Rules & Spec

Introduction to Programming (I) Final Project

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Outline

Rules

Project introduction

Grading spec

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Rules

- 1 Person per Group
- Worth 35% of your final grade!
  - 10% Checkpoint 1 **(2025/11/09 Sunday)**
  - 10% Checkpoint 2 **(2025/11/24 ~ 2025/11/25 During Lab hours)**
  - 15% Checkpoint 3 **(2025/12/21 Sunday)**
- We will ask some questions in Checkpoint 2 and 3
- No score will be given if you don't attend
  - Please tell us in advance if you can't come, so you can reschedule!

Rules

Hackathon

- Must be done before 2025/11/09 16:00

Checkpoint 2

- Take Home Assigment
- Demo during Lab hour 2025/11/24 ~ 2025/11/25
- Submit to eeclass before 2025/11/23 23:59

Checkpoint 3

- Take Home Assigment
- Demo at 2025/12/21, Sunday (Time Schedule TBA)
- Submit to eeclass before 2025/11/23 23:59

Rules

- Use our template as a starting point, don't make it from scratch!!
- Only Python language is allowed
  - PyGame and PyTMX libraries will be use, if you want to use other library, contact TAs through eeclass discussion
- Discussion with your classmate is allowed, but do not directly copy the code
- We will check your code similarities at the end for submission. If the similarities is high, we will directly consider it as plagiarism.
  - Try to use your own coding style
  - Using LLMs is not recommended, If your code matches with someone else due to LLMs, we still count it as plagiarism!

