

## Project Description

**Project Name:** Simple Game.

**Grading weight:** This project accounts for 20% of the course mark and will be graded out of 20 marks (15 marks for the implementation and 5 marks for the report). A bonus up to 5 marks will be given for implementing at least **two** of the *bonus* features suggested below. Please do not be tempted to implement all the bonus features, as this will cost you too much time.

**Project Overview:** The goal of this project is to implement a simple 2D Graphics game in Java. Suggested games include Atari-like games (e.g., Space invaders, Tetris, Pac-Man, Arkanoid, Jezzball, etc.), Solitaire puzzle-solving games (e.g., Minesweeper, Solitaire, Sudoku, etc.), or 2 players board games (e.g., Connect4, Backgammon, Chess, Checkers, Reversi, Go, etc.)

**Team Size:** 1 to 5 students (preferably 2 or more)

**Important Plagiarism notice:** You have to write your own code from scratch. Projects based on others code will receive a grade of **zero** in the entire project and report (even if the code is heavily re-factored/modified, etc.). Examples of such sources include (but is not limited to) code coming from the following sources: other teams, previous year projects, open-source software, tutors, etc.

**Project Deadline:** Thursday May 10<sup>th</sup> 2018, 11:59 pm. Projects and reports should be submitted via the LMS (only one student from each team should submit the project). *If needed*, a meeting with the course TA to evaluate your work will be scheduled in the following days.

**Project Report:** In addition to your team member names, the report should include:

1. A brief description the game and of your implementation including any bonus features included.
2. A user guide with snapshots.
3. A summary of how the work was split among your team members (who did what exactly).
4. Any additional documentation you might find useful (including code documentation, descriptions of difficulties encountered, tricks used, etc.).
5. Optionally, you can include a section about your experience working on this project. This section will NOT affect your grade in any way.

***Bonus features:***

1. Adding another game variation/game mode
2. Adding levels of various difficulties
3. Adding support for game save/load
4. Support 2 or more players in non-multiplayer games
5. Adding a hall of fame (best scores list)

**What and how to submit:** Submit a compressed folder (zip or rar) on the LMS. The folder must contain: 1) All your code and 2) Your report (PDF).