

DM6308: Intermediate Programming for Digital Media
Fall 2011
Final Project Detailed Assignment
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Project Proposal

You project proposal should be delivered in written form and include the following:

- High level description of the program and how it works
- List of “must have” required features. These are all of the features needed to meet my project requirements and to have a usable program. If any of these features were missing the program would be considered incomplete.
- List of “like to have” features. These are the features that would be nice to have but you may not be able to get to them in time. These features would make the experience for the user better but are not required to use the program.
- Screen shot and/or descriptions of each feature and how the feature will affect the use of the program.
- Provide a timeline of deliverables “milestones” that you plan to show me each week. I provided a sample timeline below. Please customize that timeline to line up with specific aspects and features in your project.
- Be able to tell me how you plan to implement the features of your project.

Project Requirements

For your final project, you will create an interactive experience using ActionScript. Your final project may end up being a game, or it may end up being more of a presentation, but either way, there needs to be a strong interactive component. The user should be able to do more than just navigate through your site: he or she should be able to “play with” the system that you are exploring to some extent. Projects should be visually interesting and must contain sound elements such as background music and sound effects.

Suggested Timeline

- 10/24 - Project proposal due
- 10/31 - Have some basic code started.
- 11/07 - Have basic prototype of primary features
- 11/17 - Continue prototype with rough graphics and sound.
- 12/01 - Have all features basically working with graphics and sounds.
- 12/08 - Projects Due – In class presentations!

Grading Criteria

Projects are due at the beginning of class on Wednesday, December 8th. You will present your project that same day to the class. Be sure to embed fonts if you are using anything besides the standard "safe" fonts that come on every Mac.

Here is the breakdown for final project grading:

Presentation (if you show it, you get the points)	10%
Interactivity (amount of control user has over project outcome)	20%
Use of programming structures (conditionals, loops, events, etc)	20%
Project concept originality	20%
Code originality (code you wrote yourself, not code I gave you)	20%
Code commenting (including crediting borrowed code)	10%