

Final Project

Design Document

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Introduction

Project Functionality

Here is where you should put the general workings of your game. Think about how it works (movement, points per collection, how you place items, etc.).

Think about the design decisions made (can the snake eat a fruit with parts of its body that is not the head? Does a fruit spawn on Pac-man and instantly get it? Can the game run forever?)

Design Process

Here is where you will talk about how you created your final project. This should include the reasoning behind the design decisions previously discussed (they `why` of your designs). Additionally, include any hiccups/issues, parts that went well, and parts you enjoyed in making your final project.

Project Development

Pseudocode

This is for your pseudocode. Please provide it and explain it.

Flowchart

This is for your flowchart.

Please provide the design you based your algorithm on in the form of a flowchart as discussed in the course.

UML Diagram

This is for your UML diagram.

Please provide your UML diagram (if you need to create one).

Requirements

This is for keeping track of the requirements you fulfilled during the final project. Please discuss each of the objectives/requirements listed in the final project assignment and how your final project meets/exceeds them.