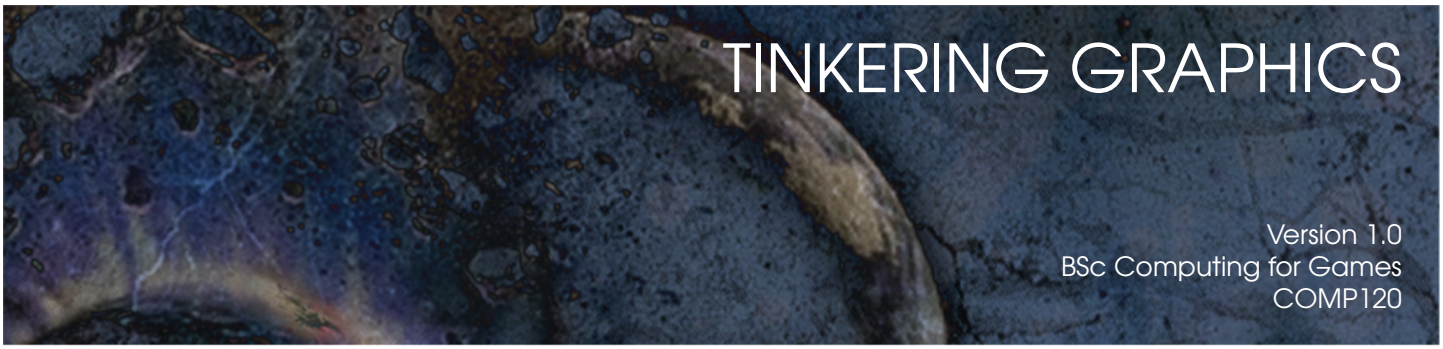


TINKERING GRAPHICS

Version 1.0
BSc Computing for Games
COMP120

Dr Michael Scott

Introduction

In this assignment, you are required to write a computer program that will *tinker* with an existing computer graphic in a creative way.

Computing for Games encompasses the broad realms of digital media, computer programming, and human-computer interaction. It is important to draw these areas together in an applied way. Creative computing is one way to achieve this. You will, therefore, leverage the principles you have learned to exercise your creativity through computer software.

This assignment is formed of several parts:

(A) **Select**, as a **pair**, **one** of the contracts provided by your tutor and:
  i. **state** which contract you will work on;
  ii. **list** the requirements implied by the contract;

(B) **Write**, as a **pair**, a draft computer program in Python that will:
  i. **address** the requirements implied by a contract;
  ii. **implement three** algorithms for tinkering graphcs;

(C) **Write**, as a **pair**, a final computer program in Python that will:
  i. **revise** any issues raised by your tutor and/or your peers.

(D) **Present**, as an **individual**, a practical demo of the computer program to your tutor that will:
  i. **demonstrate** your academic integrity;
  ii. as well as **demonstrate** your **individual** programming knowledge **and** communication skills.

"For every complex problem there is an answer that is clear, simple, and wrong."

— Henry Mencken

"Bad programming is easy. (People) can learn it in 21 days, even if they are dummies...(Good programming requires a) willingness to devote a large portion of one's life to deliberative practice...So go ahead, buy that book; you'll probably get some use out of it. But you won't change your life or your real expertise as a programmer in 21 days...How about working hard to continually improve over 24 months? Well, now you're starting to get somewhere..."

— Peter Norvig

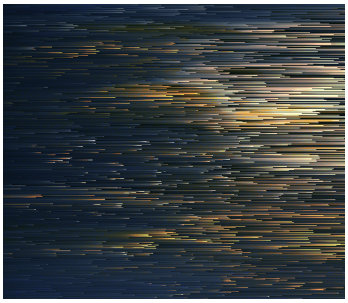
Assignment Setup

This assignment is a **pair programming task**. Fork the GitHub repository at:

`https://github.com/Falmouth-Games-Academy/comp120-tinkering-graphics`

Use the existing directory structure and, as required, extend this structure with sub-directories. Ensure that you maintain the `readme.md` file.

Modify the `.gitignore` to the defaults for **Python**. Please, also ensure that you add editor-specific files and folders to `.gitignore`.



@pixelsorter is a Twitter bot written in Ruby that sorts the rows (or optionally columns) of an image according to a specific method like hue, red, brightness, luma, etc.

