

SIMON FRASER UNIVERSITY
Department of Computing Science
CMPT 276: Project

Project, Phase 4: Report and Presentation

1 Considerations

You will be working on your group repository. Each team member should contribute continually to all phases of the project.

Upload the report under the same “Documents” directory in your team’s repository. The report should be named “Phase4Report.pdf.” We will mark the report along with the other deliverables of this phase on the specified deadline. See the Schedule page on Canvas for deadlines.

This is the final phase of the project. In this phase, you will provide a report, documentation, executable, and a tutorial/demo of your project in your report or as a video (optional) and reflect on your experience during making the game. You will also present your project in the class.

You may still modify, improve, debug, and refactor your production and test code as you finalize your game and write your report. Make sure to include any modifications in your report.

2 Report

Your report should include the following sections.

2.1 The Game

Include a brief overall description of your game in your report. Discuss how much you have been faithful to your original plan and design, and how the final product varies from that plan. Justify what has changed, and what are the most important lessons you have learned.

2.2 Tutorial

2.2.1 In the Report

Provide a tutorial/demo of main features of your game and highlight scenarios that you deem more important. Use screenshots along with text for explaining the features and teach users how to play.

2.2.2 Video (Optional)

Instead of documenting all features and scenarios of your game in the tutorial section on your report, you can create a video demonstrating highlights of your game, its features, and the overall gameplay. You can share your game with the public this way. Moreover, we will have a contest on the videos after the deadline, and the top three games/videos will receive bonus marks for the course. Add a link of the video to your README file as well as your report.

3 Build Automation

Anyone should be able to create the artifacts of your system using Maven, including a **JAR** file of your game and your **documentation (Javadocs)**, generated automatically from your Javadoc comments.

Add the appropriate Maven plugins to your POM file if you haven’t already done so, to enable the automatic generation of these artifacts.

Extend the README file of your project with complete instructions on how to build and execute the new artifacts of your game. Users should still be able to build, run, and test the project through Maven.

4 Peer Evaluation

Now that we are at the end of the project, you can evaluate the performance and contributions of each team member to the whole project. Please fill the “Peer Evaluation” survey under “Quizzes” on Canvas by the deadline.

5 Presentation

You will present your project during the last two classes (**November 30th and December 5th**). Prepare a five-minute presentation of your game that includes key points of your project with regard to game design, software design and architecture, implementation and testing, project and team management, biggest challenges, and lessons learned. It helps to include a demo. Each team will have a firm limit of five minutes for the presentation. Please refer to the schedule page for the scheduling of presentations.

6 Deliverables

- **The report:** Name your report file **Phase4Report.pdf** and place it in the “Documents” directory on your repository. The report should include everything required above.
 - The game (max 2-3 pages)
 - Tutorial/demo. If you can choose to do a video demo instead, state that in your report, and provide a link to the video.
- **The presentation:** Five-minute presentation of highlights of your project during the last two lectures (firm time limit per group).
- **The artifacts:** Users should be able to create a **JAR** file of your game and the **Javadocs** using Maven. You can also push these artifacts to your repository and specify their location in your report.
- **The video (optional):** all students can vote for their favourite videos after the deadline. Top three videos/games will receive bonus marks for the course.
- **README:** should be updated with complete and clear instructions for users to build, run, and test your game, and use all its artifacts.
- **Peer Evaluation Survey:** Make sure to fill the confidential peer evaluation survey on Canvas by the deadline.