Computer Animation & Gaming
Final Project

Final Report

This final report will be submitted together with the source of your final project by the due time at the end of the semester. It is very important that you clearly and specifically state in your report what you have accomplished by the end of the semester. Be concise. I do not want to see code listings (except maybe brief sections to demonstrate a point). Your final report should be well organized and should contain the following information, though the format and organization is totally up to you:

- Your *Name* and project *Title*
- *Problem summary* – Briefly summarize the problem you are dealing with and why it is important. This is likely to be a modification of your proposal.
- *Description of work* – Describe the work you performed. Include any major "dead end" paths of research and why they failed, and any major challenges you encountered.
- *Results* – Describe exactly what was achieved. State exactly what you have accomplished, giving concrete information (e.g. by charts, pictures, etc.) about what has been done.
- *Analysis of work* – You should analyze the work done from the standpoint of how successful you were on the project. You should include the following information:
    - *New results* – What have you accomplished that is new, if anything? If you claim novel contributions, you should have thoroughly researched the previous work on the problem.
    - *Meeting goals* – How well did you meet the original goals you set out? If you did not meet these goals, why not?