

Rules & Spec

Introduction to Programming (I) Final Project

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 used, 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 are 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!

Outline

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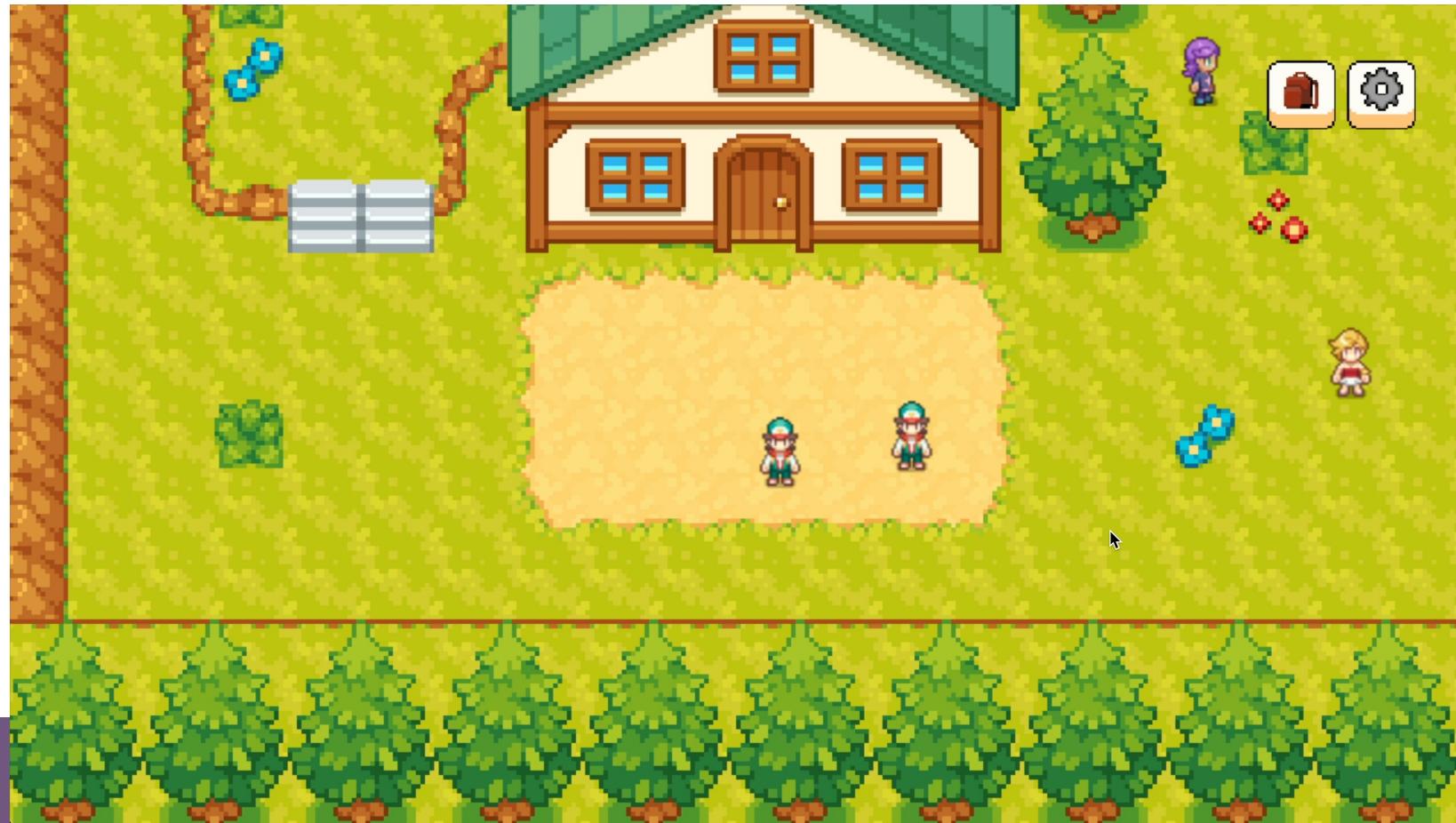
Project Introduction