Part A

Part A consists of a **single formative submission**. This work is **collaborative** and will be assessed on a **threshold** basis.

To complete Part A, write about your contract in the `readme.md` document. Show this to your tutor in-class. If acceptable, this will be signed-off.

You will receive immediate **informal feedback** from your **tutor**.

Part B

Part B is a **single formative submission**. This work is **collaborative** and will be assessed on a **threshold** basis. The following criteria are used to determine a pass or fail:

(a) Submission is timely;
(b) Enough work is available to conduct a meaningful review;
(c) A broadly appropriate review of a peer's work is submitted.

To complete Part B, prepare draft versions of the computer programs. Ensure that the source code and related assets are pushed to GitHub and a pull request is made prior to the scheduled peer-review session. Then, attend the scheduled peer-review session.

You will receive immediate **informal feedback** from your **peers**.

Part C

Part C is a **single summative submission**. This work is **collaborative** and will be assessed on a **criterion-referenced** basis. Please refer to the marking rubric at the end of this document for further detail.

To complete Part C, revise the computer program based on the feedback you have received. Then, upload it to the LearningSpace. Please note, the LearningSpace will only accept a single `.zip` file.

You will receive **formal feedback** from your **tutor** three weeks after the final submission deadline.

Part D

Part D is a **single summative submission**. This work is **individual** and will be assessed on a **threshold** basis. The following criteria are used to determine a pass or fail:

(a) Enough work is available to hold a meaningful discussion;
(b) Clear evidence of programming knowledge **and** communication skills;
(c) No breaches of academic integrity.

To complete Part D, prepare a practical demonstration of the computer programs. Ensure that the source code and related assets are pushed to GitHub and a pull request is made prior to the scheduled viva session. Then, attend the scheduled viva session.

You will receive immediate **informal feedback** from your **tutor**.

Additional Guidance

It is critically important that you do not neglect your individual roles in the development process. Programming in pairs means that you work together on the same computer—switching between driver and navigator. It is a great opportunity to develop your technical communication skills and overcome common misconceptions about programming. It should not, however, be treated as a 'free ride'—you will get to review each others' progress.

You are being expected to *transform* and *repurpose* encodings (i.e. manipulating existing pictures). However, you may create your own images if desired. When using images you have not authored yourself, the source should be noted in the GitHub README.md file.

You can and should go beyond the techniques introduced in the lectures and

the Guzdial book (e.g. researching algorithms for producing or manipulating graphics). The solutions must be written in Python, and any Python frameworks may be used. So, for example, Kivy, Pillow, PyGame, and JES submissions are acceptable.

You are not being assessed on speed or memory performance. Do not worry too much about framerate, etc.

A common pitfall is poor planning or time management. Often, students underestimate how much work is involved in first learning programming concepts and then actually applying them. Programming is quite unlike other subjects in that it cannot be crammed into a last minute deluge just before a deadline. It is, therefore, very important that you begin work early and sustain a consistent pace: little and often.

The first deadline is quite close to the start of the course and not much material will have been covered by this point. Please rest assured. This first formative submission is supposed to be a simple analysis of requirements. We expect there to be errors. However, it is very important to make a start on this project so you recieve early feedback to give you some direction and to encourage you to practice your programming skills across the entire duration of the course. Ideally, you should be programming every day!

The peer-review component of this work does sometimes raise alarm. However, the only way to learn how to review code is by reviewing code. Your tutor will guide you through the process and provide advice. With practice, it will become clear what is satisfactory by discussing the quality of work with your peers and your tutor during the peer review sessions.

FAQ

- **What is the deadline for this assignment?**
  Falmouth University policy states that deadlines must only be specified on the MyFalmouth system.
- **What should I do to seek help?**
  You can email your tutor for informal clarifications. For informal feedback, make a pull request on GitHub.
- **Is this a mistake?**
  If you have discovered an issue with the brief itself, the source files are available at:
  `https://github.com/Falmouth-Games-Academy/bsc-assignment-briefs`.
  Please raise an issue and comment accordingly.

Additional Resources

- Guzdial, M.J . and Ericson, B. (2015) Introduction to Computing and Programming in Python: A Multimedia Approach, 4th Edition. Pearson: New York.
- Martin, R.C. (2008) Clean Code: A Handbook of Agile Software Craftsmanship. Prentice Hall: New York
- http://guide.agilealliance.org/guide/pairing.html
- http://www.pairprogramming.co.uk/
- http://www.pythontutor.com/

Marking Rubric

Criteria marked with a ‡ are shared by the group. All other criteria are individual.

