Project 2 - Artistic Drawing Using Turtle

Objectives

1. Able to refactor code that has a lot of code repetition.
2. Draw a beautiful artistic picture using Python turtle.
3. Create GitHub account, upload the source code and the drawing image to GitHub, and document the project on GitHub.

Project Overview

In this project, you will create an artistic picture using Python turtle, **any beautiful picture you want to draw** such as a mandala, a game interface, your dream house, mountain view, seaside, a park, etc. After finishing drawing, you will need to create your GitHub account (if you haven't got one), upload the drawing source code on GitHub, and document your project on GitHub. Before we start coding to draw, we need to first finish a small refactor assignment to understand how to avoid the code repetition to better our program.

For this project, you may utilize what you've learnt during the course, and get inspired by all the tools around you to create **an original drawing**. Note: the drawing from each student should be your original work, and you should be able to explain your code well to others such as your peers, your instructor, your future employers, etc. Students will need to finish their refactor assignment on Replit and upload their own drawing project on GitHub.

Part 1 – Get ready!

Finish the small refactor assignment on Replit: https://replit.com/@comp-115-1a1b-fall-2023/Project-2-Artistic-Turtle-Drawing

Part 2 – Be the artist!

Create your own original artistic drawing using Python turtle (just for your reference, your instructor designed a simple drawing attached below using what we have learned in the class. You can do better). Although writing code on VSCode is recommended because it is stable and has good drawing quality, feel free to use Replit, or any other IDE such as PyCharm, etc.

Part 3 – Show your work to the world!

Go to GitHub, create your GitHub account (if you haven't got one), create a new public repository, upload your drawing source code on GitHub (if you don't know how, this video on e-learn might help), upload your drawing on GitHub (can be a Screenshot of your drawing), and well document your project on GitHub by writing a good README.md file.

Your instructor has created a sample project just for your reference.

Part 4 – Congratulations! Don't forget to submit your project for marking!

Copy the project repository link on GitHub, and paste it at the end of your Replit refactor assignment (i.e., Part 1). Submit the assignment on your Replit. That's it. Congratulations again!

Marking (100 marks in total)

• Refactor assignment on Replit with the link to your drawing repository on GitHub (20 marks)
• Your beautiful picture drawing using Python turtle (50 marks)
• Upload your drawing project: source code (10 marks) + drawing picture (10 marks) on your GitHub account, and document your project on GitHub (10 marks)