

Object Oriented Programming language 2016 Final Project

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1. Basic Requirement

Team Project: Build a game with Cocos2d-x game engine, no limitations on game types and contents, pay attention to the copyright. You will obtain your final score based on your project and final presentation.

Focus on the Object Oriented Programming part rather than game design.

2. Detailed Requirement

2.1 Cocos2d-x

Cocos2d-x is an open source cross platform game engine. It can be easily achieved for the graphical user interface and a variety of events. You are required to build your own game based on the Cocos2d-x game engine for any kinds of game types and content (Pay attention to the copyright, including all game assets).

Official documents and website for Cocos2d-x: <http://www.cocos2d-x.org/>

2.2 Programming Environment

Using C++. Build and run on visual Studio.

2.3 Team Work

Free combinations in/across class. No more than 4 students in each team.

3. Score

Attention: Focus on object oriented programming rather than game design.

3.1 Game (30%)

- Portability: Your game could run on other machines which follows your running environment instructions.

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- Stability: The game experience have to be stable and smooth. You will get penalty for game crash.
 - Memory: Not allowed for memory leak or any abuse of memory.◦
 - Interaction: human-computer interaction is needed in the game.◦

3.2 Source Code (60%)

- Framework: Good using of Cocos2d-x framework
- Object Oriented Programming:
 - Abstraction: Good abstraction for objects, try to avoid redundancy and complicated logical for a single class. Good understanding of hierarchy and polymorphism.
 - Constructor: parameters, initialization and so on.◦
 - Destructor: memory release and so on.◦
- Source code: Good coding style, naming convention for variables, functions and classes, comments and so on.

3.3 Others (10%)

Final presentation and reasonable team division.

3.4 Testing Environment

- 2.1GHZ Due core CPU
- 4GB Memory

4.Submission

4.1 Content

- Source code and instructions for running environments
- Documents
- Team member and score distribution ratio.
- Final presentation slide

4.2 Submission

We will have final presentation on the 17th week. Each team are required to upload all the submission contents (Chapter 4.1) to the server (10.60.41.1), and send an email with the title: [CPP_FINALPROJECT_TEAM LEADER StudentID_ TEAM LEADER Names_ TEAM NUMBER] to TA. In the email, you are only required to specify the time for submission on server.

4.3 Deadline

At 00:00 on **June 20**