and document** a game.
 - You will build a game in which you are starting a new life on your new country farm.
 - You can buy crops and animals to manage on your farm.
 - You will need to care for your crops and animals to make the biggest profit for your farm.
- Details
 - See handout on LEARN.



Farm Simulator

- It is worth **30% of the final marks**.
 - Done in **pairs**.
 - **Plagiarism** detection systems will be used on your report and over your code.
- Submission date:
 - No later than **May 25, 2020 5pm** (submission through LEARN).
- Demos:
 - During week 12 (May 26-29, 2020) during lab and lecture times.



Farm Simulator

- Pairs
 - You must **find your own partner.**
 - **Register partnership on LEARN.**
 - **Submissions from individuals will not be accepted.**
 - Pairs are not allowed to collaborate with other pairs.
- Plagiarism
 - It will be reported and results in **failing the course.**



Farm Simulator

- Deliverables
 - Weekly effort records.
 - Your **source code** (including unit tests).
 - **Javadoc** (already compiled and ready to view).
 - **UML** use case and class **diagrams** (as PDF or PNG).
 - Your **report** (as a PDF).
 - A **README**.
 - A packaged version of your program as a **JAR**.
- Submission box on LEARN

Farm Simulator

- DEMOs
 - Book a timeslot on LEARN.
 - You must **attend as a pair**.
 - Each team member must be prepared to talk about any aspect.
- We must be able to run your program along the lines of:
`java -jar usercode1_usercode2_FarmSimulator.jar`

