

Project #0
CpSc 4160/6160: Data-Driven 2D Video Game Development
Computer Science Division, Clemson University

Introduction to the web handin facility

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Due Date:

In order to receive credit for this assignment, your solution must meet the requirements specified in this document and be submitted, using the **handin** web page, by 8 AM, Friday, January 15th, 2016. The handin close date is set at one week after the due date. If you submit after the due date but before the handin close date there will be a ten point deduction. No submissions will be accepted after the handin close date and no submissions will be accepted by email.

Project Specification:

Use the handin web page to submit a compressed directory containing three items:

1. An ASCII README file. You must start with the ASCII README template contained in the directory for project #0 and fill in the appropriate information, including your clemson email address, and your first and last name.
2. A *square photo ID* that's 300x300 pixels and is labeled with all lower case letters as follows:

`<username>.{<jpg>,<png>,<bmp>}`

A *square photo ID* is an image of **you** whose width and length are the same. We should be able to identify you through this image.

3. A compressed directory that contains the above two items. To compress a directory you may use either tar or zip; rar files are never acceptable in CpSc 4160 or 6160. To compress a directory, assume the items are in a directory labeled 'asg0'. The directory can be compressed in 1 of 2 ways:

```
tar zcvf asg0.tar.gz asg0
zip -r asg0.zip asg0
```

You must submit your assignment using the web handin command, which can be found at:

<https://handin.cs.clemson.edu>