CP2561 Java Course Project

Worth 25% of final mark

Due Monday August 15th

The course project is to create a text based hangman game.

You must use github for your development of this project.

You may work individually, or you may choose a partner to work with.

Grading Rubric

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Visual Presentation | Git/Github | Functionality | Extra Features | Use of Classes | Bugs |
| 100% challenge  Use [FXGL Game Engine](https://github.com/AlmasB/FXGL) to make a visual version | Display images and test in the FXGL engine | There is a consistent record of commits to the github account on a weekly basis, since the start of the project | Game loads words from a file and randomly chooses each word. Words never repeat until all words have been used | Use FXGL game engine | Just get it working | Can have a few bugs |
| 100% Challenge #2  -Package your build up into a Jar executable file | Same as 90+ | Same as 90+ | Same as 90+ | Same as 90+ | Same as 90+ | Same as 90+ |
| 90%+ | ASCII art to show the state of the game, as well as game information presented in text to the user | There is a consistent record of commits to the github account on a weekly basis, since the start of the project | Game loads words from a file and randomly chooses each word. Words never repeat until all words have been used | Research and implement audio as both sfx and background music for the game.  Add the ability to switch between 3 levels of difficutly | Code is well designed and organized into classes | Only minor bugs present |
| 80% | ASCII art to show the state of the game, as well as game information presented in text to the user | There is a consistent record of commits to the github account. There may be occasional gaps where the student didn’t commit work for several days to a week. | Game loads words from a file and randomly chooses each word | None | Code is well designed and organized into classes | Only minor bugs present |
| 70% | ASCII art to show the state of the game, as well as game information presented in text to the user | Git/Github has been used. Most of the commits are done in the week leading up to the due date of the project. | Game hard codes words instead of loading from file. | None | Code makes use of methods, but classes are not a feature of the design | A few noticeable bugs |