Dr Michael Scott

Introduction

In this assignment, you are required to write a computer program that will 'tinker' with computer generated audio in a creative way.

Computing for Games encompasses the broad realms of digital media, computer programming, and human-computer interaction. It is important to draw these areas together in an applied way. Creative computing is one way to achieve this. You will, therefore, leverage the principles you have learned to exercise your creativity through computer software.

"Students come into programming classes with a broad range of backgrounds—some have experience in several programming languages, others have never programmed before in their life! Being able to engage with the community and support each other is important."

This assignment is formed of several parts:

(a) **Select**, as a **pair**, **one** of the contracts provided by your tutor and:
   i. **state** which contract you will work on;
   ii. **list** the requirements implied by the contract;
(b) **Write**, as a **pair**, a draft computer program in Python that will:
   i. **address** the requirements implied by a contract;
   ii. **implement six** algorithms for tinkering audio;
(c) **Write**, as a **pair**, a final computer program in Python that will:
   i. **revise** any issues raised by your tutor and/or your peers.
(d) **Present**, as an **individual**, a practical demonstration of the computer program to your tutor that will:
   i. **demonstrate** your academic integrity;
   ii. as well as **demonstrate** your **individual** programming knowledge **and** communication skills.

Assignment Setup

This assignment is a **pair programming task**. Fork the GitHub repository at:

`https://github.com/Falmouth-Games-Academy/comp120-tinkering-audio`

Use the existing directory structure and, as required, extend this structure with sub-directories. Ensure that you maintain the `readme.md` file.

Modify the `.gitignore` to the defaults for **Python**. Please, also ensure that you add editor-specific files and folders to `.gitignore`.
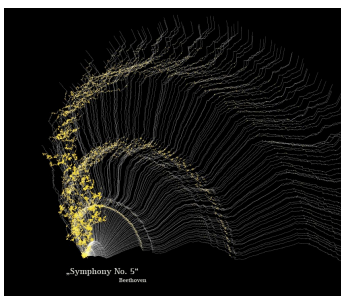

This flavour picture needs a caption...

Part A

Part A consists of a **single formative submission**. This work is **collaborative** and will be assessed on a **threshold** basis.

To complete Part A, write about your contract in the `readme.md` document. Show this to your tutor in-class. If acceptable, this will be signed-off.

You will receive immediate **informal feedback** from your **tutor**.

Part B

Part B is a **single formative submission**. This work is **collaborative** and will be assessed on a **threshold** basis. The following criteria are used to determine a pass or fail:

(a) Submission is timely;
(b) Enough work is available to conduct a meaningful review;
(c) A broadly appropriate review of a peer's work is submitted.

To complete Part B, prepare draft versions of the computer programs. Ensure that the source code and related assets are pushed to GitHub and a pull request is made prior to the scheduled peer-review session. Then, attend the scheduled peer-review session.

You will receive immediate **informal feedback** from your **peers**.

Part C

Part C is a **single summative submission**. This work is **collaborative** and will be assessed on a **criterion-referenced** basis. The following criteria are used to allocate marks:

(a) Functional Coherence;
(b) Sophistication;
(c) Maintainability;
(d) Creative Flair;
(e) Use of Version Control.

To complete Part C, revise the computer program based on the feedback you have received. Then, upload it to the LearningSpace. Please note, the LearningSpace will only accept a single `.zip` file.

You will receive **formal feedback** from your **tutor** three weeks after the final submission deadline.

Part D

Part D is a **single summative submission**. This work is **individual** and will be assessed on a **threshold** basis. The following criteria are used to determine a pass or fail:

(a) Enough work is available to hold a meaningful discussion;
(b) Clear evidence of programming knowledge **and** communication skills;
(c) No breaches of academic integrity.

To complete Part D, prepare a practical demonstration of the computer programs. Ensure that the source code and related assets are pushed to GitHub and a pull request is made prior to the scheduled viva session. Then, attend the scheduled viva session.

You will receive immediate **informal feedback** from your **tutor**.

Additional Guidance

It is critically important that you do not neglect your individual roles in the development process. Programming in pairs means that you work together on the same computer—switching between driver and navigator. It is a great opportunity to develop your technical communication skills and overcome common misconceptions about programming. It should not, however, be treated as a 'free ride'—you will get to review each others' progress.

You are being expected to *transform* and *repurpose* existing encodings (i.e. existing images). However, you may create your own images if desired. When using images you have not authored yourself, the source should be noted in the GitHub README.md file.

You can and should go beyond the techniques introduced in the lectures and the Guzdial book (e.g. researching algorithms for producing or manipulating graphics). The solutions must be written in Python, and any Python frameworks-may be used. So, for example, Kivy, Pillow, PyGame, and JES submissions are acceptable.

You are not being assessed on speed or memory performance. Do not worry too much about framerate, etc.

A common pitfall is poor planning or time management. Often, students underestimate how much work is involved in first learning programming concepts and then actually applying them. Programming is quite unlike other subjects in that it cannot be crammed into a last minute deluge just before a deadline. It is, therefore, very important that you begin work early and sustain a consistent pace: little and often.

The first deadline is quite close to the start of the course and not much material will have been covered by this point. Please rest assured. This first formative submission is supposed to be a simple analysis of requirements. We expect there to be errors. However, it is very important to make a start on this project so you recieve early feedback to give you some direction and to encourage you to practice your programming skills across the entire duration of the course. Ideally, you should be programming every day!

