

Final Project

CS 211

Spring 2021

Proposal due:	Sunday, May 16 at 11:59 PM Central Time	(via Campuswire)
Specification due:	Thursday, May 20 at 11:59 PM Central Time	(via Campuswire)
Code due:	Tuesday, June 1 at 11:59 PM Central Time	(as HW7 on GSC)
Evaluation Guide due:	Thursday, June 3 at 11:59 PM Central Time	(as HW7 Self Eval)
Partners:	Yes; register on GSC before submission	

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1 Purpose

The goal of this assignment is to let you apply the programming skills you’ve acquired in service of your own creativity.

2 Getting it

While there isn’t significant starter code for the final project, we’ve prepared a [project ZIP file](#) containing

all the dependencies and CMake configuration you need to get started.

3 Project requirements

For the final project, you must implement a game (or other interactive, graphical program) using C++ and GE211. There are four steps to the project: proposal, specification, delivery, and evaluation:

Proposal You will submit the name and a brief synopsis of your game, with sufficient detail for us to have an idea what you would like to do. We may approve your idea, or we may ask you to alter it and resubmit.

Specification You will write a list of *functional requirements* (as discussed below) for your game. This is the set of features that you’re planning to implement. As with the proposal, we may accept this or ask you to revise. Once approved, the functional requirements become the rubric for grading your implementation.

Implementation Then you actually implement and deliver the code of your program.

Evaluation Finally, you need to supply us with an “evaluation guide,” as detailed below, that we will use to evaluate your program.

The game is expected to be of moderate complexity, perhaps 1.5 times as complex in terms of requirements as Homework 5’s BRICK OUT or Homework 6’s REVERSI. We will be more precise about assessing this aspect of your proposal below.

4 Proposal

For your proposal, we just want to know what game you would like to make so that we can ensure that the difficulty level is reasonable (in both directions) before you get to work.

4.1 How to submit it

Please submit your proposal by filling out the [proposal survey](#). We will review proposal and respond on a rolling basis, so the sooner you submit, the sooner you will get feedback that enables you to move on to the next step, specification.

4.2 What should go in it

If you are cloning an existing game (a good idea, since game design itself is really difficult!), you just need to tell us about that game. If it's old and sufficiently well known then the name could suffice. Here are examples of two proposals in that form:

Ms. Pac Man

I want to make Galaga.

If you are cloning a game that is newer or more obscure, it might help to include a link to a description, or you can describe it yourself. For example:

I'd like to make a version of the game "Underwater Basket Weaving 6." For a good description of the game, see [this Wikipedia article](#).

Finally, if you want to invent your own game, you may need to write your own description to convey the idea to us. For example:

I would like to make a game that I am calling "Brick Out." It will have three elements: 1) a stationary array of rectangular bricks at the top of the screen, 2) a rectangular paddle at the bottom that moves horizontally and is controlled by the user, and 3) a circular ball that bounces in between, destroying any bricks it collides with. The player's goal is to destroy the bricks without allowing the ball to reach the bottom of the screen.

Images and diagrams are highly appreciated. Please try not to write more than 100–200 words.

5 Specification

This is a list of 10–12 *functional requirements*—specific, identifiable things that your program will do. These features must be observable to a player, since we will play your game and use these requirements as a checklist for grading. (It's okay if some requirements are difficult for a player to reach, but you will have to justify those by reference to your code.)

5.1 How to submit it

Please submit your specification by filling out the [specification survey](#). We will review specifications and respond on a rolling basis, so the sooner you submit, the sooner you will get feedback.

After receiving feedback, you may not change your functional requirements without approval. They will be used for grading as specified below.

5.2 What should go in it

It may be a bit tricky to figure out the best granularity for describing functional requirements. It would not be good, for example, to have two separate requirements: "Pressing the left arrow key moves the player to the left," and "Pressing the right arrow key moves the player to right right." Instead, that should be a single requirement, perhaps: "The player is controlled by the arrow keys." This is a matter of taste and judgment, so see the example below for guidance, and then consult with the course staff or ask on Campuswire about how to specify your particulars.

