**CIS319 Case Study – Educational Game**

**Requirements:**

Create an original version of a platform, shooter, casual, or trivia game based on the requirements below (requires GUI and Graphics):

* Must be an educational game for a specified target audience.
* Includes a user interface that displays messages to the user.
* Receives input from the user.
* Displays a scoring system.
* Includes an immersive game design and game play.
* Includes instructions for game play.

**Phase 1:  Determine Project Requirements (*what*)**

Determined by the project team for their chosen game (due: June 21st by 1pm – submitted by project leader).

**Phase 2:  Design the System (*how*)**

Use UML (use case and interactive) to diagram the design of the system structure and behavior of the game; storyboards for the user interface design of the system (due: June 26th by 1pm – submitted by project leader).

**Phase 2:  Review the Design among the Project Team and Divide Tasks**

**Phase 3:  Create the System**

**Phase 4:  Test the System**

**Phase 5:  Submit System (last day of class 9am for presentation)**

          Submit entire java project in .zip file and include a .jar file

**Grading**

**Grading Rubric - Total Points: 100**

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| **Trait & Points** | **Exceptional**  **100%** | **Acceptable**  **80%** | **Amateur**  **65%** | **Unsatisfactory**  **50%** |
| **Specifications (Requirements)**  **60 Points** | The program works and meets all of the specifications. | The program works and produces the correct results and displays them correctly. It also meets most of the other specifications. | The program produces correct results, but does not display them correctly. | The program is producing incorrect results. |
| **Readability**  **10 Points** | The code is exceptionally well organized and very easy to follow. | The code is fairly easy to read. | The code is readable only by someone who knows what it is supposed to be doing. | The code is poorly organized and very difficult to read. |
| **Planning/Documentation**  **20 Points** | The planning and documentation is well written/diagramed and clearly explains what the code and user interface is accomplishing and how. | The documentation consists of embedded comment and some simple header documentation that is somewhat useful in understanding the code. The planning diagrams and storyboards somewhat explain the system. | The documentation is simply comments embedded in the code with some simple header comments separating routines. The planning diagrams and storyboards were minimal and did not explain system well. | The documentation is simply comments embedded in the code and does not help the reader understand the code. The planning diagrams and storyboards do not help reader understand the system. |
| **Delivery**  **10 Points** | The program was delivered on time. | The program was delivered within the day of the due date by 1pm. |  |  |

A difficult job done well will earn a better grade than an easy project done perfectly. Give yourself plenty of time to make sure your code is bug-free.

**Please NOTE:**

* The deadline cannot be extended.
* If you do not have your project ready by the end of term (1pm, July 19th), you will get **NO CREDIT** for the project**.**