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Project Introduction

Inspired by 2D Pokemon game in the past

Project Introduction

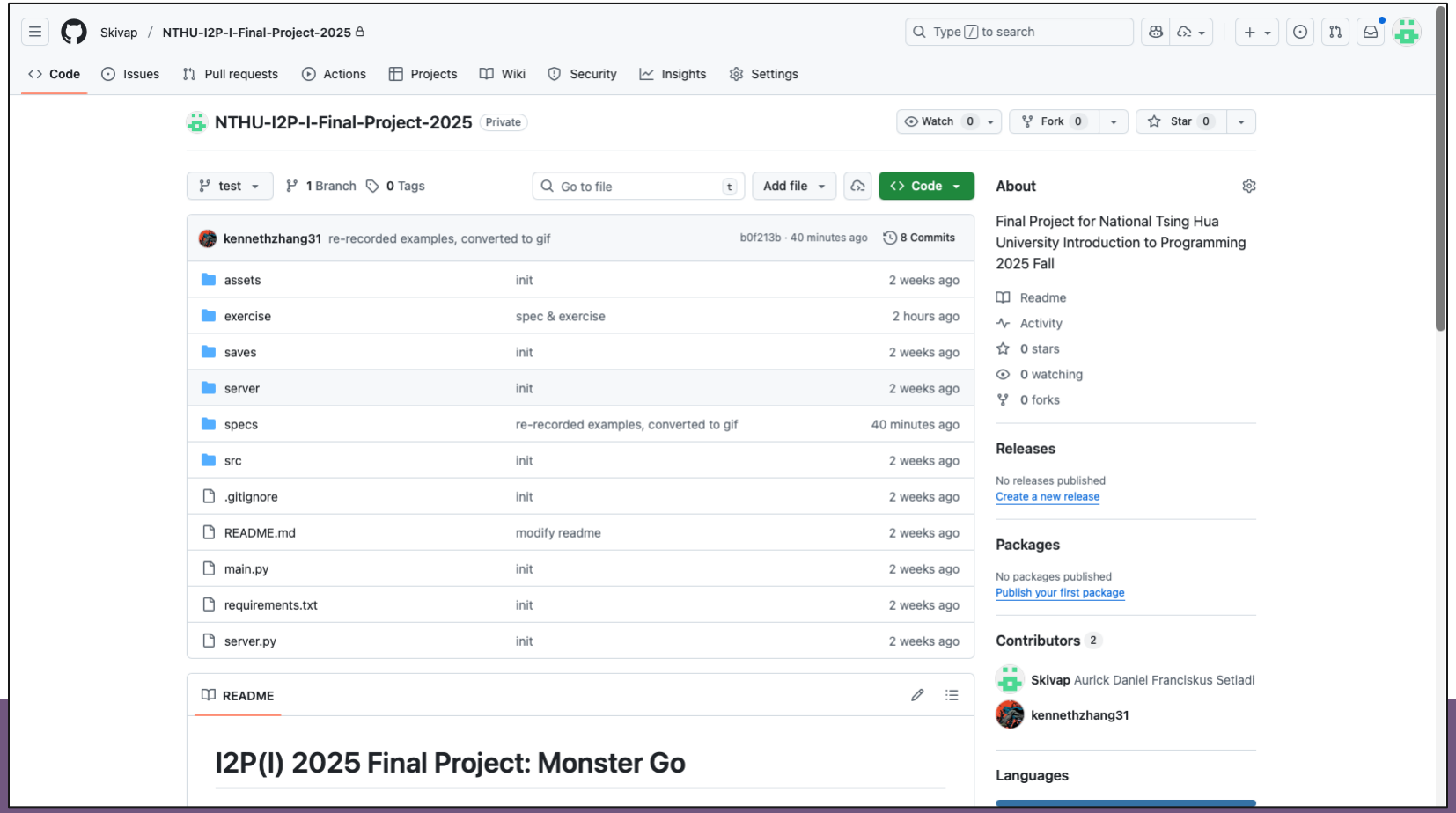
Our Knock-Off : **Monster Go**

Project Introduction

- **Required**
  - **Python 3.12.8 : https://www.python.org/downloads/release/python-3128/** (We will run your program using this version!)
- **Recommended**
  - **Git: https://git-scm.com**
    - You can do fork and clone it directly if you understand git
  - **VS-Code: https://code.visualstudio.com**
    - A cool text editor, designed for coding

