Project, Phase 4: Report and Presentation

Deliverables

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

Create a "Documents" directory in your team's repository for maintaining the report file of this phase. The report should be named "Phase4Report.pdf." The TAs will mark the report along with the history and final version of your code on SFU GitHub on the specified deadlines. In addition to the phase deadline. See Canvas for deadlines.

Conclusions

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.

Report

Your report should include the following sections.

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.

Tutorial

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.

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.

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.

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.

Presentation

You will present your project during the last two classes (**November 26th and 28th**). All team members must attend the presentation. Prepare a six-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. Each member should briefly speak on their personal biggest contribution to the project. It helps to include a demo. Each team will have a firm limit of six minutes for the presentation plus two minutes for questions. Please sign up for the presentation timeslot from the link on Canvas.

Deliverables for Phase 4

- **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 public link to the video.
- **The presentation**: Six-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.
- **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.