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>

The screenshot shows the GitHub repository page for "NTHU-I2P-I-Final-Project-2025". The repository is private and has 8 commits from user "kennethzhang31". The commits are:

- assets: init (2 weeks ago)
- exercise: spec & exercise (2 hours ago)
- saves: init (2 weeks ago)
- server: init (2 weeks ago)
- specs: re-recorded examples, converted to gif (40 minutes ago)
- src: init (2 weeks ago)
- .gitignore: init (2 weeks ago)
- README.md: modify readme (2 weeks ago)
- main.py: init (2 weeks ago)
- requirements.txt: init (2 weeks ago)
- server.py: init (2 weeks ago)

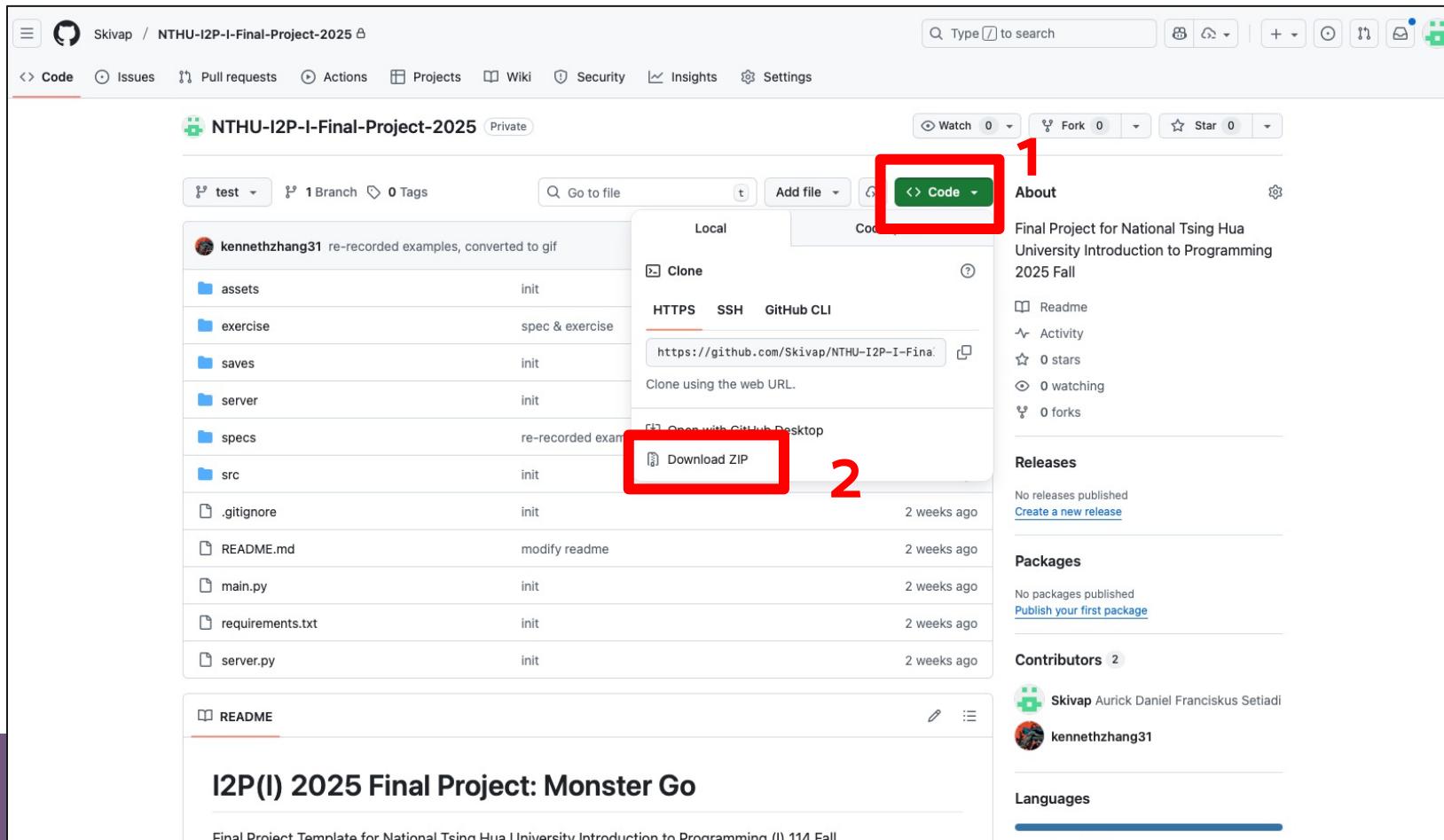
The README file contains the text: "I2P(I) 2025 Final Project: Monster Go".

