

Final Project – Documentation

Turn In:

1. Final Documentation – Due xxxx, xxx xx, 2019

- a) Assuming that the other required items were already submitted as stated, this is the remaining final write-up as part of the final project – **Section II Part B**.

The document should either be a Word doc or PDF file – **Section II Part B**.

- b) Emailing your work as follows,

- Attaching the source files; and
- The document that was created in Part (a).
- The SUBJECT line of the message should have the following line:

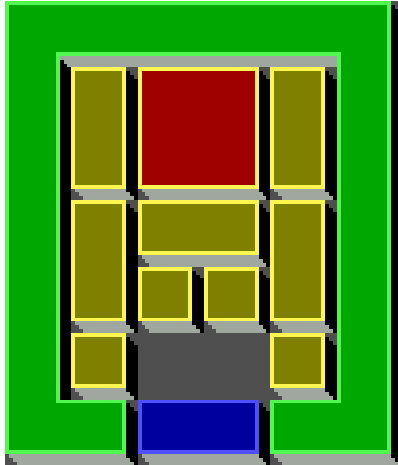
CIS 27 Spring 2019 YourName : Final Project Documentation

2. Q.E.D.

(Draft Z)

Tasks

Designing and implementing the game board known as **Klotski** (a sliding block puzzle – wikipedia.org)



Part A (draft)

The main task is to implement the Klotski game board.

- Group Project
- The learning objectives are
 - Learning and applying the **OpenGL** graphic tools; and
 - Applying and practicing class material.

Part B (draft)

Create and submit (hard copy and email) a document that has

- 1) A list of reading/materials – Articles, web sites, code, etc.
- 2) A descriptive summary of your approach/algorithm in creating the game board with instructions on how to play (i.e., instruction for how to indicate/issue the MOVE instruction).
- 3) A detailed description on the implementation — To be **read and understood** by a **supermarket owner**!

Part B – Write-up

Individual Contribution –

Each member of a group should write a self-contribution report that has the following parts:

- What did you read?
- What are your tasks?
- What portion of the code did you write?
- Others

Overall Report

The references where the team/group would have gotten the hints, designs, code and any other helpful components.

- Who would handle the integration of code?
- Who did the testing?
- Others

Part C (draft)

Each group will

- Submit the hard copy of your documentations, code (in the form of a homework submission that has a cover sheet, a copy of this project statement, code, etc.) and sample output (with the starting pattern and 5 subsequent & possible moves); and
- Email documents and the source code (with other required programs/code) to run the application.

Part D (draft)

Each group will prepare to provide/expect a demo in class as follows,

- (1) Preparing all relevant files (source code, instruction, sample patterns, etc.) to a CD and bring this to class for use in the demo.
- (2) As to start the demo, briefly describing the effort, issues, and other encounters during the process of completing the project – 5 minutes (max).
- (3) Setting up and providing the demo to the whole class – maximum of 10 minutes.
- (4) Expecting Q/A – 5 to 10 minutes
- (5) Expecting mixed fun (???) – 5 to 10 minutes

(Reminder! 201736A)