

Presentation Project

An introduction

Project project

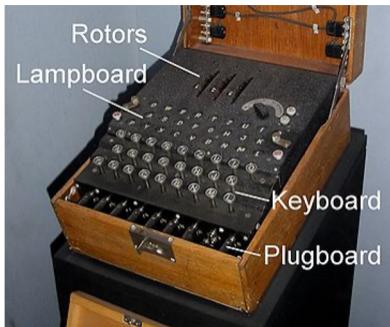
- Teamwork is required
 - You need to find a teammate and complete the project together
 - You can post your project/find your teammate at
(https://docs.google.com/spreadsheets/d/1b2BpWGQKqVM_t_fRZOEPBgVjoavG2UFNjtJqqlF4Rmg/edit?usp=sharing)
 - Register your topic (and team members) in the sign up sheet
(https://docs.google.com/spreadsheets/d/1u79q2QPT8iJO_zsoK37jDXOfPJXejqP8A4HJllqyq6s/edit?usp=sharing)
- Recommend topics can be found in the specification
 - It is in NYU Class and Resource/Presentation Project
- Important dates:
 - Dec 1st, check-in with your team members
 - Dec 14th/Dec15th, in class presentation (Please submit your code by Dec 15th)
- Evaluations:

Recommend topics

Secure messaging

The solution:

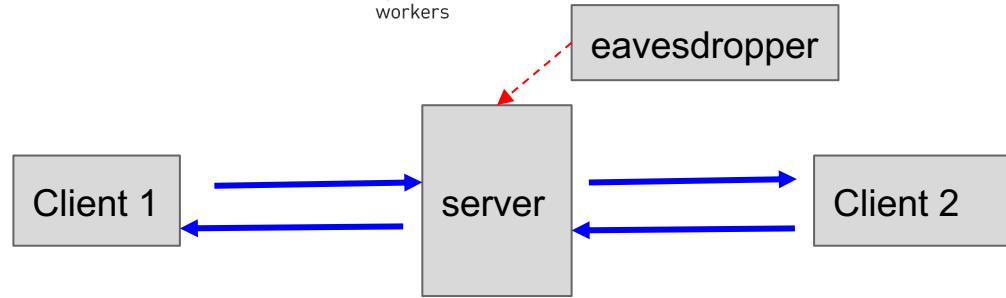
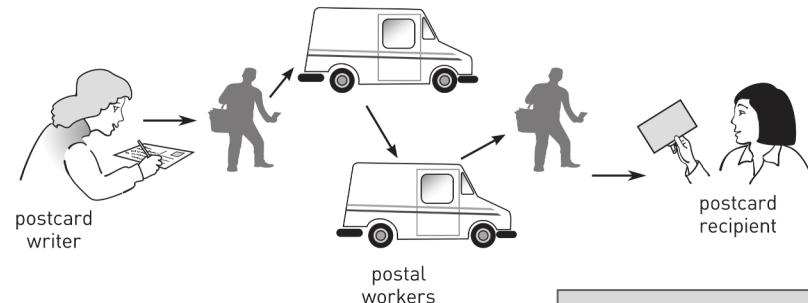
- cryptograph



Also a topic of Hollywood [movies](#)

