Project #1
Introduction to project handin
CpSc 4160/6160: Data-Driven 2D Video Game Development
Computer Science Division, Clemson University
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Due Date:

In order to receive credit for this assignment, your solution must meet the requirements specified in this document and be submitted, using the `handin` web page, by 8 AM, Monday, August 22*nd*, 2016. The handin close date is set at three days after the due date. If you submit after the due date but before the handin close date there will be a ten point deduction. No submissions will be accepted after the handin close date and no submissions will be accepted by email.

Project Specification:

Use the `handin` web page to submit a compressed directory containing two items:

1. An ASCII README file. You must start with the ASCII README template contained in the directory for project #1 and fill in the appropriate information, including your <u>clemson email</u> address, and your first and last name.

2. A *square photo ID* that's 300x300 pixels and is labeled with all lower case letters as follows:

   `<username>.{<jpg>,<png>,<bmp>}`

   A *square photo ID* is an image of **you** whose width and length are the same. We should be able to identify you through this image.

To compress a directory you may use either `tar` or `zip`; <u>rar files are never acceptable in CpSc 4160 or 6160</u>. To compress a directory, assume the items are in a directory labeled 'asg1'. The directory can be compressed in 1 of 2 ways:

```
tar zcvf asg1.tar.gz asg1
zip -r asg1.zip asg1
```

You must submit your assignment using the `handin` facility, which can be found at:

```
https://handin.cs.clemson.edu
```