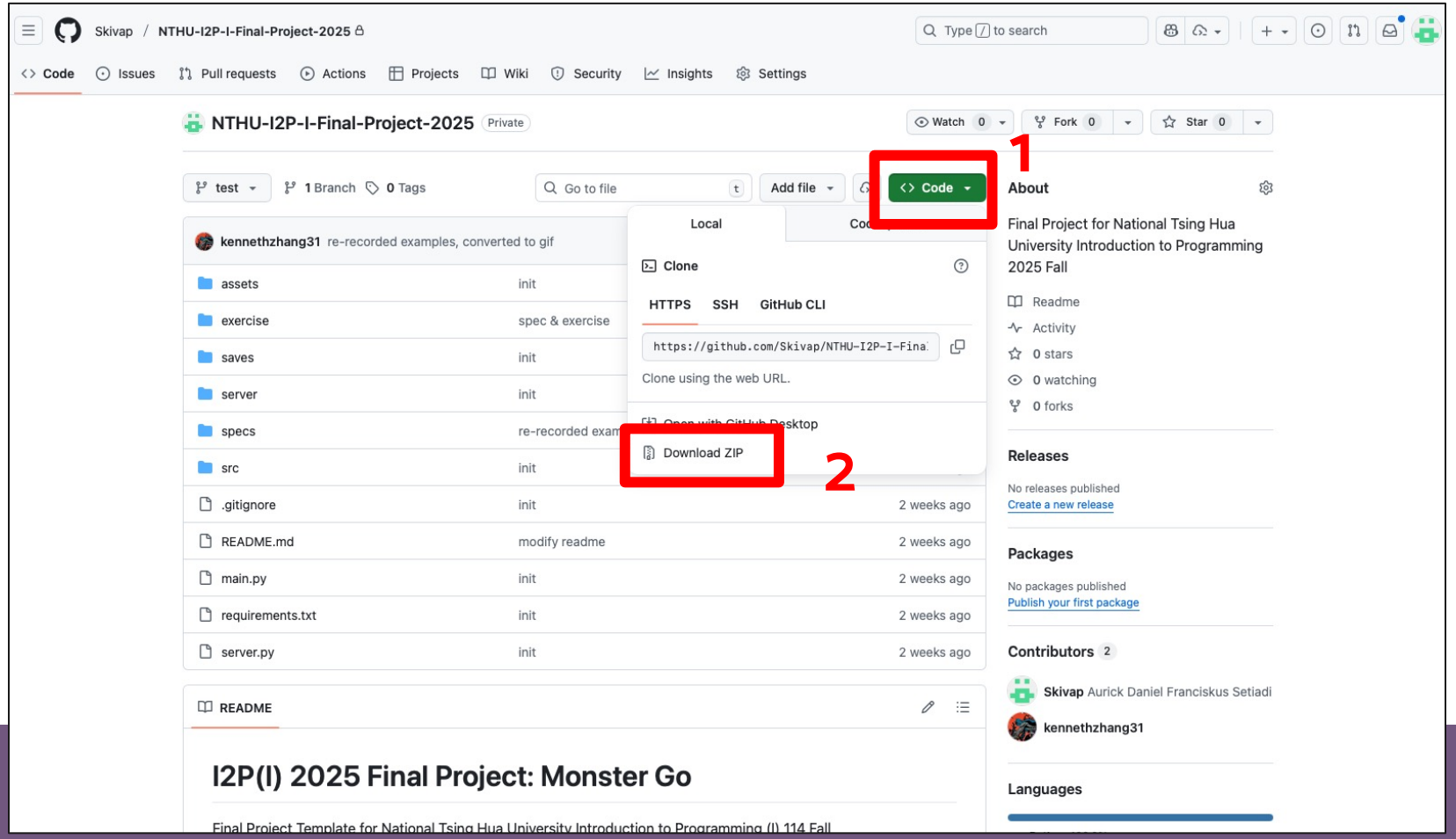
Project Introduction

Project Website: https://github.com/Skivap/NTHU-I2P-I-Final-Project-2025



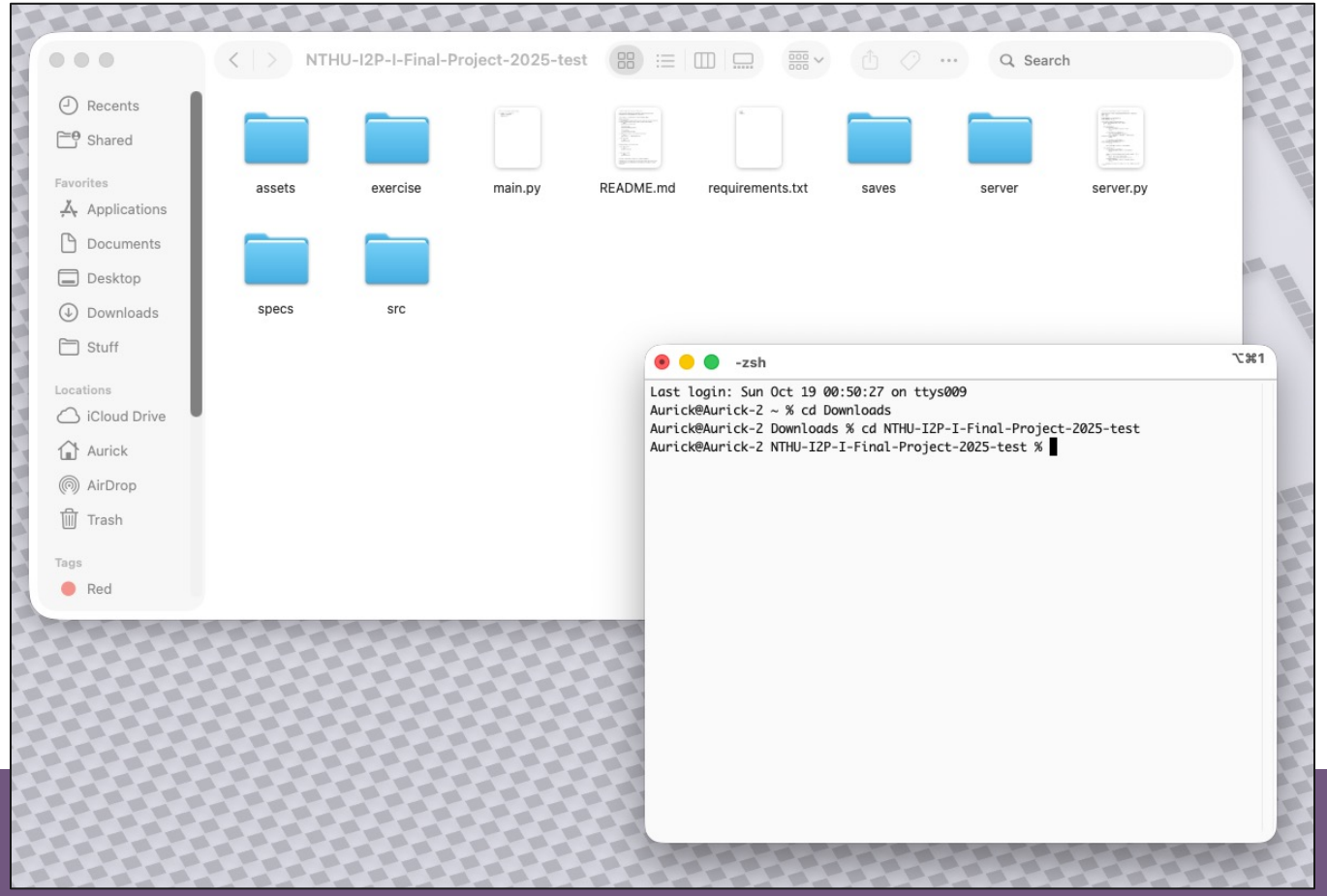
Project Introduction w/o Git

Download the source code



Project Introduction w/o Git

Go to project directory in terminal



Project Introduction w/o Git

- Create virtual environment for the project inside project directory

```
$ python3.12 -m venv .venv
```

