Team: The final project will be done by teams of 2-3 students. You will find your teammates by yourself, but if you have trouble to find teammates, I can help. If you really want to, you can do the project by yourself (a team of 1 student), but it is not recommended. Note that your project will be graded by the same quality standard even if you are doing it by yourself.

Topic: Your team will pick your own project topic from one of following fields:

1. Video Game
2. Data Mining

To get some ideas of the quality standard of the final project, you can check out the project website from a previous class (`https://www.math.ucla.edu/~hangjie/teaching/Winter2018PIC16-Projects`). For the group that will do data mining, you may use the IMDb Datasets (`https://www.imdb.com/interfaces`), but you are welcome to use other dataset.

Presentation: Each team will give a 6-8 minutes presentation during the last week of the class. Your presentation should focus on the product and story of teamwork but not the source code.

Team Report: Each team should submit the following items to CCLE: Video Game:

1. A cover page that introduce the game and team members.
2. A user manual about how to install, run, play and win the game.
3. Source code

Data Mining:

1. A cover page that introduce the dataset and team members.
2. A report that literally and visually explain your finds from the dataset. Make sure you include which algorithms/methods you used, and why you choose them over others.
3. Source code

Teammate Evaluation: Each individual should submit a teammate evaluation to CCLE. You should explain your role in this project, and assign a grade (1-10) for yourself and each of your teammate(s).