Grading Rubric for Phase A:

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| **Item** | **Possible Points** | **Comments** | **Score** |
| Content (as described above) | 6 |  |  |
| Initial submission | 2 |  |  |
| Style, grammar, spelling | 2 |  |  |
| Group work: time logging, meetings | 2 |  |  |
| |  |  |  | | --- | --- | --- | | **Meeting** | **Date** | **Present & Contributing** | | Initial discussion | 1/31/12 | Harry Schultz, Chris Wald, Zach Gerner, Dillon Hiatt | | Review before 1st submission | 2/2/12 | Harry Schultz, Chris Wald, Zach Gerner, Dillon Hiatt | | Final Review | 2/9/12 | Harry Schultz, Chris Wald, Zach Gerner, Dillon Hiatt | | | | |
| Total | 12 |  |  |

Group W

Chris Wald

Dillon Hiatt

Zach Gerner

Harry Schultz

We will be writing a memory game where the users try to match up UWP buildings with their names. We hope to help new and incoming students learn the names of the buildings on campus. This program could be handed out at new student registration so students can recognize buildings before their classes begin. Many of the buildings look similar with only minor differences and this program helps students differentiate between buildings and match them with their names for classes and events. We feel this will be helpful because it not only requires players to match buildings with their names, but also to locate the buildings on a map. The only input would be the players clicking on "cards". Output would be score, score history, and which pairs were correctly matched. The program will include pictures, sound, and simple animations. Animations would include painting the picture of a building to the selected screen area. Half of the “deck” of cards will be pictures of buildings on campus with the other half consisting of their names. We will not be implementing an artificial intelligence in this game, meaning that game play will be between two human players. Players score points based on correct matches, with a bonus for games won. At the beginning of the game players enter their names so scores can be stored across sessions. Upon a correct match the player is prompted to click on the building’s location on a campus map. A correct location results in an additional score.