Final Project Specification Proposal Specifications
HSGC – CS 1
Fall 2014
Assigned: 12/15/14

First Draft of Final Project Spec Proposal Due: Friday 12/19/14, via EMAIL to hsgc.cs@gmail.com

Intro:
It's time for final projects! Final projects in a TEALS class are meant to be a fun and interesting way to show off what you've learned over the course of the semester. We're going to be working on final projects after we come back from Winter Break, and you'll have the rest of the semester to finish them.

First, you will submit a ***Spec Proposal*** to the teachers, stating what you want to work on and how you'll get it done. This is due on **Friday 12/19**.

Your spec proposal will be returned to you **on Monday 12/22** with comments from the teachers, and *we may require you to add or remove functionality* if we consider your project unreasonably easy or unreasonably difficult for the amount of time you'll have to work on it. **You will have Winter Break to make revisions to your project if necessary, and your final spec proposals will be due on the first day we come back—Monday, Jan. 5.**

This spec proposal is a contract with the teachers. If you say you want to do something, let's work together to make sure you get it done. You will be graded partly on how closely your project resembles your spec proposal (which is a specification, just like in the last projects!).

Requirements for final projects:
1. You must use **at least one custom block to implement functionality that would otherwise require copying blocks around to multiple places.**
2. You must use **at least two sprites, with different functionality.**
3. You must include **user interaction, either by keyboard or mouse.**
4. You must use **at least one user-defined variable, whose value will change at some point when your project is run.**
5. Including a list in your project's functionality is optional, but will result in extra credit.

Requirements for your spec proposal:
1. A paragraph briefly describing your proposed project. What is it called? What will it look like? What will it do? What makes it interesting, and why do you want to work on it?
2. A listing of:
    a. *All of the sprites you will need to accomplish your project*, and a 2-5 sentence description of the main functionality of each. For instance:

"My main sprite will be called Mario. It will move left and right along the ground when the user presses the corresponding left or right arrow key. When the up arrow key is pressed, Mario will realistically jump. When Mario touches an enemy sprite, the game ends."

b. *What your custom block(s) will do.* Will they take inputs? What will they report (if anything)?
c. *What your variable will be called, what its function will be, and when its value will change.*
d. *When the project starts, when it ends, and why.* For instance, "The game starts when the green flag is clicked, and ends when Mario touches an enemy, or when Mario reaches the door."

3. A list of *three things that will be difficult about your project and which you may not know how to do yet.* This will help us help you get your projects done!

That's it! These spec proposals are due on **Friday.**

As always, if you have questions, please email hsgc.cs@gmail.com or ask us in class!