bash/cmd/PowerShell

```
$ source .venv/bin/activate
```

bash

```
.venv/Scripts/activate
```

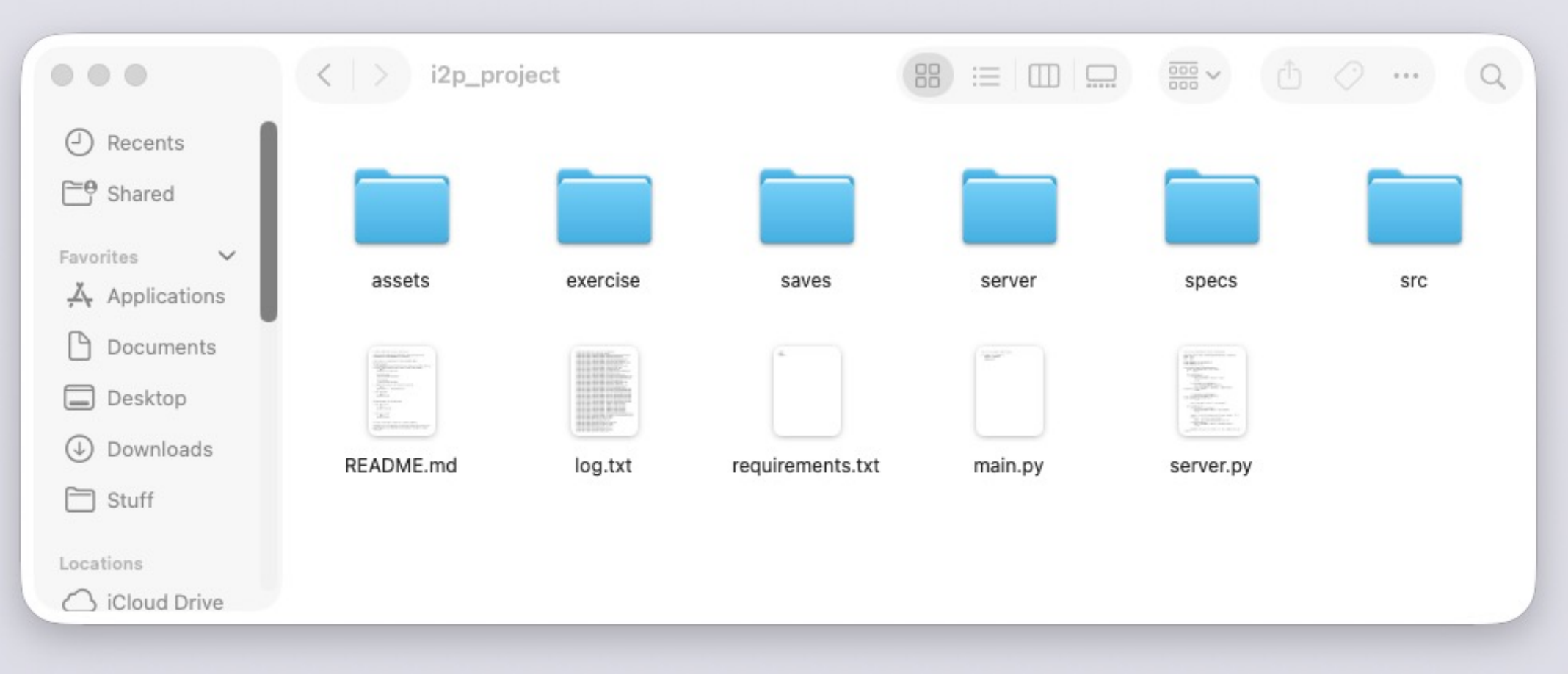
cmd/PowerShell

```
$ # Install libraries dependencies
$ pip install -r requirements.txt

$ # Run your program
$ python main.py
```

bash/cmd.PowerShell

Project Introduction



Project Introduction: Online

- It's optional if you want to create it as online game
- We did the basic setup for you!

```
$ # Run the server
$ python server.py

$ # Run your client (you can do it multiple times in different terminal to test)
$ python main.py
```

