

CST 238: Graphical User Interfaces

Lab 5: Multimedia

Lab Due Date: 7:59AM May 5, 2016

Grade Rubric: You will be graded on the following sections for credit.

Media being incorporated into project (video, audio, animated gif, etc.)	200
Resources (images, audio, video)	200
Creativity (go the extra mile)	200

Total

600 points

Note: This lab directly applies to your term project that can be team based with one other person. (Only do one if you're working with someone)

What you should have before starting:

A splash screen or opening screen for your project, a foundation for your class hierarchy and application logic in either C++ or C#, event handling specific to your project (this could be clickable buttons, keyboard controls, touch events, etc.), and a second page or menu to your application for settings that would be useful to a user of your application.

What you should have after this lab:

After this lab your project should have a solid foundation, and any multimedia or graphical resources specific to your project incorporated into your application. Begin thinking about what the outcome of your project should be, are there resources that you've been holding off on adding? Begin acquiring and incorporating these.

Submission:

On blackboard, create a text submission that includes the following:

- Link to GitHub repository that includes this lab.
- Briefly explain what multimedia you've added into your project, and what resources or files (images, audio, video, gifs) you've added to make this possible.
- Consider your project and what the end goal you have in mind is. Provide a short high level description of what work you have left on your project and what the outcome of your project should be.

What media is being incorporated into your project:

The main purpose of this lab is to get you to consider and begin adding any multimedia that should be added to your project. This could be what images you want to incorporate, what audio or video, or animated images may be appropriate for your project. This is a broad section and will vary greatly between different projects, but each project should have some form of multimedia. Add this project specific multimedia into your Qt or Unity projects.

Resources:

Going along with the above section, when you're considering what media you want to incorporate into your project, you should also be acquiring the resources you need for your project. What images, audio or video files should you be acquiring in order to incorporate multimedia into your project? The goal of this is to push you to make graphical progress specific to your application, by considering what resources you should be adding in.

Creativity:

Go the extra mile and implement something cool to your project. This could be in the form of a cool animated image you find online, an awesome video, or a particular song, or sound effects you want to add into your project.