

Challenge Assignment

2ip90

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Challenge Based Learning (CBL)

- More control over your learning
 - More responsibility
- You choose your challenge
- Realistic and authentic: you know when it's good

The assignment

- Design and implement a game
 - Preferably something new, or with new twist
 - Can also be a puzzle, a word game, anything
 - Complexity etc. depends on what *you* think you can achieve
- In pairs, in three weeks
- Apply what you learned about Java
 - code yourself, no game engines or similar levers
- And a few new things you learn independently
- Professional skills: collaboration and communication

Constraints

- Game for one or two persons (more allowed, but one/two should be possible)
- In Java, using Swing as GUI system
- Runs on Windows, Mac, Linux (i.e., don't use specific features of your platform)
- Playable and testable by single grader in short time
 - setup not more than 1 minute, main ideas can be quickly appreciated
- It is *your* responsibility to show that you meet the constraints

Process

- Each team has a **tutor** who
 - Meets you every practical
 - Gives feedback on your choices, follows your progress
 - Does your grading
- **Backlog** lists the things you are going to do
 - Deliverable for next Tuesday
- Two pitches (very short presentation)
the idea (next Tuesday) and progress (Thursday 16th)

Exercises

In this stage

- With each practical, a reduced set of exercises about the lecture stuff is offered
 - Together with solutions
- You can work on this during practicals and in your own time
- During practicals, you also meet the tutor and can work on the assignment

To do now

- Both members of your pair: register with a *Project Group*
- Group leader: register with a tutor
- Location of tutor sessions:
<https://canvas.tue.nl/courses/32704/pages/room-schedule>