Institute of Computer Science

CMSC 22: Object-Oriented Programming

1st Semester, 2021-2022

MINI PROJECT PRESENTATION GUIDE

I. Direct link to all Mini Project Resources: SET A | SET B

II. Submission

1. Milestone due: **December 6, 2021 (Monday)**
   You are to provide an update on your plans and progress on your mini project in a Google Form that will be posted in your respective classroom on November 29, 2021.
2. Deadline of Mini Project code: **December 18, 2021 (Saturday)**
   We give partial points (see Grading Checklist) so submit the fruit of your labor, at whatever point you were able to accomplish on this date.
3. Academic Integrity. Reminders before submitting:
   - Submit only what you did. Do not submit other people's mini project
   - If someone helped you out, you should still be able to understand / explain it
   - For pairs, you should be able to explain what your partner did
   - Cite all online resources used

III. Presentation Signup

1. Presentation schedule: **December 20-21, 2021 (Monday-Tuesday)**
2. Signup Sheet will be posted under Week 09 not later than December 13, 2021.
3. After signing up, a Zoom invitation will be sent to you by your lab instructor

IV. Live Presentation Reminders

BEFORE the presentation:

- Ready your Eclipse and Google Classroom
- Test in Zoom that (1) you are able to share your screen, (2) your microphone and camera are working
- Check out the Video Presentation Guide below for the flow and guide questions that *may* be asked

DURING the presentation:

- Everyone is required to turn on the camera
- Don't be scared. Imagine yourself as a Startup character showcasing your app. :)

AFTER the presentation:

- Accomplish the peer rating form (if you work by pair)

Please log in to Zoom at least 5 mins before your slot.
In case of technical difficulty, message me thru Slack or Messenger.

V. Presentation Flow / Guide Questions

1. Show the downloading of the submitted code from Google Classroom
2. Run the actual game showing the working features (Refer to the Mini Project Grading Checklist)
   (You must show that you are running the program in the same directory as your project files).
3. Show additional features not included in the project specification (Bonus items if any)
4. Explain the following (while showing the code**):
   - How the Splash Screen was implemented
   - How the status bar was implemented
   - How the ship shoots bullets

- How fish spawn every interval
- How the code determines if the Boss should appear
- How the code determines if a minute has passed and the player has won
- How the code checks if a bullet collides with a fish
- How the PowerUps were incorporated in the game
- How were the pillars of OOP applied in their code (Inheritance, Encapsulation, Polymorphism)?

VI. Video Presentation Reminders

In case you are not capable of presenting synchronously (due to gadget or Internet issues), you can opt to present in a video recording. You must ask for your lab instructor's permission by explaining your case in advance.

Note that whichever mode of presentation you do (live via Zoom or video recording), for fairness sake, all codes must be submitted on December 18.

Video Contents: Follow the flow indicated in Section V. Presentation Flow.
***The code that corresponds to the implementation being explained must be shown (during the explanation), and the filename of the file that is currently open must be visible in the video. (Filename must match with the submitted files.).*

Additional Notes:

- Explanations must be audible in the video and your face must be seen while explaining your program.
- Video Due: **December 21, 2021 (Tuesday)**
- Ensure that the GUI is visible in the video
- Max video length is 30mins
- If possible, set the video quality to at least 720p