Team Final Project: Report

You've made a game and shown it to your classmates, it is now time to reflect on your work and report on it. Like demoing your work, reporting on what you have done will be a common theme throughout life. A good report clearly and concisely tells the reader what they need to know, without being wordy (just to fill space) and without leaving out any important details. The writing style should be formal and professional.

There are two components to this assignment: a **Team** Report and an **Individual** Contribution Report. The Individual Contribution Report is a separate and confidential component, in which you rate each of your teammates' contributions to the project.

Team Report

You will use the Association for Computing Machinery's (ACM) SIG format for your paper[1]. Note that this format is quite dense and has specific requirements about font size! Your report should be 6–10 pages long. Any less and you are probably not providing enough detail. Any more and you will probably lose the reader's interest. Reports should always be concise!

Your report must address the components below. Remember to keep the audience's interest! Don't include details that are not relevant and avoid wordy sentence structures. The suggested organization scheme is a reasonable one, but not required; if you feel you can express yourself through a different scheme, please do. Make use of sections for each of the items below and use sub-sections (and sub-sub-sections) as necessary to organize and break out ideas. The suggested page lengths are not hard requirements, but a guideline.

1.) **Title and authors.** Select a title for your report that reflects the game you implemented. Titles should grab the reader's interest! The authors and affiliations section should identify your team name and team members.

2.) **Introduction and problem statement.** Describe the game you selected, identify how it fulfills the project requirements, and explain (briefly) how it is played. (~1 page)

3.) **Explanation of your approach.** How did you logically divide up the problem? What were the components? How did they interact? Be sure to include screenshots of your application in action. Diagrams that show flow of control within the program and/or flow of user interaction will be very helpful in your explanation. (2–4 pages)

4.) **Extra features (extra credit).** Beyond solving the problem, did you build any additional features, libraries, or user interface components to improve either your coding experience or the experience of users? If so, what? (~1 page)

5.) **Problems, restrictions, and limitations.** What problems did you run into during development? Could you overcome them or avoid them? How did you do this? (1–2 pages)

6.) **Conclusions.** Recap what you did and how you did it. Include a sub-section on what you learned during this project and a sub-section on potential future work (ways in which you might extend the program). (1–2 pages)

7.) **Bibliography.** Cite any references used according to the ACM format. Be certain to cite the resources that you used to describe your game.

Individual Contribution Report

This report is confidential and will **not** be shared with your teammates. Based on your experience, indicate how much each of your team members (**including yourself**) contributed to the project. Use percentages to specify. Don't forget to rate yourself, or we will have to assume you believe you contributed 0%!

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[1] http://www.acm.org/sigs/publications/proceedings-templates
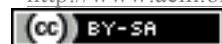
What to Turn In

For the Team Report, one team member should turn in a copy on CSNet in MS Word Document format or a .zip file of a ready-for-typesetting LaTeX document (with all relevant image files, etc.). In addition, turn in a single hardcopy of the final document.

For the Individual Contribution Report, each team member should turn in a copy through CSNet in a text format.

Grading

The intent of the team project is to implement a complex application using object-oriented principles and report on what you learned. You will be graded accordingly. **This assignment will count as 30% of your team project grade (effectively, 7.5% of your final average for the class).**

Adheres to ACM SIG format, including bibliography style	/ 2
Spelling and grammar	/ 1
Formal and professional writing style	/ 2
Introduction and problem statement	/ 4
Explanation of your approach	/ 4
Screenshots and other visuals	/ 2
Extra features (extra credit)	/ (+2?)
Problems, restrictions, and limitations	/ 4
Conclusions	/ 5
Rated contribution by teammates	/ 6
total	**/ 30 (+2?)**