

# Final Project

## CPSC 3175 - Fall 2017

### Deliverables:

Item	Percentage
Project Report	20%
Project Presentation	20%
Project Weekly Reports	10%
Implemented Project	40%
Commented Project Code	10%

### Project Report:

The project report will include the following:

- Outline program behaviors and actions to be performed
- Provide a detailed scenario of the program usage
- Identify components within the behavior and scenario
  - For each component, also identify responsibility and collaborators.
- Identify any decision you choose to postpone until later
- Outline classes that will perform the behaviors of system components (use pseudo code)
- UML Diagrams for:
  - Use cases
  - Objects
  - Sequences
  - State Chart
  - Class diagrams

The diagrams should be used as figures in the report and the report should describe the figures. This should be a well formatted report that overviews the detailed functionality of the program.

### Project Presentation:

The project presentations will occur the last week of the course. The presentations will be 5 - 10 minutes. The goal is to explain your projects use case information and behaviors, the object oriented approach you took to solving the problem, demonstrate full functionality of your project, and answer questions. If your group does not perform a presentation, it is an automatic 0 on the project

**Project Weekly Reports:**

Each week you will be required to write a weekly report outlining the following:

- What you set out to do that week
- Progress made during the week
- What you learned
- Obstacles and challenges you faced
- Planned approach for the next week
- Questions or comments

**Implemented Project**

The project should be implemented in either Java or Swift. There should be a user interface. It can be text based or graphical. The project must use at least 2 design patterns and object oriented programming concepts. All projects must be approved by me. If the code does not compile or fails to execute, it is an automatic 0 on the project.

**Commented Game Code**

The code in the game must be commented well to demonstrate a knowledge of how all objects work together and game is implemented.