The repository page also displays the following sections:

- About**: Final Project for National Tsing Hua University Introduction to Programming 2025 Fall.
- Readme**
- Activity**
- 0 stars**
- 0 watching**
- 0 forks**
- Releases**: No releases published. Create a new release.
- Packages**: No packages published. Publish your first package.
- Contributors**: 2 contributors: Skivap and kennethzhang31.
- Languages**

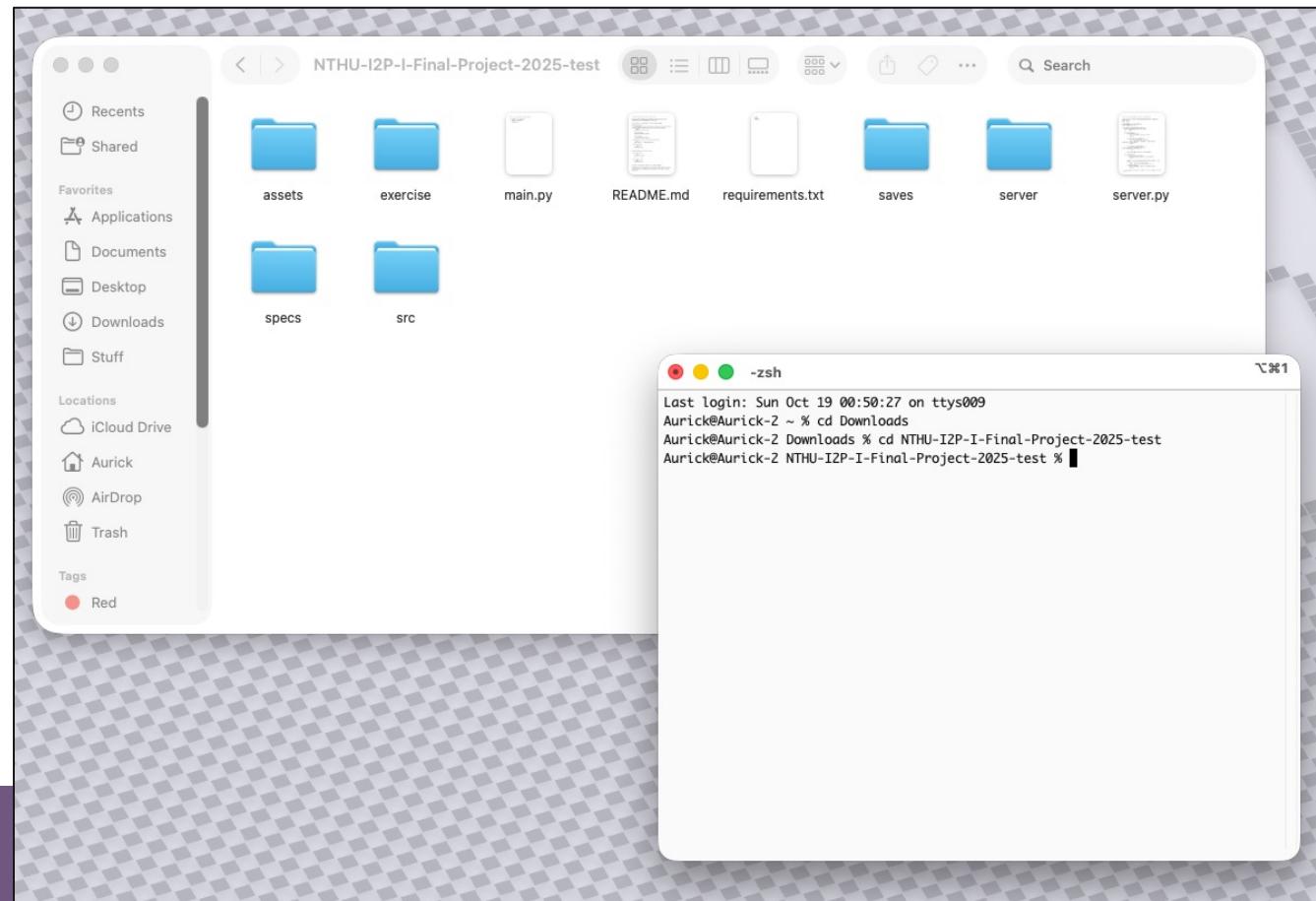
Project Introduction w/o Git

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
```

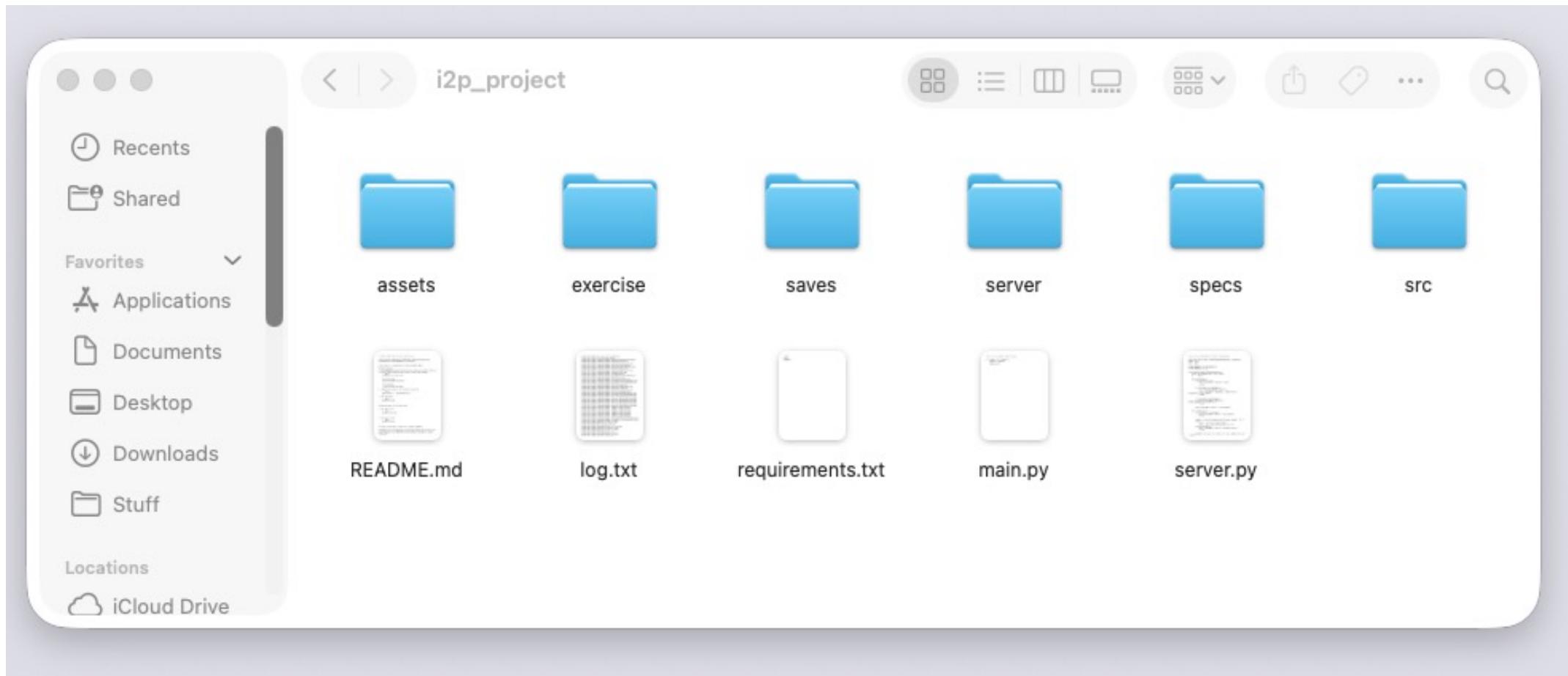
cmd/PowerShell

