Assignment Policies for CSC 313 - Graphics

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1. Team / Individual Requirements
    a. This assignment will be conducted as a team assignment, of no less than 2 and no more than 3 students. Within a team, students are welcome to share code, share resources, and discuss the assignment openly.
    b. Students are not allowed to discuss strategies with other teams, or share code or resources with other teams. Importantly, no code from the textbook or student project should be posted on GitHub, Discord, Google Drive, or any other sharing platform after the semester has finished.
    c. Each student on a team is required to turn in the assignment to Blackboard with a valid submission demonstrating his or her own contributions to the assignment.
2. Assignment Requirements
    a. Each student needs to turn in his or her own version of the code as a Word Doc or PDF to Blackboard. All project code should be pasted in the Word Doc or PDF file, with black text on a white background. The textbook code needs to be highlighted in light blue, and the student's individual code needs to be highlighted in yellow. The team code (code written by other students, not found in the textbook), needs to be highlighted in light red.
    b. Each student needs to publicly post his or her own professional-quality video to YouTube demonstrating the final project running. In Part I of the video, the student will state his or her name, verbally describe his or her contribution, and demonstrate the project running. The video should exhibit a screen-capture of the project running, while the student exhibits verbal narration. In Part II of the video, the student will open the code in the Word Doc or PDF file, and discuss line by line what his or her code does. This discussion needs to demonstrate an in-depth understanding of non-simplistic code. Discussing functions without explaining their functionality, for example, is overly simplistic. In the description of the public YouTube video, the student needs to include any current APA-style references to outside materials used. The student is therefore required to post a reference to the textbook, along with a reference to any other online resources the student utilized.
    c. Importantly, the student may directly copy code from the textbook. The student may not directly copy code from other online resources. The student may read through code from other online resources, but direct copying of code from other online resources is a violation of copyright, and a violation of academic integrity. The student is allowed to utilize ideas and inspiration from other online resources, not code. All code turned in must be from the textbook, the team, or the individual student.
3. Grading Rubric
    a. The assignment will be graded based on the following criteria:
        i. 10 Points. The assignment demonstrates new code from each team member that exhibits team members' best efforts towards implementing the assignment description feature(s). Each student is responsible for his or her own code, and will only be graded on his or her own efforts.

ii. 10 Points. The assignment video demonstrates a fully working project.
iii. 10 Points. The assignment video, Part I, demonstrates all required features, including narration and demonstration.
iv. 10 Points. The assignment video, Part II, demonstrates an in-depth discussion of the student's own non-simplistic code.

b. The assignment will be disqualified from being graded based on the following criteria. Any of the below will cause the assignment to receive a 0 grade.
   i. The assignment uses code directly copied from online resources, including AI tools, other student work not on the current team, websites, or other resources.
   ii. The assignment fails to properly reference resources utilized, whether that is the textbook, for direct code usage, or whether that is an online resource for inspiration (thoughts and ideas).
   iii. The assignment is not turned in on or before the deadline as posted on Blackboard.
   iv. The assignment does not demonstrate proper highlighting of student code (yellow), team code (red), and textbook code (blue).

4. Textbook Citation (include this in all YouTube video descriptions):
   a. Sanders, B. (2024). *Rendering, Geometries, Bitmaps, and Animation*. Kindle Direct Publishing. https://www.amazon.com/Rendering-Geometries-Bitmaps-Animation-Benjamin/dp/B0DF6B63DB/ref=sr_1_1?crid=W9FYBR7OTP9N&dib=eyJ2IjoiMSJ9.LvVwV6lfHPGLOOhcx3BPjg.gXmxabwDDxToVS1g7m24afn1kqyHC2f1iVFcxBRUJgI&dib_tag=se&keywords=rendering%2C+geometries%2C+bitmaps%2C+and+animation&qid=1736273357&sprefix=rendering%2C+geometries%2C+bitmaps%2C+and+animation%2Caps%2C128&sr=8-1
   b. Utilize current APA format to cite other references, as needed.