

**Computer Science Department  
San Francisco State University  
CSC 413  
Spring 2019**

**Documentation Guidelines**

You are required to write a documentation **PDF** and store it in the documentation folder in your GitHub Repository.

**PDFS ONLY**

The documentation must include the following sections:

Your documentation ***MUST*** contain the following sections:

1. Title page containing
  - a. Name
  - b. Student ID
  - c. Class, Semester
  - d. A Link to the repositories.
2. Introduction
  - a. Project Overview
  - b. Technical Overview
  - c. Summary of work completed
3. Development environment.
  - a. Version of Java Used
  - b. IDE Used
4. How to build or import your game in the IDE you used.
  - a. Note saying things like hit the play button and/or click import project is not sufficient. You need to explain how to import and/or build the game.
5. How to run your project
6. Assumptions Made when designing and implementing your project
7. Implementation Discussion
  - a. I strongly recommend the use of graphical artifacts to help describe your system and its implementation: class diagrams, hierarchy, etc. Implementation decisions, code organization
8. Project reflection
9. Project Conclusion and Results.

Organization and appearance of this document is critical. Please use spelling and grammar checkers - your ability to communicate about software and technology is almost as important as your ability to write software.