

CS 151 Graphics Contest

As exciting as it is, the Breakout game only scratches the surface of what you can do with the Portable Graphics Library. To give you a chance to explore the capabilities of the library in greater depth, I am pleased to announce the CS 151 Graphics Contest.

Each of you is eligible to submit one entry for the contest, where an entry consists of a program that uses the Portable Graphics Library. You are free to use any of the capabilities in that library, including those described in the online documentation. To get started, you can grab a starting repository [here](#).

Selection Criteria

Assuming 10 or more total submissions, a prize will be awarded in each of two categories:

- *Aesthetic merit* – This prize is awarded based on the aesthetic value of the entry.
- *Algorithmic sophistication* – This prize will be based on the difficulty of the underlying programming and the sophistication of the displayed images.

If fewer than 10 entries are received, then only a single prize will be awarded. In both categories, programming style will be part of the evaluation. Please note that you do not need to specify a category; all entries will be eligible for either prize.

Prizes

The grand prize in each of the categories will be that I will replace whatever individual score most negatively affects your grade—which may be an assignment, the midterm, or the final—with a 100% in the computation of the final grade. Those of you who submit serious entries will also get a ticket for a drawing for a 10% single assignment/midterm/final boost at the end of the semester.

Official Rules:

1. Only students registered in CS 151 are eligible to submit entries in the contest.
2. Only one entry per person will be accepted.
3. All entries must be submitted by 11:59pm on Friday, March 31.
4. You are required to do all your graphical operations using the classes from the Portable Graphics Library. In particular, you may not dig into the source code for `pgl.py` and use other features of the TKinter library on which PGL is based.
5. Your entry may not set a window size larger than 1024x768 pixels.
6. Contest entries should be sensitive to Willamette's individual and cultural diversity. Programs that have the effect of perpetuating negative stereotypes will not be considered for prizes.