# 1200 Project Presentations

Project Presentations: 12/4 & 12/6

## Description

ECS 1200 projects will be presented to the class on 12/4 or 12/6 depending on the team’s section.

So far, all teams are presenting a Processing program. Most teams are presenting their versions of the Ballistic game which they have been incrementally building and delivering for the past several weeks.

### Ballistic Game Grading

Because much of the ballistic game has been provided to the teams over the past few weeks grading will be based on the following criteria:

|  |  |
| --- | --- |
| **Game Features** | **Project Score** |
| A game that correctly implements all of the features described in Processing Assignments 2-5.  This is the standard for 100 points on the Processing 5 assignment. | 85 Points |
| A game that correctly implements all of the features described above plus integrates the wins & loses sound effect.  See example code described in class in soundPlayer.zip | 90 Points |
| A game with additional features as determined by individual teams. Additional points will be awarded based on the amount of effort put into the additional features. | 90-100 Points depending on the quality / complexity of the features added. |

### Other Processing Program Grading

Teams that implement other Processing programs will be judged on their efforts. Note that teams that implements something other than the ballistic game will be working without the benefit of the extensive support and examples that was provided in assignments 2-5 and this additional effort will be recognized.

### Non-Processing Project Grading

As of 11/4 no teams have approached with non-Processing programming project ideas. Any team that wishes to present a non-Processing project has until 11/11 to make their desire known. After 11/11 all teams will be presenting a Processing program.

## Ideas for Additional Features

* A splash screen with credits and user help.
* Additional animations when a target is hit or missed by a shot.
* Plays sounds when the cannon is fired and the projectile hits the ground.
* Animated Background i.e. clouds, planets, etc.
* Change settings with/GUI (e.g. framerate v, g, deltaT, etc).
* Power bar.
* Barriers and bouncing off screen edges.
* Two Players
* Airborne Target
* Target moving cross ground
* Multiple Concurrent Shots
* Suggestions?

## Demonstration

Each team’s Processing program will be copied onto a USB drive (as is currently done for assignments) and demonstrated on the Professor’s PC.