As an example, here is a specification for BRICK OUT with nine functional requirements:

1. The bricks are initially placed in a grid at the top of the screen.
2. The paddle's x coordinate follows the mouse, while its y coordinate is fixed near the bottom of the screen.
3. In the dead state (the ball's initial state) the ball sticks to the paddle.
4. The player can release the ball, transitioning it from dead to live state, by pressing the space bar or clicking the mouse.
5. When the ball is released, it travels upward from the paddle with some initial velocity.
6. If the ball strikes the top or side of the screen, it bounces off.

7. If the ball strikes a brick, it destroys the brick and bounces off with a small, random boost to its velocity (TBD).
8. If the ball strikes the paddle, it bounces off like normal.
9. If the ball reaches the bottom of the screen, it transitions back to the dead state (and nothing else changes).

6 Implementation & delivery

Write your program. Have fun!

6.1 How to submit it

Your final code should be submitted as `hw7` on GSC. You need to upload all files required to run and build your game and tests. This includes your `CMakeLists.txt` and all files in your `src/`, `test/`, and `Resources/` directories.¹ Please **do not** submit any files from the `.cs211/` directory, the `.idea/` directory, nor any build directory (such as `cmake-build-debug/`).

Note that you have a quota of 20 MB for your entire submission, but you are unlikely to reach this limit until you have a significant amount of audio among your run-time resources.

7 Evaluation guide

Your proposal is worth 5% of your project grade, the specification is worth 10%, and the final code delivery is worth the other 85%. That 85% is further broken down into three components:

style	10%
model tests	20%
functional requirements	70%

We will assess style on our own, but for the other two points, we will need your help in the form of the “evaluation guide” described here.

7.1 How to submit it

Evaluation guide questions will appear on GSC as the self evaluation for HW7, so you should submit it by performing self evaluation. However, you should read this now so that you know what will be expected.

¹When reconstructing your project for grading, GSC puts source files whose names begin or end with “test” in the `test/` directory, other source files in the `src/` directory, and files with types it doesn’t recognize in the `Resources/` directory. So make sure you name any files that need to be in the `test/` directory appropriately.

7.2 What will go in it

The evaluation guide will contain the following two components.

Favorite model tests (20%). We would like to see five *significant* model tests. Choose tests that you think best characterize your design and demonstrate how your model works. For each, provide a very short description of what the test is about, along with a line tag.

Functional requirement hints (70%). For the core of the evaluation, we will attempt to verify that your program meets the functional requirements from your specification. (This is why you need our approval for any changes to those requirements.) For each requirement, there are three ways that we will attempt this verification:

1. By playing the game and observing the requirement, for full credit.
2. By reading a model test that demonstrates that the game meets the requirement, for full credit. (You are free to reuse a favorite test here.)
3. By looking at the code that implements the requirement, **for 80% credit**.

You must provide a numbered list matching your list of proposed and accepted functional requirements from your specification. For each requirement, specify how we should attempt to check it:

1. For validation by playing, you need to provide instructions for how to play the game to a state where the requirement can be observed. If your game has multiple levels, difficulties, or modes, you may find it useful for your `main()` function to take an optional command-line argument to allow us to jump to a particular level. Also, if you believe there’s a chance that we will have trouble validating a particular requirement by playing, you may also provide a test or code reference (options 2 and 3) as backup.
2. For validation by test, you need to provide GSC line numbers for the relevant test or tests, along with sufficient explanation for us to understand why the test you tagged is evidence that the functional requirement in question is met.

3. For validation by implementation—the least preferred method—you need to provide GSC line numbers for the relevant implementation code, along with sufficient explanation for us to understand why the code you tagged is evidence that the functional requirement in question is met.