

# COMP603: Program Design & Construction – Projects

2016 S1

## Introduction

This semester you will complete a project to produce a software product. You can work individually or in groups of 2 students.

You will select a product type from the list below, or come up with your own.

- A virtual pet game.
- Sudoku
- A card game
- A foreign language (vocabulary) learning software
- Chess games
- Board games
- Deal or no deal
- Who wants to be a millionaire
- A RPG game
- A soccer/rugby manager game

## Requirements:

- The project contains 2 stages:
  - In the first stage, you will need to develop a **Command-line User Interface (CUI)** version of the product.
  - In the second stage, you will upgrade the product to a **Graphical User Interface (GUI)** version. Meanwhile, you will include a **Database component** to the product, and include necessary **unit tests**.
- The 2 versions (CUI and GUI) of the product will be demonstrated in Week 6 and Week 11's labs. Each demonstration weights 10% of your project grade.
- The source code of the CUI and GUI versions of your products will be submitted in the Friday of Week 12. You can create 2 Java projects for the 2 versions, then compress the 2 project folders into 1 file.
- You need to use Apache Derby DB (also called JavaDB: <http://db.apache.org/derby/>) as the database management system of your project.
- You need to develop the project by using NetBeans or Eclipse
- You need to have unit tests for testing some important functionalities of the program (for Stage 2 only).
- The program needs to be bug free and have robust error handling.
- The program should be easy to build and run without any configuration.
- You need to have an open mind about the functionality of your game, and try your best to make your program robust, interesting, and easy to use.
- You will be expected to develop your own Java code for the projects. You may use the Java standard library. You may also use other external libraries with my permission.

**Important dates:**

- Stage 1 demonstration (the CUI version): Week 6's labs
- Stage 2 demonstration (the GUI version): Week 11's labs
- Submission of source code: 11:59pm 3/June/2016 (Friday)

**Final code submission:**

- The project will be submitted via AUTOnline;
- You need to submit a compressed file which contains:
  - The project folder which contains all the source codes, unit tests, and related files, e.g., image files, text files;
  - The database folder which contains all the database files. (You can put the DB folder inside your project folder.)

**Marking Guideline**

Requirement	Max mark
Progress demonstrations <ul style="list-style-type: none"> <li>• Be able to demonstrate a runnable version of your program</li> <li>• The demonstration is bug free</li> <li>• Be able to demonstrate multiple functions</li> </ul>	2*10=20
CUI <ul style="list-style-type: none"> <li>• Clear and well designed interface</li> <li>• The program can handle users' inputs from the CUI properly</li> <li>• The interface is easy for users to interact with</li> </ul>	10
GUI <ul style="list-style-type: none"> <li>• Clear and well designed graphical user interface</li> <li>• The interface is easy for users to interact with</li> </ul>	10
Database <ul style="list-style-type: none"> <li>• The program contains a database element</li> <li>• Can achieve database interactions and operations in the program</li> </ul>	15
Software functionality and usability <ul style="list-style-type: none"> <li>• The program is easy to compile and run without any configurations (e.g., setup DB, import .jar, etc.)</li> <li>• The program can be easily interact without any errors</li> <li>• The complexity of the functionality</li> </ul>	15
Software design & implementation <ul style="list-style-type: none"> <li>• The program can be compiled successfully</li> <li>• Highly readable code</li> <li>• Meaningful and appropriate comments</li> <li>• Executes without runtime errors</li> <li>• Robust error handling</li> <li>• Clear class structure</li> <li>• Complexity and robustness of the functionality</li> </ul>	25
Unit testing <ul style="list-style-type: none"> <li>• Correct tests</li> <li>• Tests cover implemented functionality well</li> <li>• Well-named tests</li> </ul>	5
<b>Total</b>	<b>100</b>

**Note:**

- **Minimum pass requirement applied for the project (check the paper descriptor)**
- **Plagiarism will result zero mark in the assignment, and be reported to the Faculty**
- **Late submission penalty will be applied (15% deduction for each day)**
- **You have the responsibility to keep and backup different versions of your programs. Losing of data (code) will not be considered as a valid reason for special consideration!**