The intent of this project is to provide an opportunity for students to either work through the existing Unit 1 PLTW game project, or to exercise your creativity to create a game of your choice, based on the criteria that it must be developed in Java, and must be an educational game of some sort.

Part 1 - The development process 25 pts

5 pts Brainstorming and Idea Development (Capture all ideas, and show how your ideas led to your final choice for a project.)
5 pts Plan - Decompose your final idea into a set of actionable items, and create a milestone chart from these tasks.
5 pts Design
5 pts Create and Test
5 pts Evaluate the Solution

Part 2 - Document, Present and create a screencast 25 pts

5 pts The purpose of your program AND summary of development process above
5 pts Your completed code including comments that explain the different parts of your program and how each part works.
5 pts Quality screenshots of your program's output and an explanation of what they illustrate. (You may use more than one screenshot to convey what it does.)
5 pts A description of three program code segments related to the program requirements. In this part of the assignment you must identify three topics from unit one and how they were utilized in the program. Be sure your discussion identifies the name of the variables being processed.
5 pts Your presentation and screencast