```
$ # 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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Project introduction

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

The screenshot shows a GitHub repository interface for the project "NTHU-I2P-I-Final-Project-2025". The repository owner is "Skivap". The current file is "main.md" under the "specs" directory. The page title is "Project Specs Overview". A note says: "Click a link in the Description column to open the detailed spec for each item. Each checkpoint totals to the score shown on its header row." Below this is a section titled "Main rule" with a bulleted list of rules for the project. The next section is "Checkpoint 1 | Hackathon (Max: 10pts)" with a table defining the checkpoints and their scores.

Project Specs Overview

Click a link in the Description column to open the detailed spec for each item. Each checkpoint totals to the score shown on its header row.

Main rule

- You can discuss with your friends, but make sure to write the code yourself
- We will check your code for plagiarism based on code similarity. Make sure to have different coding styles and approaches if you use some references to avoid plagiarism.
- If we detect any plagiarism, you will receive a 0 score for the entire project.
- If the game crashes when doing specific TODO, you will receive a 0 score for that TODO.
- Each checkpoint has their own deadline. No points will be given if it exceed the deadline.

Checkpoint 1 | Hackathon (Max: 10pts)

For each TODO, no partial points will be given if you do not complete it. Score is valid if you complete it within the hackathon day.

TODO	Description	Score
1. Button	Button Spec	2
2. Player Movement	Player Movement Spec	1

Grading Spec

The screenshot shows a GitHub repository page for 'NTHU-I2P-I-Final-Project-2025' with the file 'specs/main.md' open. The page includes a navigation bar with 'Preview', 'Code', and 'Blame' buttons, and a toolbar with various icons. The main content area contains a bulleted list of instructions for code submission, followed by a table of TODO items and their scores, and finally a section for Checkpoint 2.

• You can discuss with your friends, but make sure to write the code yourself
• We will check your code for plagiarism based on code similarity. Make sure to have different coding styles and approaches if you use some references to avoid plagiarism.
• If we detect any plagiarism, you will receive a 0 score for the entire project.
• If the game crashes when doing specific TODO, you will receive a 0 score for that TODO.
• Each checkpoint has their own deadline. No points will be given if it exceed the deadline.

Checkpoint 1 | Hackathon (Max: 10pts)

For each TODO, no partial points will be given if you do not complete it. Score is valid if you complete it within the hackathon day.

TODO	Description	Score
1. Button	Button Spec	2
2. Player Movement	Player Movement Spec	1
3. Camera Control	Camera Control Spec	1
4. Collision	Collision Spec	2
5. Setting Scene	Setting Scene Spec	2
6. Teleport	Teleport Spec	1
7. Attendance	Attendance Spec	1

Click for more detail

Checkpoint 2 (Max: 10pts)

Make sure you have completed all the TODOs in Checkpoint 1 before starting Checkpoint 2.

Some of the TODOs may have their own prerequisite. If there is a prerequisite and it's not full score, it will be marked directly as 0

Grading Spec

Preview | Code | Blame 10 lines (6 loc) · 263 Bytes [copy] [link] [Raw] [Download] [Edit]

Player Movement Spec

Score: 1 point

Keyword: [TODO HACKATHON 2]



The image is a 16-bit style video game screenshot. It shows a player character standing on a yellow path in a green grassy area. In the background, there is a white house with a green roof and brown trim. To the right of the house, there is a purple character standing next to a set of icons: a door, a gear, and a red flower. There are also two other characters: one in the distance and another near the bottom center of the path. The foreground is filled with green grass and small trees. The overall aesthetic is reminiscent of classic RPG games like Final Fantasy or Super Mario.

