

# Assignment

February 29, 2016

## 1 Part 1: Project Design Document

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.

Examples might include:

- An ATM (down to handling checks/cash/deposits etc)
- A flower shop (you create and manage inventory, a simple cash register, etc.)
- 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
- Something relating to your everyday work, maybe some process you would like to model or code up

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 the project you will be working on over the next several weeks. This is essentially building out the requirements for your project. **Before you begin coding you need to get approval from myself and Anubhav that your project is scoped well enough.** In this document, you can write a specification of the classes you want to write and what you intend to implement. 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.

### 1.1 Assignment Breakdown

This assignment will be completed in 3 parts:

1. Design Document (3/8)
2. Code Review #1 in class (3/15)
3. Project Turned In (3/29)

This is a personal exercise to stretch your own limits and exercise your own creativity. We have debated making this assignment more structured but after reviewing a lot of your assignments, we feel very strongly that the entire class is ready for the challenge.

As mentioned above we will provide one on one feedback from the instructors and you will also work with your peers to sketch through your ideas and organizational structure in class.

We will allow for rolling design documentation submissions over the course of the next week, please keep a copy in your github as well as submit through the ISVC when you're ready for us to review it. We will do our best to get back to you as soon as possible. This is not a requirement, just available for those that want some feedback earlier rather than later.

### 1.2 Requirements & Limits

You should aim for around 300 to 500 lines of code. You will not be graded on the number of lines of code you write nor will this be a comparison of projects implemented by your peers. For example, a project with

500 lines of code is not guaranteed to do better than a project with 300 lines of code. As we've seen, it's not necessarily the number of lines, it's the value in those lines. Being concise is a good thing and if you're at all worried that you're not going to hit that soft requirement please let us know.

- This project must not exceed 750 lines of code
- You are not likely to need more than 10 classes

## **2 Part 2 (coding): tbd**