08101 Programming I Assessed Coursework 2 – Pong Game

Pong Software Submission

You will submit your coursework as a single Zip archive using Class Server. The archive should contain:

1. The source code for your program.

2. The compiled executable for your program.

3. The documentation file for your program.

4. The test document for your program.

The Class Server learning resource has more detailed instructions for the submission.

Pong Software Demonstration

As part of your assessed coursework you are required to demonstrate your software. A 15 minute slot has been allocated for you on Thursday 6th December or Friday 7th December. This demonstration is **manadatory**. If you do not demonstrate your system you will not be allocated a mark for this piece of coursework, which may well result in your failing the course. If you need to swap your session with another student this is permitted, but you must contact Rob Miles (r.s.miles@hull.ac.uk) to inform him that change has been made.

Presenting your software

Each of the three markers has an area of the Fenner laboratory allocated to them. You should find a machine in the appropriate area. It is important that you arrive early and allow time to log in to the network and open up your program. Make sure that you have a copy with you or on drive G: as we will not be using Class Server to view the delivered code.

Before the presentation you should ensure:

1. You have a copy of your software running for demonstration.

2. You have an editing window open on the source of your software.

3. You have an editing window open on the documentation of your software.

4. You have an editing window open on your test document.

You will be required to demonstrate your game running and then show the source and documentation. The marker may ask further questions and discuss your program with you. They will fill in a mark sheet as shown. The categories on the mark sheet are aligned with the ones in the marking scheme for this module.

Rob Miles 29/11/07