



316 Data Structures

Assignment #4

(In-class Demo: April 27, 2015)

(Project Submission: April 28, 2015)

In this assignment, you will be designing and implementing a game with GUI in teams (2 or 3 students).

Programming Language: C++, C#, Objective-C, Java, Python, Ruby, or any other languages

Requirements:

- Rules: The rules must be written out, understandable, and applicable to the game you created.
- Directions: how to play the game.
- Creative!

Grading:

Your games will be graded on the following criteria

- Creativity and uniqueness of the game.
- Neatness and organization of the game.
- Directions of the game are either **typed up or written clearly** and explained thoroughly.
- Rules of the game are described very well, so people know what they can and cannot do!
- Playability--if you make it, you are going to want to play it!

Submission: Each group only needs to submit one copy.

The captain of each team needs to put all files related to the assignment to a directory named **A#-FN-LN** (where A# the assignment number, FN your first name and LN your last name). And zip the directory. Then, submit the zipped directory using SpringBoard.
