

# Final Project

CaramelYo

蔡侑軒



# Project Subjects

# Project Subjects

- Educational entertainment game
- Other types of game
- Functional tool in life
- System



# Educational Entertainment Game

- The game with educational meaning



# Other Types of game

- Exert your imagination!

# Functional Tool in Life

- Observe your daily life, find out your demands and design a tool to meet your demands
- This project can represent **in any way** as long as it can meet the demands in your daily life

# Functional Tool in Life

- Take C# assistants for example, we grade students' practices every week. We download the practices from moodle and then unzip students' practices respectively. After that, we have to go into the "bin" directory of every practice to execute exe file
- With the situation mentioned above, we design a tool that can extract all exe file in the zip file from moodle and then collect those files into a directory

# System

- Design a system **with database**
- This project can represent **in any way** as long as it can work with database





Score

# Score

- Idea pitch presentation (5%)
- Check point presentation (5%)
- Final presentation (15%)
- Demo in the final presentation (75%)

# Idea Pitch Presentation

- Held on 11, May 2017
- **Only 3 minutes** to present your idea
- Just tell everyone **the concept of your idea** and **how to reach it simply**
- Scored with presentation technique, content, and time control
- ✂ **Be strict with your presentation time**, which prevents all students, including yourself, from delaying finishing the class.
- Scores will be deducted when presenting over 3 minutes.

# Check Point Presentation

- Held on 1, June 2017
- **Only 3 minutes** to present **what you have done so far** and **what you are about to do**
- Scored with presentation technique, content, and time control
- ✖ **Be strict with your presentation time**, which prevents all students, including yourself, from delaying finishing the class.
- Scores will be deducted when presenting over 3 minutes.

# Final presentation

- Held on 22, June 2017
- Promote your project on 17, June. Twenty-five groups will be voted out and are entitled to present to everyone at the final on 6/22 (22 groups voted by all students for every subject and 3 groups reserved for professor and assistants)
- **Only 6 minutes** to present what you have done
- The remaining groups present after class

# Final presentation

- Present your concept, your design and your result **rather than your code**
- Scored with your presentation technique and time control
- ✖ **Be strict with your presentation time**, which prevents all students, including yourself, from delaying finishing the class.
- Scores will be deducted when presenting over 6 minutes.

# Demo

- Score are only based on what you present ! Thus, do your utmost to show what you have done in your final presentation !



Thank you for listening !