**17\_0324 Project 2 Steps 1 and 2**

P2 (second team project) = 100 pts

\*\*\* Step 1 & 2 are merged and both are due Apr 03 \*\*\*

P2 is expected to be a more "polished" game than P1.

(No use of "alerts", for example.) Furthermore, the

clarity of the design and code is important. (See

step 2 instructions.)

There are five steps in six weeks. (Step 4 is two weeks

long because Apr 14 & 17 are spring recess.)

Step 1 (due Mon, Mar 27): Specifications

Step 2 (due Mon, Apr 03): Design and Plan

Step 3 (due Mon, Apr 10): Build (1st iteration)

Step 4 (due Mon, Apr 24): Build (2nd and 3rd iterations)

Step 5 (due Mon, May 01): Final Report

Project demonstrations are MWF, May 1, 3, and 5.

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| STEP 1 |

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For step 1, settle on your team and then produce a **game**

**specification**. To properly guide the later steps, this

should be well thought out. Refer to the "list of things

to consider" given in the instructions for P1 step 1.

End with a comprehensive list of "features". Features will

be the starting point for design (step 2). If you are

building on the first project, distinguish between old

and new features.

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| STEP 2 |

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The implementation should be easy to understand and easy

to maintain (fix bugs and add new features). Organize the

program as a hierarchy of high-to low-level units, where

each unit can be readily understood (and implemented)

without having to know details about other units. High

level units are constructed of multiple lower-level units.

The lowest level units are implemented with code and form

the elemental components of the game. Include **diagrams**

to illustrate relationships among the units.