Project 7: Semester Project – Final submission

Introduction

Project 7 is the final part of the Semester Project, due Wed 5/3 – worth 100 points with 5/10/20 point possible bonuses. This is the final delivery of your project code and support with recorded team demonstrations.

Project 7 Deliverables

Your deliverables for Project 7 are listed below – Final Report, Code, Recorded Demonstration

Final Project Report – PDF in submission repo – 40 Points

1. Name of project and names of all team members

Riley O'Byrne, Anand Odbayar, Md Mahmud

2. Final State of System Statement

- A paragraph on the final state of your system: what features were implemented, what features were not and why, what changed from Project 5 and 6

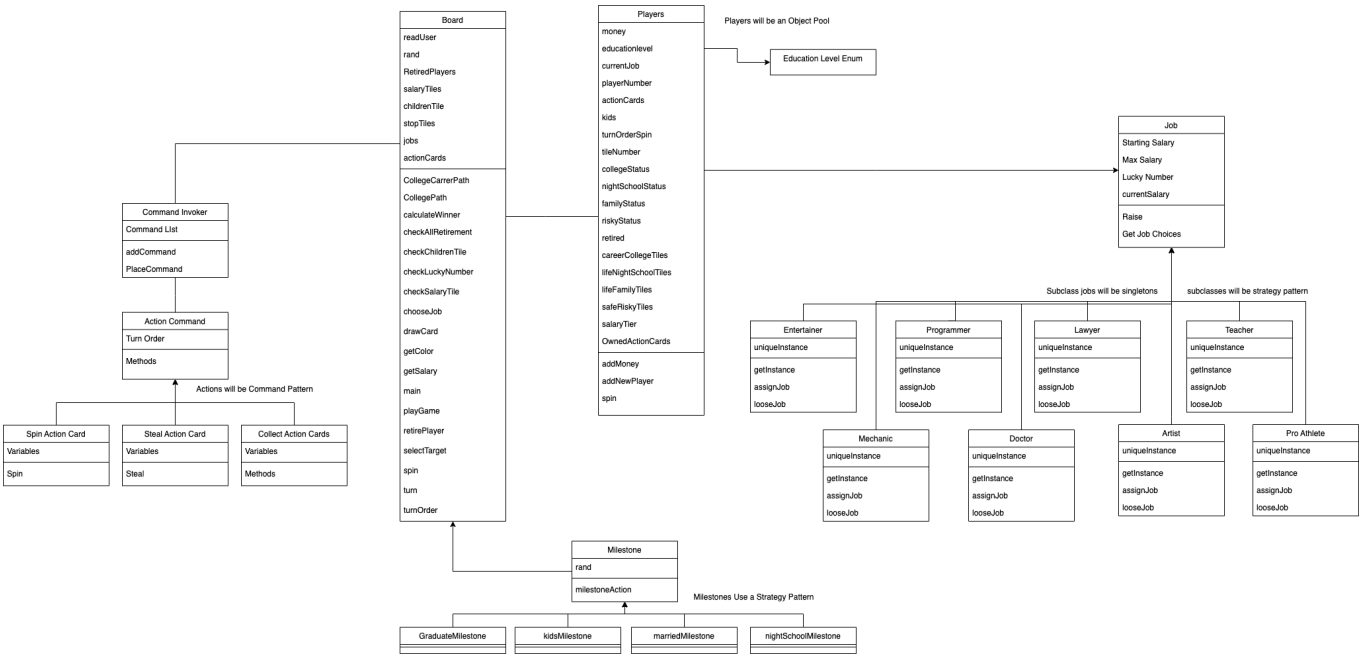
We have fully implemented a text base version of the game of life. From Project 6, we have implemented the board class, as well as connected all the different aspects of the application together (i.e. Player's now interact with the board). We added additional jobs and action cards from the initial design. We changed how the tiles were created with the board, and are now creating the milestones with a strategy pattern.

