Asteroids Project Description  
CS 1200 Fall 24

# Introduction

Teams have been provided a functional Asteroids arcade game written in the Processing language. Please install Processing and the game, review the game’s operation, and look for features your team can add. The document “*Asteroids Project Team Features Team XX.docx*” provides a list of suggested features and the points awarded for each added feature. Teams are also encouraged to begin examining the game’s code and other implementation details. A video describing the installation and testing of this Processing project can be found [here](https://youtu.be/W9DVPcb6eUM).

The project’s goal is to have teams extend the game with additional features. These features must be *distinct* and *meaningful*. By meaningful, each feature must result in some distinct change / improvement in the game’s play or presentation. By distinct, each change must change one distinct aspect of the game. For example, if the team decides to change the game’s sprites (images), changing all sprite images is considered one feature change. Changing four sprite images is not considered four features.

Teams will first plan and submit their additional features using the document ‘Asteroids Project Team Features.docx’ provided on eLearning. Teams will then implement these features and deliver according to the schedule given in the features document. The final delivery of the completed game is due on the date given in Project Delivery Dates below.

# Project Delivery Dates

|  |  |
| --- | --- |
| **Date** | **Deliverable** |
| 10/7 | Team delivers the features list |
| 10/28 | Milestone: Teams deliver their milestone features |
| 11/15 | Project Delivery |
| 11/18 – 12/6 | Team Presentations. Note: Fall Break is 11/25-29 |

# Milestone Delivery

The team will complete and deliver 40% of their overall features as presented in the team’s feature list. Which features are delivered for the milestone is up to the team.

# Project Delivery

The first delivery is the completed features list document (Asteroids Project Team Features.docx).

For both the Milestone and Final Delivery, teams will provide a zip file archive containing these two items:

1. Their project’s sketchbook (directory) for the project’s delivery. This sketchbook will be run and evaluated.
2. Their team’s feature list Word document that was submitted as the first milestone.

Copy the team’s zip archive into your section’s UTD Box folder on the date given above. Any submission found in the folder after the deadline will be considered late.

Deliver both the features list and sketchbook directory in the zip archive. The zip archive file name must include the team’s number e.g. “Team 99 Asteroids Game.zip”.

# Project Archive Size

The size of the archive file submitted for grading must be less than 30 Mb. In the past, some teams submitted archives as large as 400Mb (almost half a gig!). These archives are taking very long to download and transfer to the graders. The causes of these very large archives are mostly with very large .wav or mp3 files. The professor can help with teams that are having problems keeping their projects under this maximum size.

# Project Evaluation and Grading

|  |  |
| --- | --- |
| **Item** | **Graded** |
| Project Features List | Graded as a Homework |
| Project Milestone | Graded as a Homework |
| Final Project Submission | Project Grade |

See the course syllabus for the project’s percentage contribution to student’s final course grade.

When evaluating the milestone delivery, the team will be awarded 100 points if each of the features scheduled for milestone delivery are represented in the submitted game. The points awarded will decrease for each scheduled feature that is not present.

When evaluating the Final Project Submission, the potential points will be awarded if the delivered feature has all the qualities described in its features list description.

# Final Project Presentation

The plan is to have teams present their implementations to the class during the last two weeks of classes (11/18-12/6 with Fall Break the week of the 25th). I would like all members of each team to present their game in-person to the class. Please make the effort for the entire class to attend class on these days to appreciate each team’s accomplishment.

The projects submitted via the Box drop folder on the project delivery date (above) will be loaded onto the Professor’s PC. Teams will demonstrate their projects running on the Professor’s PC. Be sure that your project runs on a Windows 11 PC. This can be a problem if teams are using any additional Processing libraries.

If the team develops their work on an Apple laptop, their submission must still run on the Windows machine. This has never been a problem in the past, but this is fair warning to be sure you Mac developed program still operates correctly on a Windows machine.