Extra Credit Project in Comp III

**Due dates:**

* the topic of the project is due Nov 24;
* the project & presentation is due Dec 5 (9am).

**Project Description:**

1. Create an application that does some interesting task (e.g. playing a game, simulation of a real-life process) and uses
   * objects of several classes,
   * STL containers or/and algorithms,
   * inheritance.
2. It should be a working program with code written in C++.
3. You may work on this project in groups (up to 3).
4. Draw UML class diagrams (showing relationship between classes, including member variables and functions for each class, their access level, and types).
5. Describe in pseudocode what your program (main function) is doing
6. Present your project to class (10 min).
   1. demonstrate the working program
   2. show pseudocode of the most essential function (or several functions)
   3. show UML diagrams with inheritance and aggregation
   4. show usage of STL
   5. do an overview of the code
   6. where did you get the idea?
   7. which sources (books, links) did you use and what was your addition?
   8. what are the possible extensions of this project?
7. You may get idea or even portion of the code (but not entire code) from books or online sources – in this case please include references in your submission document.
8. Submit
   1. name of your team member(s)
   2. description of your application,
   3. UML diagrams,
   4. code,
   5. tests of your application,
   6. and references.

**Reference.** Check <http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/> for some project ideas.