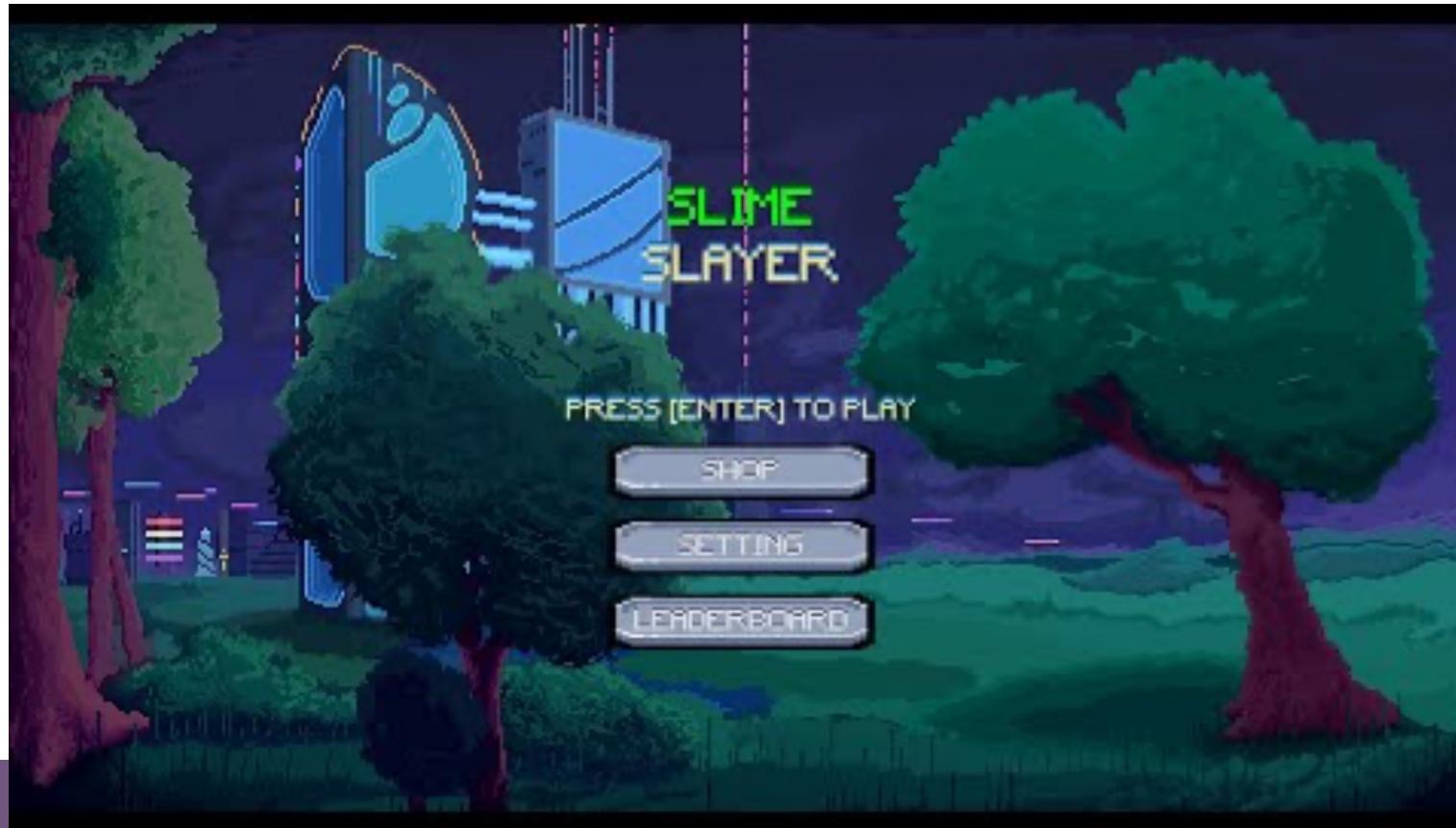
- User can press WASD or arrow keys to move the player
- Movement must be normalized (walk diagonal can't be faster than walking straight)

Grading Spec

- Some TODOs have prerequisite TODOs.
 - If the prerequisite TODO is not full score, the dependent TODO will be marked 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 eclass discussion!!!
(except if it's a personal question)**