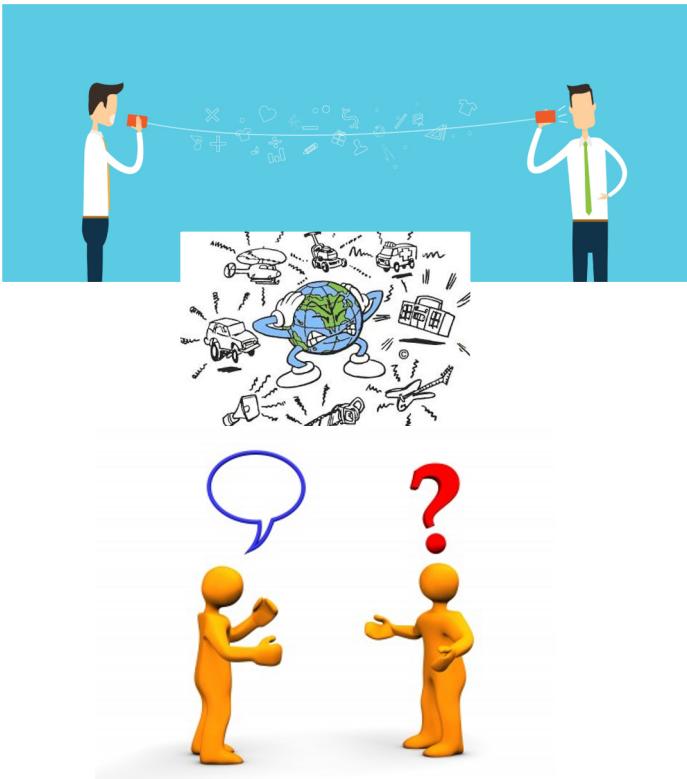


- guard against eavesdropping



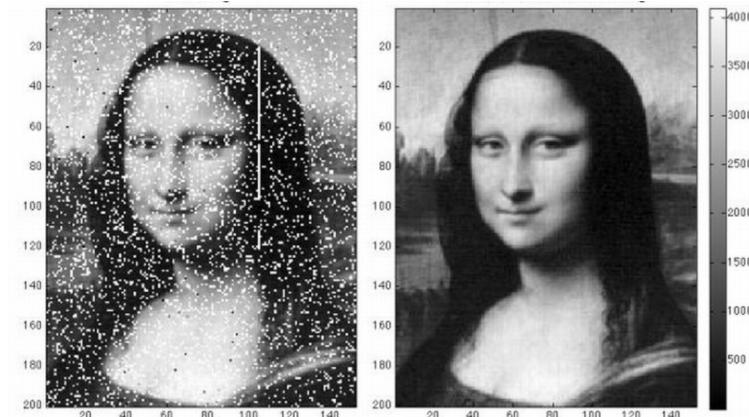
- Reference: [Chapter 4](#), in MacCormick's Nine algorithms

Reliable messaging



- protection against a bad communication channel

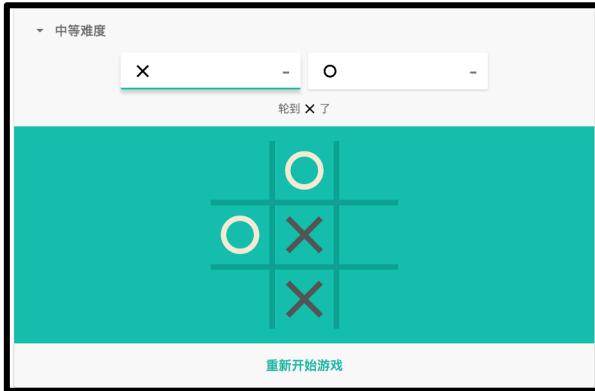
- Detect and correct errors



- Reference: Chapter 5, in MacCormick's Nine algorithms

Online gaming

- extend the chat system with game functionality
 - E.g. [tic-tac-toe](#), poker, [tetris](#)
 - Recall the dice.py we developed before

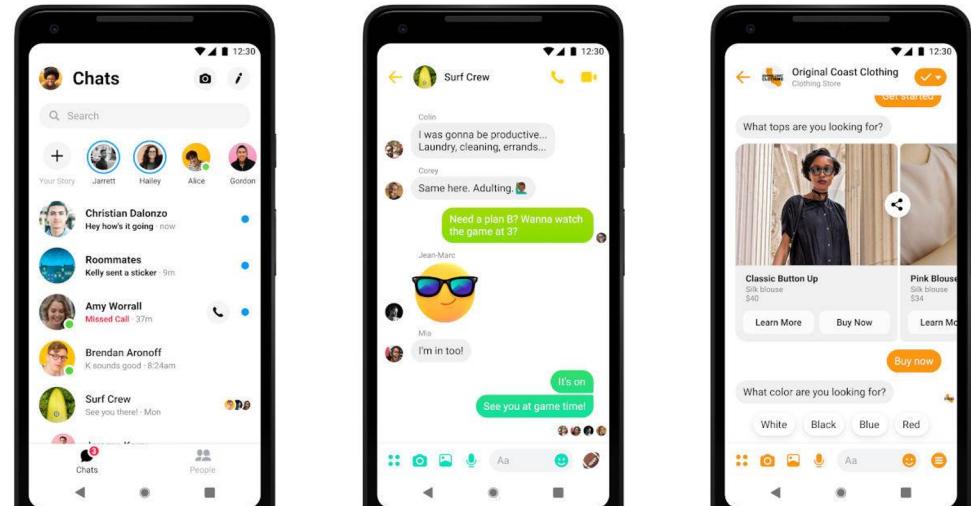


Python has many packages for game development.

- E.g., pygame <https://www.pygame.org/news>

GUI

- Design a user interface for the chat system
 - chatting without using terminal windows
 - sending emojis, photos, or files etc.



Summary

- You will have about two weeks to finalize everything
 - Time is a bit tight
 - Better start early
 - Github would be helpful for collaboration
 - Remember 90-90 rule!

Here is a gallery of the works done by the students from the past semesters!

Enjoy! ([More examples can be found here.](#))