Outline

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Grading spec

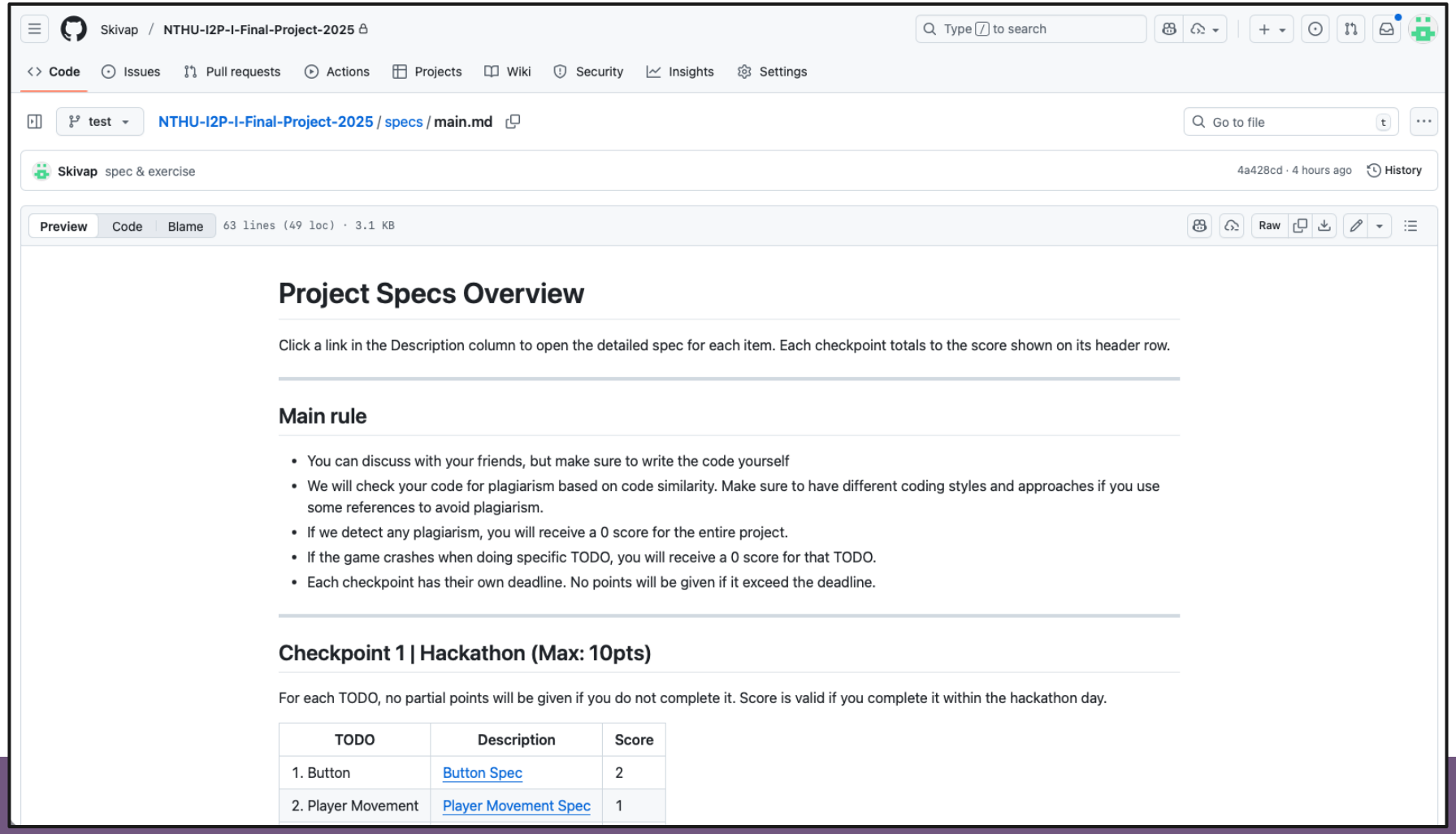
Grading Spec

- Specified in spec folder

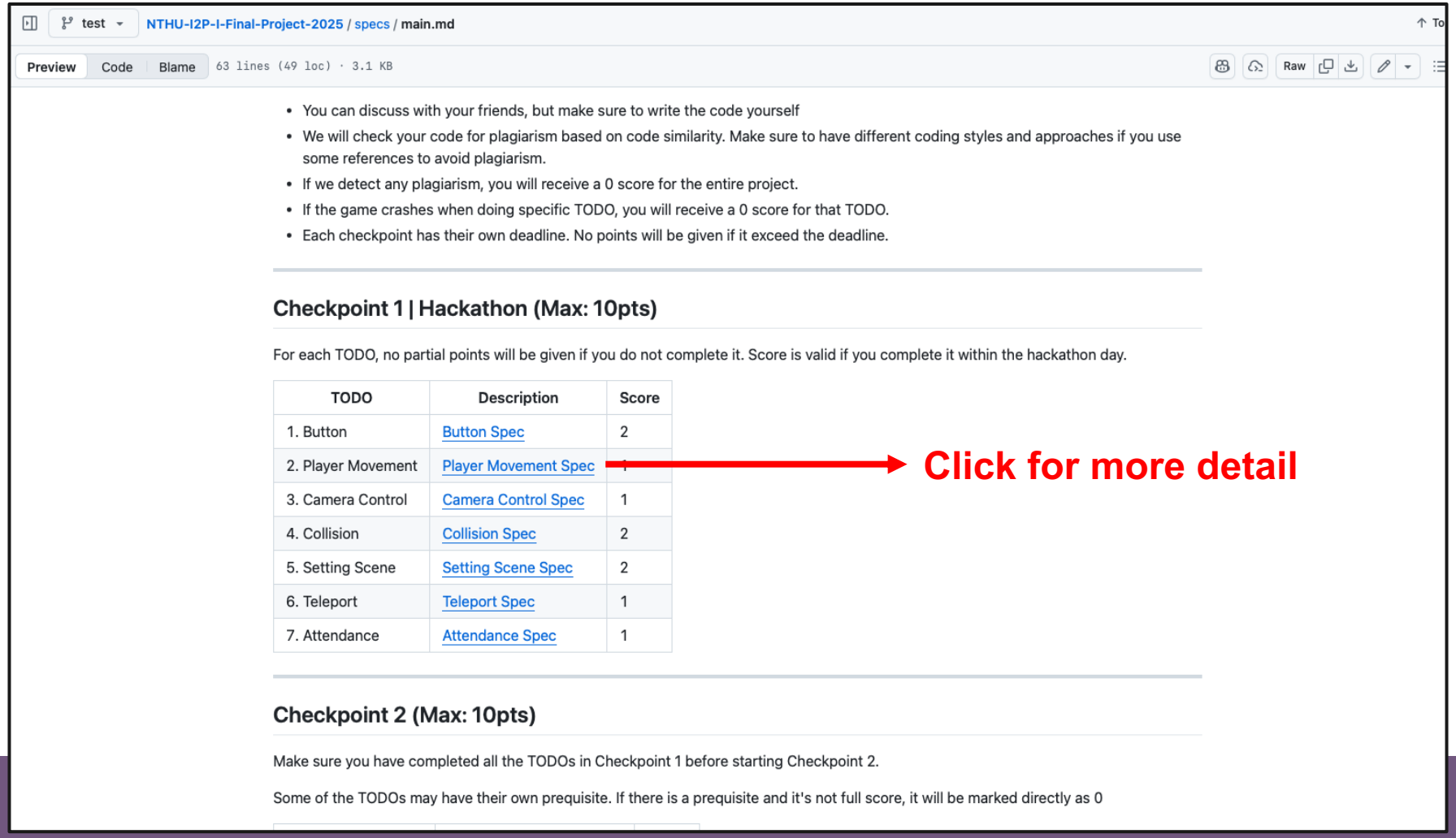
- Or you can open website below:
- https://github.com/Skivap/NTHU-I2P-I-Final-Project-2025/blob/main/specs/main.md

- If it's unclear you can ask TAs (only during Hackathon) or post it on eeclass discussion
- (NO EMAIL)

