

## Learning Objectives:

- practice C#
- plan a project from start to finish
- manage your time effectively
- present a project in front of a group

## Points:

See Deadlines below.

## Turn in:

See Deadlines below.

## Description:

This assignment should be completed with a partner (max 3 people per team)

Together with your team mate(s) decide what program you would like to write.

This is your opportunity to show off what you can do. It should be something interesting, something that demonstrates your C# skills - something fun.

Each student / team will present the finished project in front of the class and students will vote for the winning project.

## Requirements:

- the project has to be written in .NET using C#
- it has to be a newly developed project

## Expected scope:

About 1.5 the scope of an average weekly CS2530 assignment for each individuals. This allows some extra time for coordinating and communicating.

i.e. about 3 times the scope of an average weekly CS2530 assignment for a 2 person team

## Team Evaluation:

Each student writes 2 - 3 paragraphs covering:

1. What did you learn from this team experience?
2. How was the work distribution? Was it equitable?
3. Any idea, observations, insight,.. you'd like to share

## Deadlines:

- **Wed** Nov 13 . . . . **Demonstrate significant progress** towards the project during class. ( **10** points )  
This is not a class demo. Just show me that you completed about 50% of the project  
If you can't be in class that day make arrangements before this deadline.  
Also: make sure that your partner is informed
- **Sun** Nov 24 . . . . **1) Turn in the project via Canvas** ( up to **65** points – depending on scope, complexity, results )  
If you worked on a team only **one** of the team members turns in the project  
**2) Turns in the team evaluation** (see above) .. turned in by **every** student individually
- **Mon** Nov 25 . . . . **Demo the project** in front of the class (**10** points )