Criterion	Weight	Refer for Resubmission	Basic Competency	Basic Proficiency	Novice Competency	Novice Proficiency	Professional Competency
Basic Competency Threshold	40%	At least one part is missing or is unsatisfactory.	Submission is timely. Enough work is available to hold a meaningful discussion. Clear evidence of programming knowledge and communication skills. Clear evidence of reflection on own performance and contribution. Only constructive criticism of pair-programming partner is raised. No breaches of academic integrity.				
Functional Coherence	5% ‡	No algorithm has been implemented successfully. The source code does not compile or there are serious logical errors.	At least one algorithm has been implemented successfully. There are many obvious logical errors, more than one of which is significant.	At least two algorithms have been implemented successfully. There are several obvious logical errors, at least one of which is significant.	At least three algorithms have been implemented successfully. There are some obvious logical errors, which are not significant. The brief has been satisfied.	At least three algorithms have been implemented successfully. There are few obvious logical errors, which are cosmetic and/or superficial. The brief has been satisfied.	At least three algorithms have been implemented successfully. There are no obvious logical errors. The brief has been satisfied.
Sophistication	15% ‡	No insight into the appropriate use of programming constructs is evident from the source code. No attempt to structure the program (e.g. one monolithic function).	Little insight into the appropriate use of programming constructs is evident from the source code. The program structure is poor.	Some insight into the appropriate use of programming constructs is evident from the source code. The program structure is adequate.	Much insight into the appropriate use of programming constructs is evident from the source code. The program structure is appropriate.	Considerable insight into the appropriate use of programming constructs is evident from the source code. The program structure is effective. There is high cohesion and low coupling.	Significant insight into the appropriate use of programming constructs is evident from the source code. The program structure is very effective. There is high cohesion and low coupling.
Maintainability	20% ‡	There are no comments in the source code, or comments are misleading. Most variable names are unclear or inappropriate. Code formatting hinders readability.	The source code is only sporadically commented, or comments are unclear. Some identifier names are unclear or inappropriate. Code formatting is inconsistent or does not aid readability.	The source code is somewhat well commented. Some identifier names are descriptive and appropriate. An attempt has been made to adhere to thhe PEP-8 formatting style. There is little obvious duplication of code or of literal values.	The source code is reasonably well commented. Most identifier names are descriptive and appropriate. Most code adheres to the PEP-8 formatting style. There is almost no obvious duplication of code or of literal values.	The source code is reasonably well commented, with Python doc-strings. Almost all identifier names are descriptive and appropriate. Almost all code adheres to the PEP-8 formatting style. There is no obvious duplication of code or of literal values. Some literal values can be easily "tinkered" in the source code.	The source code is very well commented, with Python doc-strings. All identifier names are descriptive and appropriate. All source code adheres to the PEP-8 formatting style. There is no obvious duplication of code or of literal values. Most literal values are, where appropriate, easily "tinkered" outside of the source code.
Creative Flair	10% ‡	No creativity. The work is a clone of an existing work with mere cosmetic alterations.	Little creativity. The work is derivative of existing works, with only minor alterations.	Some creativity. The work is derivative of existing works, demonstrating little divergent and/or subversive thinking.	Much creativity. The work is somewhat novel, demonstrating some divergent and/or subversive thinking.	Considerable creativity. The work is novel, demonstrating significant divergent and/or subversive thinking.	Significant creativity. The work is highly original, with strong evidence of divergent and/or subversive thinking.
Use of Version Control	10%	GitHub has not been used.	Source code has rarely been checked into GitHub.	Source code has been checked into GitHub at least once per week. Commit messages are present. There is evidence of engagement with peers (e.g. code review).	Source code has been checked into GitHub several times per week. Commit messages are clear, concise and relevant. There is evidence of somewhat meaningful engagement with peers (e.g. code review).	Source code has been checked into GitHub several times per week. Commit messages are clear, concise and relevant. There is evidence of meaningful engagement with peers (e.g. code review).	Source code has been checked into GitHub several times per week. Commit messages are clear, concise and relevant. There is evidence of effective engagement with peers (e.g. code review).