3. Final Class Diagram and Comparison Statement

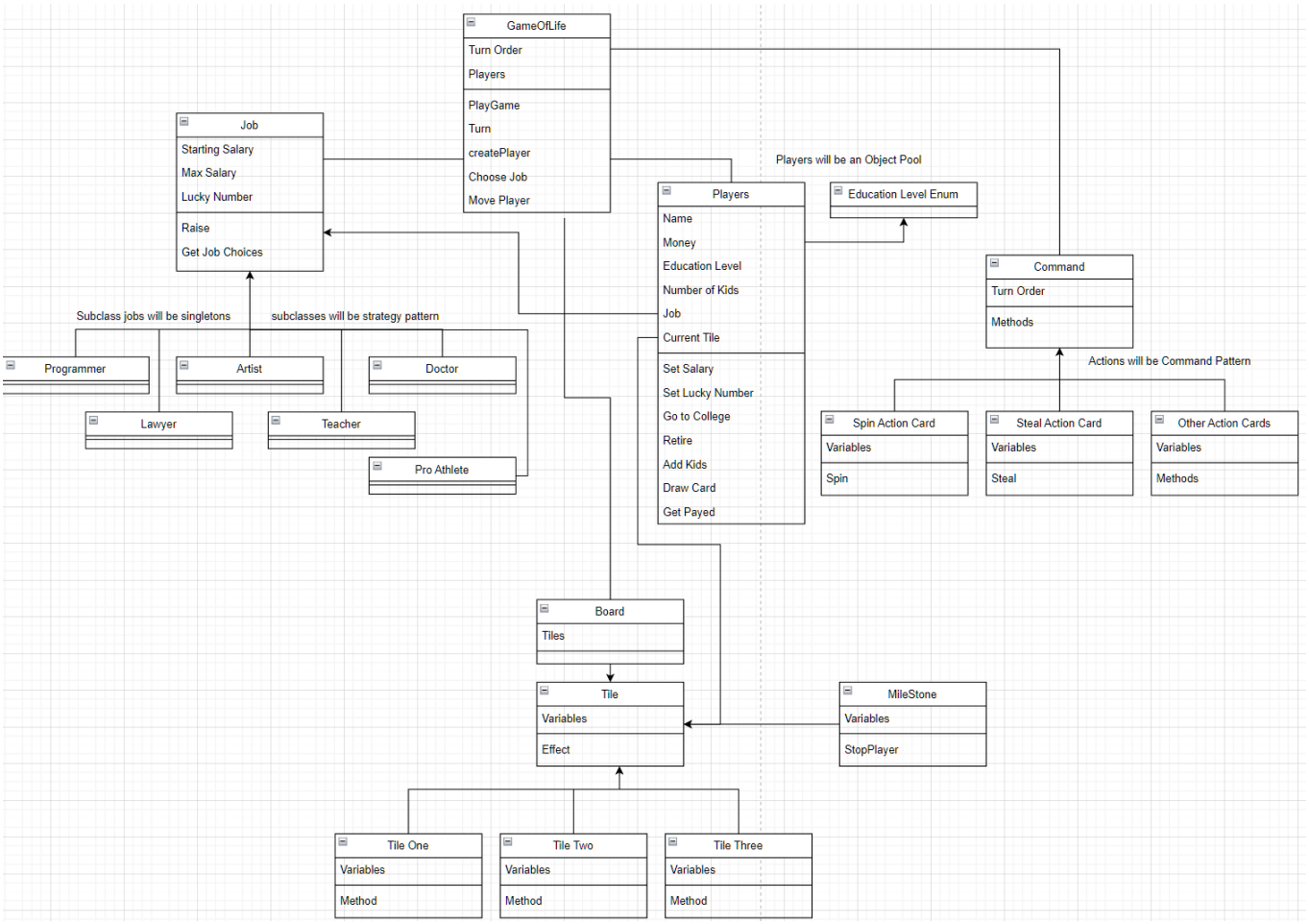
- A thorough UML class diagram representing your final set of classes and key relationships of the system
- Highlight and document in that diagram any patterns that were included (in whole or part) in your design
- Include the class diagram submitted in Project 5, and use it to show what changed in your system from that point into the final submission

You can access the updated UML here or view it in the figure below

https://drive.google.com/file/d/1xaP0v6mrXv9ZCHuyv7VN30Hh2kpMiWTj/view?usp=sharing



Below is the UML diagram from Project 5 and 6.



