Final project CPE123

Your final project for CPE 123 is a team project (group sizes 3 or 4). In general, your final project should be an interactive sketch, a game, or an animated short (if you'd like a suggested topic, consider making the sketch related to the topic of 'winter break').

This project is intended to be the culmination of your work this quarter, so please be creative, expressive and include all the relevant technologies we have learned. As with all grading this quarter 75% of your grade will be for technical complexity and 25% will be for artistic aesthetic qualities in the story/interactive program. Remember, this is a large, cumulative project, so the complexity and quality of work should be much larger than that of a project or lab so far.

Be sure to think about what kind of data is necessary for your project, where you will be getting any data you may need, what resources/references you will use or may need, how the user will interact with your program, what you will ultimately display/render and what kind of mood/tone you'd like your sketch to convey.

Your team will be required to demonstrate your progressions of the project in lab on the dates listed below. *These project 'check-ins' are required and you must show progress toward your final goal.* These check-ins allow you to help finalize what technologies will be included and make sure your project is complex enough.

Posting and Presentation

You will need to post your team's Processing sketch, and relevant data related to your final project before the scheduled final demo time. The sketch should be posted to every team member's webpage. Alternatively, one team member may "host" the sketch and have all the other team members webpages link to the project page. The final sketch html page should list the names of all team members.

Your team will be doing an in class presentation of your project – demonstrating to your peers and your professor the accomplishments of your project. Expect to do a ~5 minute presentation in which you demonstrate your project to the class.

Required Technologies

- Animation (something is moving)
- Human Interaction (via mouse clicking or key pressing)
- Use of Arrays and Loops
- Use of Functions
- Use of variables and states

Suggested Technologies (Not required, but just to give you some ideas…)

- Hierarchical Modeling (characters with joints or parts that move)
- Game Design techniques if you make a game
- Use of Parametric Equations (if we get to it)
- Use of Implicit Equations (for location detection of drawing or click detection) (if we get to it)
- Use of Vectors

Dates to watch out for:

- Friday 11/ 6 – storyboard due by end of lab and an email with team-member roles

- Monday 11/16 - Required *in lab* project check-in: initial code check. Should have a significant amount of code running. (Even if there are non-working pieces, you should be able to comment those parts out and still have something to demo)

- Monday 11/23 or during your scheduled Final – final demo!– Final group demo of your project to the class