**Final Project**

**Project Description & Goal**

This is your chance to demonstrate what you have learned this semester. As an individual, or as a group (max 3) you will develop a project over the remainder of the semester. This project will be your own idea and you have almost completely free reign to decide what you want to develop.

**Project Specifications**

* Project must perform some task. It must be usable in some context that enhances day-to-day life.
  1. Games
  2. Tools
  3. Applications

**Required Elements**

* Initial design document (this must come first. I will ask to see your design documents early in development)
  1. This document will give the reader an understanding of your goals and objectives so they can envision your idea.
  2. This doesn’t have to be perfect, consider this a draft that will be collected.
* Project files
  1. Every file included in the development of this project, from documents to binaries. (Can just submit github link)
* Presentation
  1. The last day of class you will present your project to the class.
     + A presentation can be many different things. Powerpoint, live demo, etc…
  2. Your goal is to make your project look as interesting as possible
* Final write up
  1. A final document that portrays your learning throughout this experience.
  2. In this document, I want (at least) the following questions answered with a few sentences each:
     + What was the biggest triumph?
     + What was the biggest problem?
     + What was the most valuable thing you learned?
     + What was your favorite part?
     + What was your least favorite part?

**Project Learning Objectives**

* Learn how to take a project from start to finish.
* Learn how to deal with unforeseen circumstances (they will arise, trust me).
* Learn how to effectively present your ideas (in person, and on paper).

**Rubric**

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|  | **Description of perfect implementation** | **Score** |
| Competency #1 | Initial design doc is provided, and gives enough of an idea of the project to get a vision. | \_\_\_  10 |
| Competency #2 | Project is submitted and works as intended (bugs are expected, but project should still execute its core functionality) | \_\_\_  50 |
| Competency #3 | Presentation is effective at creating an interest in the project. It demonstrates all the core features and convinces me that I should use this product. | \_\_\_  20 |
| Competency #4 | Final write up includes all the necessary elements and they are answered to completion. | \_\_\_  20 |