

## Lab 2 :: SkyMail 3000 Part 2 ↕

Submit Assignment

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**Due** Friday by 5pm    **Points** 100    **Submitting** a file upload    **File Types** pdf, java, and zip  
**Available** Oct 20 at 8am - Nov 20 at 10pm about 1 month

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In this, the second in a series of assignments that will have you build SkyMail 3000, you will build the second version of the project. I will post submission details sometime next week, for now, get started! You will have about three weeks to complete this.

### DO NOT PROCASTINATE

Ok, the lab is going to have you do a UML diagram. We're going to continue to update this for this project. Please don't get bogged down in this.

Details are in the [project file](#) Note that the current version of the project file is V003 make sure that you have the latest version.

V001 : Initial release, there will be bugs

V002 : Added the needed pause functionality for dialog boxes

V003 : Fixed the command table to include the required key binding for the exit command

### Submission Details

For this assignment you will have several deliverables, the format may change going forward. Pay very close attention to this format and follow all directions. Deviation from these directions will cost you some to many points.

Create a **ZIP** named ***YourLastName-YourFirstName-a2.zip*** containing the following:

1. Your UML diagram in .PDF format
2. The entire source directory under your CN1 project directory which includes **ALL** source code(“.java”)for all the classes in your program
3. Your A2Prj.jar jar file

Then, submit to Canvas the following **four** deliverables:

1. The zip file that you created above.
2. Your GameWorld.java file. **Yes, again, once in the zip, and once so that I can read it in speedgrader.**
3. Your GameClockComponent.java file **Yes, again, once in the zip, and once so that I can read it in speedgrader.**
4. Your pdf of your UML, **Yes again, once in the zip, and once so that I can read it in speedgrader.**

Every semester at least one student takes it upon themselves to second guess this double upload requirement. The requirement is there to speed up grading of your work. In addition, some students seem to think that because I'm only asking you to upload those files separately that there is no need to include other java files in the zip file. Do not make that mistake. You **MUST** include **ALL** source in your zip file, and you **MUST** upload **ONLY** those **TWO** java files and your PDF file separately!

You must include all assets, e.g., images, that you used to build your file in the uploaded zip directory.

Additionally, for this project you will be required to make a short (one minute min, two minutes max) video of you playing your game. For this part of the submission you will want to record a screen capture of the simulator of you playing your game. You will need to show as many working features as possible in your two minute time limit. I recommend that you capture the playing first using whatever screen capture tools that you like I use OBS studio. Then edit the footage down to about two minutes. Shotcut is a free video editor that can help you here. Finally, narrate your video to tell me what you're doing and how your game works.

Don't worry about Canvas changing the name of your files if you submit more than once, I know that it does that, follow the directions above and you'll be fine.