• Support the diagrams with a written paragraph identifying key changes in your system since your

design/work was submitted in Projects 5 and 6

We primarily changed the way the board was implemented. We are no longer using an individual class for tiles (though we are still using it for Milestones) and are instead just utilizing checks in the board class to see if an event should happen. We are also now using a strategy pattern for the Milestones as well. We also implemented more action cards and jobs.

4. Third-Party code vs. Original code Statement

- A clear statement of what code in the project is original vs. what code you used from other sources – whether tools, frameworks, tutorials, or examples – this section must be present even if you used NO third-party code - include the sources (URLs) for your third-party elements

All of our code is original work though we referenced the book and class material in creating the game.

5. Statement on the OOAD process for your overall Semester Project

- List three key design process elements or issues (positive or negative) that your team experienced in your analysis and design of the OO semester project

- **Git Merge conflicts led to some hiccups in development.**
- **Good planning practices taught throughout the semester led to efficient product development.**
- **Schedule conflicts that made it harder to meet up, plan, and communicate throughout development.**

Code Submission – GitHub Repository URL with Complete Semester Project System – 30 Points

• Code should be well structured and documented with appropriate comments.

- Uses of OO Patterns or other design principles should be noted in the code, and any third-party elements should also be noted (with URLs or other citation).

https://github.com/emdee52/OOAD-Projects/tree/semester_project

- Include a basic README Markdown file with the names of team members, language version, and any special instructions to run the code (graders may request assistance from you during review)

Demonstration – Recorded demonstration video – 30 Points

- The recorded video should be brief, 10 to 15 minutes; all team members should participate. Zoom is an effective way of sharing a screen for your application and allowing the team to comment on the work while recording to an MP4 file. Include the recording in your repo or provide an external link for viewing.

- Sections for the recording:

  - Introduce all team members

  - Discuss (generally) who was responsible for which elements of the submission

- Demonstrate your final application, identify the technologies used and the primary functions
- Reflect on anything that did not go as planned or that you would do differently

- You will be assessed during the demo video on the quality of the project delivery and on your demonstrated understanding of your project

Grading Rubric

Your team's project will be **due on Wednesday 5/3 at 8 PM**. **There are no extensions** due to time needed to review demonstrations and grading schedules. The standard late penalty is in place for this project: the first 4 hours after the due date/time have no penalty, submissions in the next 48 hours have a 5% penalty, the next 48 hours have a 15% penalty, and the project **will not be accepted** after Sunday 5/7 midnight.

The point breakdown of this assignment is as follows:

Section	**Points**	**Comments**
Final Report PDF	40	PDF in Repo: 5 sections with initial/final UML Class Diagrams
Code Submission	30	Repo with Code and README
Demonstration	30	Recorded video submitted in Repo (or via an accessible link)
Total	100	

- **Graders will have extra credit awards** which we will optionally make for the best-in-class submissions – they may be awarded for outstanding effort or execution of the project – **5, 10, and 20 point awards** – to make based on the results of demonstrations and submissions. Those awards will be provided with your final project grading.
- For UML Diagrams, you can use a scan of a paper or whiteboard diagram, or use your favorite UML tools, such as Draw.IO. If done on paper/pencil or whiteboard, please be sure diagrams are clear. • Your submission should be a link to your project GitHub repo, the final report PDF should be in the repo, clearly labeled, as should the demo video.
- Please contact the class staff EARLY in the cycle for questions, clarifications, or variations for your project. Class staff are happy to review your design or code to discuss issues you are running into now. Do not wait until it is too late!