**syst 17796 project**

# Overview

## Project Background and Description

The project in this course is designed to allow students to extend a given code base and incorporate the learning outcomes of the course by applying them to a larger project of interest. Students can self-select groups of 1-4 students with the understanding that the project is written to be enough work for 4 students. **Students working alone will not be given less work, regardless of the circumstances**. **All students in a given group will receive the same grade on each deliverable and all students in the group are responsible for the academic integrity of each part of each deliverable.**

Students are expected to sign a group contract at the beginning of the project and submit it with Deliverable 1. **The act of working in a group and the challenges that come with it are an expected part of the project completion** and should be anticipated as part of student workload management.

## Project Scope

The project is meant to be fun! Beginning with the code given in Deliverable 1, each group will create its own extension to the basic card game code this is given as the base. This means any game played with cards is eligible, so pick something interesting to your group and that will be challenging for you to work on but allow you to fulfill the project requirements. Examples of possible projects are:

* Go Fish
* Blackjack
* War
* Spot It
* Uno
* Skip-Bo
* Any Card Trick

## High-Level Requirements

The team will finish the code to completion where the game can be played to some desired level. The group will also be responsible for creating and managing a project repository using Git and creating, running and managing tests for the project code.

Written sections of the Deliverables are meant to be submitted via PDF and should follow APA citation guidelines with a professional writing tone. These are an important part of being able to articulate and justify your design choices along the way.

## Deliverable Breakdown

**Each deliverable is worth 10% of the overall grade**

|  |  |  |
| --- | --- | --- |
| Deliverable | Task | Grading |
| 1 | Team Contract | 1% |
| 1 | Git repository | 4% |
| 1 | UML diagrams of existing code base | 3% |
| 1 | Written Design document outlining design choices/potential problems | 2% |
|  |  |  |
| 2 | Requirements | 3% |
| 2 | UML diagrams showing the extension planned | 3% |
| 2 | Fully developed use cases | 2% |
| 2 | Written Description explaining OOD choices | 2% |
|  |  |  |
| 3 | Completed Code | 5% |
| 3 | Completed Tests | 5% |

## High-Level Timeline/Schedule

Note that the weeks given are based upon a 13-week term and **will change** for classes affected by holidays/closures/cancellations.

|  |  |
| --- | --- |
| Week | Deliverable |
| 6 | 1 |
| 10 | 2 |
| 13 | 3 |