

Workshop Grading and Promotion Policy

Workshops for this course will be assessed using the following criteria:

- Workshops are graded based on two components:
 1. Individual Logic Assignment (40%)
 - Individual work is due **2 days after the assigned date** (class) by **end of day 23:59 EST**
 - Individual logic assignments are to be done individually
 - Members who do not submit work on-time, will receive a zero grade for the workshop
 - Members who receive a zero grade for the individual part, will not be eligible to receive grades for the group solution part
 2. Sub-Group Overall Solution (60%)
 - Group solution is due **4 days after the assigned date** (class) by **end of day 23:59 EST**
 - **Name and ID of all contributing members must be stated at the top of all file submissions**
 - If not submitted on-time, a zero grade will be applied for the group portion of the workshop
 - If the submitted solution is essentially a copy of the individual parts thrown together containing no effort to properly integrate as a seamless overall solution, a zero grade will be applied for the group portion of the workshop
- A zero grade on a workshop will not be counted towards the minimum necessary number of completed workshops
- Video presentations are due **1 day after your next class by end of day 23:59 EST**
 - Each student must do a video presentation **at least once** by the end of the term and should minimally consist of the following:
 - Description of the problem and its solution in non-technical terms. You should assume your audience is non-technical and interested in using your application solution.
 - Market your application solution by providing sample screenshots of how you envision your application to look which should include a sample workflow demonstrating how easy it is to use
- You must **successfully complete 9 workshops** (if > 9 are completed, the best 9 will be used)
- Workshop solutions and presentations will be evaluated using the published workshop rubrics

Group Breakdown

Each group has **two sub-groups** determined by the assigned **member number**:

Sub-Group 1: Members 1-3

- **Member-1:** Responsible for doing workshop **Logic 1**
- **Member-2:** Responsible for doing workshop **Logic 2**
- **Member-3:** Responsible for doing workshop **Logic 3**

Sub-Group 2: Members 4-6

- **Member-4:** Responsible for doing workshop **Logic 1**
- **Member-5:** Responsible for doing workshop **Logic 2**
- **Member-6:** Responsible for doing workshop **Logic 3**

Sub-Group Solution

- Each sub-group is a team and **must work together** creating the overall group solution
- The group solution is not to be done by an individual. The group solution is expected to be a seamless solution (looking as though one person has done it) and has undergone refinement and testing to ensure the logic properly addresses the workshop problem.
- If the submitted work amounts to essentially copying and pasting everyone's logic part together, a zero grade will be applied for the group work portion.

Work Submission

All work must be emailed to your instructor. You must follow the email guidelines described below.

- All work submitted (applied to both individual and group submissions) **requires all contributing members names to be stated at the top of all files being submitted**

Email Subject Line

- Highlighted parts indicate your specific information
- There are no spaces
- **APS145-[SECTION]-WS[#]:Group[#]**
 - Example: APS145-NAA-WS1:Group3

File Attachment

Individual Work Submissions

Attach a file containing your work (**pseudo code** OR **flowchart**)

- Highlighted parts indicate your specific information
- **Pseudo code**: **logic[#].fullname.pseudocode.txt**
 - Example: logic2.Cameron Gray.pseudocode.txt
- **Flowchart**: **logic[#].fullname.flowchart.jpg** (*Note: .jpg or .png*)
 - Example: logic3.Cameron Gray.flowchart.png





Sub-Group Solution Submission

Attach a file containing your group work (**pseudo code** OR **flowchart**)

- Highlighted parts indicate your specific information
- There are no spaces
- **Pseudo code**: **ws[#].group.pseudocode.txt**
 - Example: ws1.group.pseudocode.txt
- **Flowchart**: **ws[#].group.flowchart.jpg** (*Note: .jpg or .png*)
 - Example: ws3.group.flowchart.png

Presentation Submission

Video files can be quite large and will most likely be rejected by Seneca's email services. Therefore, you will have to **SHARE** your video file using your Seneca account Microsoft **ONE drive**.

