# ICS3U1 Final CPT

| Name: | Project: |
| --- | --- |

## Tasks

* Pick a program to write: Video Poker, Blackjack, Math Training Game, Multiple Choice Game, Connect 4, Guess The Word, Hangman
* Meet with the client to get all of the needs of the project
* Summarize the client meeting by creating a requirement document with words, diagrams, and example graphics
* Design the program by creating 5 user interface (UI/UX) designs
* Create a Github repository for your CPT called CPTYourName and email the URL to Cadawas (Make sure your repository is public)
* Write the program meeting the standard features
* Try to improve your mark by meeting some of the extra features
* Ensure that you are meeting all the communication requirements
* Hand in your requirements document
* Hand in your user interface designs
* Hand in your finished code
* All programs at minimum have a main menu with (p)lay, (v)iew high scores and (q)uit.

## Requirements Document

* Document has all of the needs discussed in the client meeting
* Document uses point form to describe the client’s requirements
* Document uses diagrams to explain some of the client’s requirements
* Document uses example graphics (not full screens… that is for the UI/UX document) to explain some of the client’s requirements

## User Interface (UI/UX) Design

* Create five screens of your program. Here are the screen design requirements
* Three of the five screens must be of the actual gameplay (not menu, not high scores or help). Ex: win scenario, lose scenario
* All 5 screens have labels to where the user will be inputting data, and the variable name that that data is going into
* All 5 screens have labels to where the program will be outputting data, and the variable name from where that data is coming from
* All 5 screens need a one sentence description (no novels please) below each screen summarizing the function of that screen

## Program Features

| **Standard Features – To get 3+** | **Extra Features – You only need 5 to get 4+++** |
| --- | --- |
| * Program uses if/else if/else statements at least once * Program uses while loops at least once * Program uses for loops at least once * Program uses methods at least once * Program uses file reading and file writing at least once * Program uses arrays   AND  **Three Levels**   * Program barely works, meeting a couple of requirements presented by Cadawas * Program sort of works, meeting some requirements presented by Cadawas * Program fully works, meeting all requirements presented by Cadawas | * Program imports and draws an image on the screen * Program draws shapes (lines, rectangles, circles) to help with the gameplay * Program adds a (h)elp option to the main menu and shows help when selected * Program uses System.out.println to print debug messages (on the command window) that will not be shown on the console window * Console window is 1280x720 with the title of the game * Program has an animation * Program has a (s)ecret menu (as in… not seen) option that prints a funny joke to the screen. * Program has a cheat where if the user enters their name as: “statitan”, you gain some type of advantage (Ex: More money, higher percentage, extra turn) * Uses getChar or getKey for the main menu options * Uses mouse input somewhere in the game |

## Program Communication

Here are the communication requirements

* Program Header
* Informative Comments
* Perfect Java Code Indentation
* Variable Names according to Cadawas’ style
* User Interface Is Friendly And Easy To Use. Ex: Instead of typing “play game”, use “p” to (p)lay game
* No Major Spelling Or Grammatical Mistakes
* Github pushes have clear and specific descriptions of what changes were made
* Regular pushes are made to github over the course of the project (daily at minimum)

## Evaluation

| **Category** | **Level 1** | **Level 2** | **Level 3** | **Level 4** | **Mark** |
| --- | --- | --- | --- | --- | --- |
| Requirements Document  /1 | Req Doc meets one of the requirements | Req Doc meets some of the requirements | Req Doc meets most of the requirements | Req Doc meets all of the requirements |  |
| UX Design  /2 | UX design meets one of the requirements | UX design meets some of the requirements | UX design meets most of the requirements | UX design meets all of the requirements |  |
| Program Code and Features  /9 | Program has a couple of the standard features | Program has most of the standard features | Program has all of the standard features | Program has all of the standard features plus some of the additional features |  |
| Program Communication  /3 | Program meets one of the communication requirements | Program meets some of the communication requirements | Program meets most of the communication requirements | Program meets all of the communication requirements |  |