

# CREATE YOUR OWN CRITTER – GROUP PROJECT

Name : \_\_\_\_\_

Name : \_\_\_\_\_

**Step One** – Design a Critter on paper. You must override 3 of the original Critter methods not including act. After completing your design on paper, type up your design and print out a copy.

You will make your Critter into a working program once you have it written on paper and have typed it as a document.

Each person in the group must contribute equally. This is not a 1 person activity.

Use lab 16\_critter.

You will likely need to revise your design after you take your idea and turn it into a working program.

You will turn in your hand written paper design and your typed final version.

PART 1 Grade - \_\_\_\_\_

**Step Two** – After all groups have completely designed and coded their Critter, an exchange between groups will occur. Your design and explanation must be typed up and edited so that another group can use it to create your Critter.

Make sure your design is thorough enough to follow.

Each group must go back to the creating group if they have questions about the design.

PART 2 Grade - \_\_\_\_\_

**Grade -** Part 1 of each group's grade will be based on the design and programming of their Critter and part 2 of each group's grade will stem from the group's ability to create another group's Critter.

Final Grade - \_\_\_\_\_