Project: Implementation

Instructions: Now that requirements and design of the project have been communicated to the team, it is time to implement your program. Implement your program to a usable state (testing as your program.)

While a good division of labor leaves little to no dependencies, you may find that some pieces of your code rely on other's work. Make sure you communicate what you are working on and what you may need from other individuals. Once the entire program is up and running it is important for everyone to test your program to find bugs.

A presentation will be required on the last day of class. This presentation should be an overview of what the program does (requirements) and a demonstration of your program. I suggest demonstrating the program with a video, but you may show it running during class. For groups with many online students you may submit a video of your presentation.

Communication:
Communication is vital to a team project, especially with class members that work remotely (the online users.) First, establish how you want to communicate with one another, you can look in your repository and communication via the communication.txt file. Note: how you communication will be graded! All team members must be given ample opportunity to contribute to the project. Please outline what tasks each member has done.

How to turn in:
Turn in your code and presentation via GitHub under the implementation directory. Note, that a github repository has been created for you class project! One or more team members should push via IntelliJ (VCS ↑) OR use the command line:

- $ git add <files>
- $ git commit
- $ git push

Due Date: Presentation: December 1, 2015
Code: December 3, 2015

Teamwork: Full teamwork is allowed, please use your teammates and feel free to use internet resources. If you use outside resources, please site.

Warning: There will be an addendum to your work requirements!