

Assignment

February 26, 2016

1 Part 1: Project Prep

The upcoming project as stated in the syllabus is an individual project that will focus on the object-oriented principles that we have covered in class. You will be implementing a small, object-oriented project of your choosing although it would be best to do something that you are familiar with.

Examples might include:

- An ATM (down to handling checks/cash/deposits etc)
- A flower shop (you create the inventory and a simple cash register)
- An adventure game where characters can do things like explore a world trade with other characters and have some element of chance in how they navigate the world

Your project should implement object oriented principles and should be interactive so that one can play around with it. Your assignment is to write up a one page design document detailing your project. Please treat this as building out the requirements for your project. You should talk about the classes that you will implement as well as the how they will interact. You should not be writing any code at this point (as we haven't approved the project) although you may do some degree of pseudo-code.

We will provide one on one feedback from the instructors as well as feedback from your peers.

2 Part 2: tbd