The peer-review component of this work does sometimes raise alarm. However, the only way to learn how to review code is by reviewing code. Your tutor will guide you through the process and provide advice. With practice, it will become clear what is satisfactory by discussing the quality of work with your peers and your tutor during the peer review sessions.

FAQ

- **What is the deadline for this assignment?**
  Falmouth University policy states that deadlines must only be specified on LearningSpace. Please examine the assignment area where you located this document.
- **What should I do to seek help?**
  You can email your tutor for informal clarifications. For informal feedback, make a pull request on GitHub.
- **Is this a mistake?**
  If you have discovered an issue with the brief itself, the source files are available at:
  `https://github.com/Falmouth-Games-Academy/bsc-assignment-briefs`.
  Please raise an issue and comment accordingly.

Additional Resources

- Guzdial, M.J . and Ericson, B. (2015) Introduction to Computing and Programming in Python: A Multimedia Approach, 4th Edition. Pearson: New York.
- Martin, R.C. (2008) Clean Code: A Handbook of Agile Software Craftsmanship. Prentice Hall: New York
- http://guide.agilealliance.org/guide/pairing.html
- http://www.pairprogramming.co.uk/
- http://www.pythontutor.com/

Marking Rubric

Criterion	Weight	Refer for Resubmission	Basic Competency	Basic Proficiency	Novice Competency	Novice Proficiency	Professional Competency
Functional Coherence	5%	No algorithm has been implemented successfully. The source code does not compile or there are serious logical errors.	At least two algorithms have been implmeneted successfully. There are many obvious logical errors, or at least one significant logical error.	At least four algorithms have been implmeneted successfully. There are several obvious logical errors, at least one of which is significant.	At least five algorithms have been implmeneted successfully. A melody can be generated. There are some obvious logical errors, which are not significant.	At least six algorithms have been implmeneted successfully. A melody can be generated. There are few obvious logical errors, which are cosmetic and/or superficial.	At least six algorithms have been implmeneted successfully. A melody can be generated. There are no obvious logical errors.
Sophistication	15%	No insight into the appropriate use of programming constructs is evident from the source code. No attempt to structure the program is evident (e.g. one monolithic source file).	Little insight into the appropriate use of programming constructs is evident from the source code. The program structure is poor.	Some insight into the appropriate use of programming constructs is evident from the source code. The program structure is adequate.	Much insight into the appropriate use of programming constructs is evident from the source code. The program structure is appropriate.	Significant insight into the appropriate use of programming constructs is evident from the source code. The program structure is effective. There is high cohesion and low coupling.	Exemplary insight into the appropriate use of programming constructs is evident from the source code. The program structure is very effective. There is high cohesion and low coupling. There is little to no code that obviously hinders performance.
Maintainability	20%	There are no comments in the source code, or comments are misleading. Most variable names are unclear or inappropriate. Code formatting hinders readability.	The source code is only sporadically commented, or comments are unclear. Some identifier names are unclear or inappropriate. Code formatting is inconsistent or does not aid readability.	The source code is well commented. Some identifier names are descriptive and appropriate. An attempt has been made to adhere to a consistent formatting style. There is little obvious duplication of code or of literal values.	The source code is reasonably well commented. Most identifier names are descriptive and appropriate. Most code adheres to a consistent formatting style. There is almost no obvious duplication of code or of literal values.	The source code is reasonably well commented, with some Doxygen-compatible module documentation. Almost all identifier names are descriptive and appropriate. Almost all code adheres to a consistent formatting style. There is no obvious duplication of code or of literal values. Some literal values can be easily "tinkered" in the source code.	The source code is very well commented, with comprehensive Doxygen-compatible module documentation. All identifier names are descriptive and appropriate. All source code adheres to a consistent formatting style. There is no obvious duplication of code or of literal values. Most literal values are, where appropriate, easily "tinkered" outside of the source code.
Creative Flair	10%	No creativity. The work is a clone of an existing work with mere cosmetic alterations.	Little creativity. The work is derivative of existing works, with only minor alterations.	Some creativity. The work is derivative of existing works, demonstrating little divergent and/or subversive thinking.	Much creativity. The work is somewhat novel, demonstrating some divergent and/or subversive thinking. The work shows promise of fun and engagement.	Significant creativity. The work is novel, demonstrating significant divergent and/or subversive thinking. The work is somewhat fun and engaging.	Exemplary creativity. The work is highly original, with strong evidence of divergent and/or subversive thinking in terms of gameplay. The gameplay is fun and engaging.
Use of Version Control	10%	GitHub has not been used.	Source code has rarely been checked into GitHub.	Source code has been checked into GitHub at least once per sprint. Commit messages are present.	Source code has been checked into GitHub several times per sprint. Commit messages are clear, concise and relevant. Branches are used sensibly.	Source code has been checked into GitHub several times per sprint. Commit messages are clear, concise and relevant. Branches are used somewhat effectively.	Source code has been checked into GitHub several times per sprint. Commit messages are clear, concise and relevant. Branches are used effectively. There is evidence of engagement with peers (e.g. code review).

Criterion	Weight	Refer for Resubmission	Basic Competency	Basic Proficiency	Novice Competency	Novice Proficiency	Professional Competency
Basic Competency Threshold	40%	At least one part is missing or is unsatisfactory.	Submission is timely. Enough work is available to hold a meaningful discussion. Clear evidence of programming knowledge and communication skills. No breaches of academic integrity.				