

Computer Programming II (01219116 and 01219117)

2024/2, Section 450

Project Submission Guidelines

Deadline

- **16 Apr 2025:** 50% checkpoint (50% of project progress)
- **11 May 2025 [Hard deadline]:** Complete of the project (100% of project progress)

Grading/Scoring

- The project score is divided into two parts:
 - 80% for the game component.
 - 20% for the data component.
- Documentation and presentation are also considered in the overall project score.
- Late or incorrect submissions will not be accepted, and any failure to submit correctly may result in a deduction or rejection.

Submission Guidelines

1. Submission Platforms:
 - a. The project must be submitted on both **(1) GitHub** and **(2) Term Project Management (TPM)**:
<https://ecourse.cpe.ku.ac.th/tpm/project/prog2-24s>.
 - b. Please also add the link to your project repository on GitHub as part of the project description in TPM.
2. Project Document (from proposal):

- a. The final proposal must be written in (1) `DESCRIPTION.md` (on GitHub) and (2) the Description section in TPM.
 - b. The proposal should include all necessary sections, including the UML diagram of your project.
- 3. Installation and Running Instructions:
 - a. Must be documented in `README.md` (Use the standard format for writing this file).
 - b. Students must check that your installation and running instructions can be followed and run smoothly without any problem. If your installation and running instructions fail, score penalty can be applied.
- 4. Required Packages and Libraries:
 - a. Must be listed in `requirements.txt` (Use the standard format for writing this file).
- 5. Project Screenshots:
 - a. Include a folder named "screenshots" in your project directory.
 - b. In the "screenshots" folder, create 2 sub-folders
 - i. A sub-folder named "gameplay" to contain the screenshots of the gameplay of your project. The included screenshots must clearly represent the main concepts of the game.
 - ii. A sub-folder named "visualization" to contain the following screenshots: (Note that most of 20% data-component scores will be graded based on this.)
 - 1. Include one screenshot to show the overall look of your data visualization page. If there are more than

one visualization page, include one screenshot per page.

2. For each component (either or graph) in a page, include one screenshot per component. For example, if one visualization page contains 1 table and 3 graphs, submit 4 screenshots.

a. Make sure that numbers and texts shown in screenshots can be clearly seen.

6. GitHub Tags for Submission:

a. **"v0.5"** tag for the 50% project submission. Although the code may be incomplete, it must be runnable and demonstrate the implemented features without crashing, provided the installation instructions are followed.

b. **"v1.0"** tag for the 100% project submission.

7. Final Project Submission (100%):

a. You must submit a 5-minute project presentation video on YouTube. Set this video clip to be publicly accessible, i.e., the visibility must be set to either *public* or *unlisted*.

b. The YouTube link must be included in `DESCRIPTION.md` and the TPM Description section.