syst 17796 - Deliverable 3

## **description**

*(Note – if you are doing Option B, adjust for your project)*

In Deliverable 2 you committed to a design for your game and you will have received feedback on the design.

The same standards for groupwork, professional writing style and citations apply to all deliverables. If you have questions, you can refer to the project description or ask your instructor. **The project requirements are not to be reduced for groups smaller than 4 students. Any groupwork conflicts will be dealt with using the contract from Deliverable 1.**

To begin, you will update your **UML Class Diagram**, incorporating the feedback you received in Deliverable 2. **You should include methods and attributes for each class**.

Next, **complete the code** to satisfy the rules of the game (**requirements**) and the **use cases** you defined (scope). Ensure the final version is checked in to your Git repository.

## Submission

Please submit **one WORD document per group as well as the access credentials (URL pointing to your repo and make sure the Instructor has read access before submission) to your Git Repository**. This means that the document should be professionally organized and have a uniform style throughout. It should look as though it came from one team, not 4 separate students. Please note that instructors may choose to run your submission through TurnItIn or compare the submission with other students from other sections/semesters for academic integrity purposes. Please take the time to properly cite your sources.

**You should also include a zip export of your project including the source code for your game labelled with your group name.**

### rubric

| Item | Criteria |
| --- | --- |
| Class Diagram | Updated to reflect feedback from Deliverable 2, methods and attributes included. Notationally correct and solid design as described in Deliverable 2 Design Document. |
| Source Code | Code is completed and conforms to the design specified by the class diagram. Code is functionally correct. Code follows standard coding conventions for comments, naming and indentation |
| Source Code Design | The Design produced follows the principles of OOD studied in the course and provides flexibility, reusability and efficiency (your definitions applied from D2) |
| Game Playability  OR  Option B – Feasibility of Project | The application has enough functionality to be playable as a game. How did testing go/comments on testing. Does it work? Show proof. |
| Proper Report Format!! | Yes grammar and spelling counts, as does set up |

## Final Document Layout

One WORD document with the following sections denoted using page numbers, headers, headings, and a table of contents – follow proper APA especially for references:

* Intro – include a background of your project/game etc – expectations of your project
* Who did what – be specific
* Updated Class Diagram with methods and attributes (from D2 – include applications/definitions)
* Reference to the Git repository containing your source code; what testing did you do
* Screenshots of your game working
* Conclusion/Summary – include if your project does what you expected/stated it would do

**AND** One zip archive containing the source code for your game labelled with your group name.

**Ensure you use appropriate comments for everything in your code.**

**REMEMBER – this is the final project documentation report – ensure it is a report, has team members listed, etc.**

Note – if code does not work as you want, you can outline what is not working, and how it could be fixed (ie you know the concept but not the coding required).

**APA – 12 point readable font etc – check your COMM13729 etextbook or Sheridan Library resources**