

308 Final Project

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1 Forward

- Team size: 2-3
- Nov 13th & Nov 27th are in class work periods
 - Attendance require to receive lab points
- Your project should be more complex than the class projects
- Explore ideas beyond what we have covered in class. For example
 - Create a Gameboy Color game using GBDK
 - Create a UI based app using SDL or some other graphics library
 - Create a webserver
 - Create a socket communication protocol using an Arduino or some other microcomputer

2 Proposal

Due Monday, Nov 12th (10 Points)

Write a submit a 0.5 to 1 page proposal for your final project. This should describe what you want to make, why you want to make it, and roughly how you are going to do it.

If you plan on using any libraries for your project, please include them in the proposal and discuss how you plan to use them.

Spend some time in the proposal thinking about how (and if) you are going to meet the requirements listed below.

3 Project

Due before presenting (100 Points)

3.1 Introduction

The final project is a culmination of everything you have learned in this class and should reflect as such. If you don't have a struct or an enum in your project then I can only assume you didn't learn that content.

That being said, not all things we learned in this class are relevant to every possible project, if there is a reason that a specific component doesn't apply to your project please include that in your proposal.

3.2 Code Requirements

(Pulled directly from the course topics listed in the syllabus)

- Impossible to avoid
 - Variables
 - Control structures
 - Loops
 - Functions
- All of these should be used at least once (20 Points)
 - Arrays
 - Strings
 - Pointers
- 5 "User defined types" must be defined and typedef'd (40 Points)
 - Structures

- Unions
- Enumerations
- Include **at least one** of the following (10 Points)
 - File I/O
 - Dynamic memory allocation & deallocation
 - Preprocessor macros
 - Pointers to pointers
 - Function pointers

3.3 Rubric

Minimum Code Requirements	70
Presentation Quality	10
Proposed Goal Achieved	10
Code Quality/Polish	10

4 Team Member Review

Due day of presenting

While unfortunate, there are times when issues arise with members in your group project. In order to account for the possibility of these issues, all members of a team will be asked to submit reviews of their team members. This is your opportunity to praise and commend amazing team members and to inform me of any members who didn't complete their fair share of the project.

5 Presentation

5.1 Introduction

As there are a large number of students in class and a rather limited amount of time, presentations will be a **strict** 4 minutes long. I will time each presentation and ask any group who exceeds their time to conclude their presentation early. A group who has their presentation conclude early will lose points in the presentation quality portion of the rubric. Because of this, I recommend that all teams

practice their presentation 3 to 5 times before the actual presentation happens.

5.2 Presentation Requirements

- Bring a laptop that can run your project (Must have VGA, HDMI, or USB-C)
- A demo of the project is required. Without a demo, I won't be able to grade the project
- Slides are allowed but should only be used as a supplement to the demo. i.e.
 - Good: A 3 slide presentation with diagrams explaining a cool/complicated algorithm
 - Bad: A 12 slide presentation/overview of your project