Grading Spec



Grading Spec



Grading Spec

Preview | Code | Blame | 10 lines (6 loc) · 263 Bytes | Raw

Player Movement Spec

Score: 1 point

Keyword: `[TODO HACKATHON 2]`

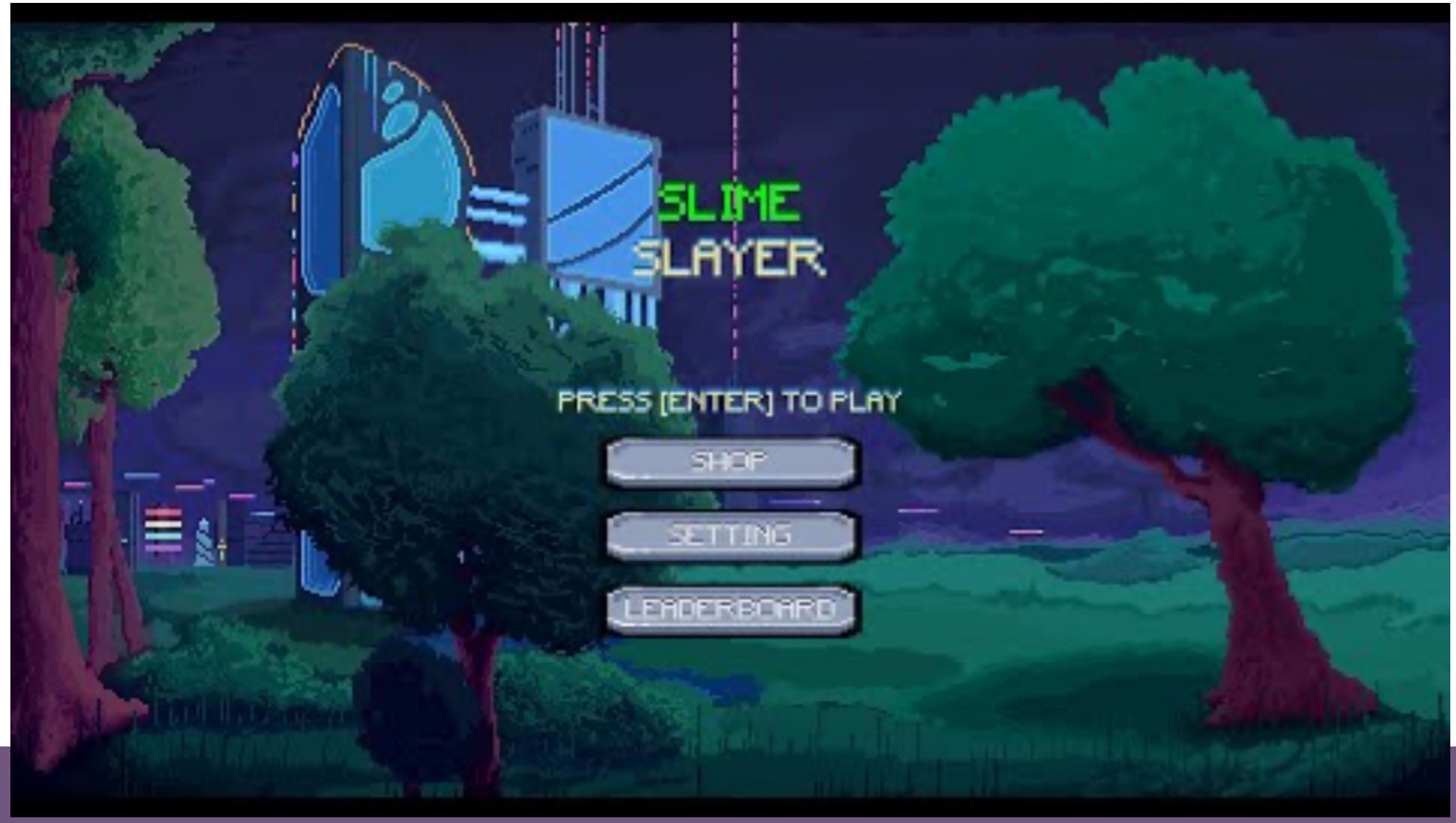
- [ ] User can press WASD or arrow keys to move the player
- [ ] Movement must be normalized (walk diagonal can't be faster than walking straight)

Grading Spec

- Some TODOs have prerequisite TODOs.
  - If the prequisite TODO is not full score, the dependent TODO will be mark as 0
- If you got full score for the Final Project and your Project is outstanding, a prize will be given
- So, make sure to become creative!

Grading Spec

Last year theme: RPG



Grading Spec or Project Question

Please ask on eeclass discussion!!!

(except if it's a personal question)