

# COMP2069 – Intro to Graphics Programming

## Project – 1B

### The Arcade Game – Version 2

Due class #14 (August 16, 2012) @ 10 am (section 1) / 2 pm (section 2)

Value 10%

The arcadegame\_v2.py program

**Maximum Mark: 16**

**Overview:** You will create an update for your Arcade game from Project-1A that includes an **additional level of difficulty** and a **Splashscreen**. You will also need to update your internal and external documentation.

**IMPORTANT:** This project replaces your final exam and is dependent on Project-1A functioning properly and being completed on time.

### Instructions :

**(6 Marks: GUI, 6 Marks: Functionality, 2 Marks: Internal Documentation, 2 Marks: External Documentation)**

1. Your application update will have the following characteristics **6 Marks: GUI, 6 Marks Functionality)**
  - a. Include an **additional level of difficulty** – example: Level “4”, “Easy-Medium-Hard-Extreme”, etc. (4 Marks: GUI, 4 Marks: Functionality)
  - b. Add a **Splashscreen** to your Game that appears before the Start Screen – this screen will only be displayed while the game is being loaded. Uses a **timer** to have the **Splashscreen** display for a few seconds if necessary (2 Marks: GUI, 2 Marks: Functionality).
2. Update the **Internal Documentation** for your program **(2 Marks: Internal Documentation):**
  - a. Ensure all impacted modules are updated with this new version of your arcade game. (2 Marks: Internal Documentation)
3. Update the **External Documentation** for your program **(2 Marks: External Documentation):**
  - a. **Ensure your external document reflects the changes / additions to your new version.** (2 Marks: External Documentation).

## SUBMITTING YOUR WORK

Your submission should include:

1. An external document (MS Word or PDF).
2. A zip archive of your python project files. Please include all versions of your python code.

Please zip all files in to a single project archive.

### Program Code & Functionality

#### Technical Evaluation

Display / User Interface	The Display / User Interface elements meet the program requirements. All text is spelled correctly and appropriate space is allocated for user input. Graphics & Icons are appropriate and match the program's functions.	6
Functionality	The program's deliverables are all met and the program functions as it should. No errors appear as a result of execution. User Input does not crash the program.	6
Internal Documentation & Readability	A program header is present and includes the name of the program, the name of the student, a short revision history and a short description of the program. All procedures and classes include headers that describe their functionality and scope. Inline comments are used to indicate their function when code is new or unclear. Variable names are contextual wherever possible.	2
External Documentation	An external document (MS Word or PDF) has been created that includes a company logo, table of contents, version history, detailed program description, a sketch of the GUI and screenshot (if applicable), and other details outlined in the template provided.	2

#### Creative Evaluation

#### Mark

Creativity	The program's GUI / UI is attractive. The programmer has added additional elements outside of the scope of the program that enhance functionality, usability and fun.	0
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Total (/16) 16  
% 100.0%

This assignment is weighted **10%** of your total mark for this course.

All Assignments are due at the beginning of class.

Late submissions:

- 10% deducted for same day submission (after beginning of class) before midnight.
- 10% deducted for each additional day.

External code (e.g. from the internet or other sources) can be used for student submissions within the following parameters:

1. The code source (i.e. where you got the code and who wrote it) must be cited in your internal documentation.
2. It encompasses a maximum of 10% of your code (any more will be considered cheating).
3. You must understand any code you use and include documentation (comments) around the code that explains its function.
4. You must get written approval from me via email.