

**CSE 1100 – Introduction to Computing I**  
**Final Project – Programming and Problem solving**  
**Value - (30 %)**  
**Group – 6 to 10 students (self-selected)**  
**Due Data – Midnight December 22, 2023 - (via Moodle)**

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## **Objective**

Design and implement a simple game.

## **Instructions**

- Using the information and instructions provided in lab sheets 2- 4 on the problem of the computer game, you are required to do the following:
  - Design a simple but complete version of the 3-door game. This design must be articulated in words, narratives, and as an algorithm. You can reuse existing aspects of the game design already explored in the labs. However, you must implement at least 3 new design features or functionality.
  - Implement the designed game in Python

## **Deliverables (uploaded to Moodle)**

- A document articulating the game design: story, features, functionality, etc.
- A Python program that implements the designed game.

## **Project Assessment Criteria**

- Design of the game story
- Functionality of game implementation.

## **Project Logistics**

- Appoint a group leader.
- The group leader will communicate with me via email a brief description of the group's proposed design. Approval is necessary before you can go ahead with your design and implementation
- The group leader will upload the Project on Moodle, ensuring all group members are listed appropriately. All project documents must be placed in a single folder, zipped, then uploaded to Moodle.

**\*\*end of Project\*\***