Teamwork Project Assignment ([Java Basics Course @ SoftUni](#))

Design and implement **a Java-based game** by choice. It could be a well-known game like Minesweeper, Tetris or Xonix or a game designed by your team.

You, as a team, are **free to decide** what platforms, development tools and team collaboration tools will use. You might perform live meetings in SoftUni or at some other location, online meetings, use chat systems, organize mailing lists, Facebook groups, use project management tools, source control tools and any other technical and non-technical resources to build your project, but please **work in team**. Each team member should be able to **prove his or her contribution** at the project live defense. Remember that each team member will get **equal score** at the project public defense.

General Requirements

- **Use Java** – the entire work should be implemented in Java
- **GUI or console-based application**
  - You may use some Java GUI library like Java FX, Swing or AWT
- **Work in team** – all team members should contribute

Deliverables

Put the following in a **ZIP archive** and submit it (each team member submits the same file):

- The complete **source code** of your project.
- A **presentation** of your project (e.g. PowerPoint slides) or other **brief documentation** (1-2 pages) of your project. It should provide the following information:
  - Project name and purpose – what you have created?
  - Team name, list of team members
  - Contributions of each team member
- Any other information (optionally)

Assessment Criteria

- **Functionality** (rich functionality and higher complexity are scored higher) – 0…5
- **Code quality** (correct naming, code formatting, separation of concerns, etc.) – 0…2
- **Team work** (GitHub used; each team member contributed in 5 different days) – 0…3
- **Bonus** – 0…2

Public Project Defense

Each team will have to deliver a **public defense** of its work in front of the other students, trainers and assistants. Teams will have **only 10 minutes** for the following:

- **Demonstrate** the application (very shortly).
- Show the **source code** and explain how it works.
- Explain how each team member have **contributed**.
- Optionally you might prepare a **presentation** (3-4 slides).

Please be **strict in timing**! Be **well prepared** for presenting maximum of your work for minimum time. Bring your own laptop. Test it preliminary with the multimedia projector. Open the project assets beforehand to save time. You have **10 minutes**, no more.

Give Feedback about Your Teammates

You will be invited to **provide feedback** about all your teammates, their attitude to this project, their technical skills, their team working skills, their contribution to the project, etc. The feedback is important part of the project evaluation so **take it seriously** and be honest.