

This project is done in teams of 4 or less. It is usually not recommended to work alone, as it may be significantly more work for one person. Groups will not be assigned. Students will select their own teammates and decide what game they would like to create and language/interface they will use. They will also decide what is a fair work division within their group. All teammates will receive the same grade. If one of the teammates is not contributing to the project, such teammate can be asked to leave the team and fend for themselves.

There are three components to this project.

1. Game (60points)

Your goal is to design a simple game with Halloween theme. It can be a corn maze, a haunted house, fighting zombies, etc. You can be as creative as you want to be. Your game should be functional, and will be evaluated based on how much functionality it has. You can use Python or C++ to implement your game. You are required to use at least two design patterns of your choice in the game implementation.

Your game should have a simple interface. No CGI interface is expected in this project. You can use tkinter for python, or any other interface if you are writing your game in C++.

2. Presentation (10 points)

You will demo your game in class on one of the presentation days listed in the syllabus. You will sign up for a specific day to do the demo. Your presentation will demo the functionality of your game. Presentation will be 8-10 minutes long, and will be accompanied by 3-4 (and not more than that) PPT slides. Both game code and slides will be submitted to Canvas before due date (below).

3. ACM style paper (30 points)

You will write a short ACM style paper describing your project, code layout, design patterns used, etc. You can insert 3-4 small size images as illustrations. These images can show your game interface, pieces of code, etc. The length of the paper will be 2 ACM style pages of content. Images or references will not be counted as content. ACM publication template for the paper can be found on Canvas in Files and is called *pubform.doc*.

Due dates: 11/29 for paper and code submission, presentation due on the day you present it.