- **Video file name**: **WS[#].fullname.video.mp4**
 - Example: WS4.Cameron Gray.video.mp4
- Go to <https://myseneca.ca>, click on (top left corner)  and select the One Drive application option
- Upload your video file: 
- Share  the file with your instructor: **Copy the shared link** 
- Paste the shared link into your email

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Workshop Value: 10 marks (5% of your final grade)

Learning Outcomes

Upon successful completion of this workshop, you will have demonstrated the abilities:

- to decipher and identify a problem
- to analyze and decompose a problem
- to identify the required detailed steps to solve a problem
- to communicate the solution to fellow peers and non-technical business persons Workshop

Workshop Overview

Short games are often played among friends to quickly determine who should “go first” or for a winner to resolve some other dispute. It is ideal to have a game that doesn’t require pieces or an investment (\$) etc. This is where a game like “Rock-Paper-Scissors” comes in!

Workshop Details

A complete description of the human-to-human set of rules for the “Rock-Paper-Scissors” game are available here: [https:// m.wikihow.com/Play-Rock,-Paper,-Scissors](https://m.wikihow.com/Play-Rock,-Paper,-Scissors). However, the main concepts will be provided in this document as well.

A software developer wants to create a **computer version of this game**, however before considering the software approach, a thorough understanding of the game in its physical format is required. The rules for this game are very simple:

Game Rules and Requirements

- Two players are needed (**Human vs. Computer**)
- A start routine is required to help build suspense and time for the human player to choose their desired object (usually a countdown of three). The animation will involve moving two fists up and down synchronously.

- There are only three (3) possible plays (objects):

1. Rock: Represented by a hand making a "fist" shape



2. Paper: Represented by a straight open flat hand



3. Scissors: Represented by spreading the index and 2nd finger apart (mocking scissors)



- Each object type can be defeated but can also be a winner depending on the opponents chosen object.

Rock	beats	Scissors	(but Rock loses to Paper)
Paper	beats	Rock	(but Paper loses to Scissors)
Scissors	beats	Paper	(but Scissors loses to Rock)

- Two matching objects will “tie” and the game must be repeated

Work Breakdown

[Logic 1] Describe the animated countdown start sequence including the human player object selection (input) which should be completed before the countdown ends. Logic should handle what happens if an input is not entered within the countdown time.

[Logic 2] Describe the animated countdown start sequence that includes the computer player object selection that randomly selects an object. Hint: Most computer languages have a random function which you can call to yield a number from 1-3 which you can then map onto one of the three objects in the game. **Note:** Do not "reveal" to the human player the computer selected object!

[Logic 3] Describe the revealing of the human and computer player's selected objects including the determination of the results (tie, winner/loser). If there is a tie, another game should be played, otherwise, a winner and loser should be declared and the game ends.

Your Tasks

- Where applicable, apply the core components of the **computational thinking** approach to problem solving to help you synthesize a solution
- Communicate the independent logic parts and group solutions using pseudo code/flowchart (see assignments below)
- Create a video presentation to market your envisioned application

Individual and sub-group assignments

Sub-Group 1 (pseudo code)				
Task	Subtask	Member(s)	Marks	Comments
Pseudocode	Logic 1	4	40%	Members are graded <u>individually</u>
	Logic 2	5	40%	
	Logic 3	6	40%	
	Group Solution	4-6	60%	Eligible members get <u>same mark</u>

Sub-Group 2 (flowchart)				
Task	Subtask	Member(s)	Marks	Comments
FlowChart	Logic 1	1	40%	Members are graded <u>individually</u>
	Logic 2	2	40%	
	Logic 3	3	40%	
	Group Solution	1-3	60%	Eligible members get <u>same mark</u>
Video	Presentation *	1 or 4	100%	Members rotate weekly

* **Presentation:** Decide among yourselves which member among the entire group will be doing the presentation. Priority should be given to those who have not yet done one.