Final Project
Due: April 18th & May 8th

Overview
For our final assignment you will build your own project. Target something on the level of difficulty slightly more ambitious than our average homework assignment. The project should be broadly related to the idea of "motion" or "planning". I am ok with most topics as long as there is movement or interaction (video games, physical simulation, and even robot planning based projects are ok – focusing on pretty but static renderings, no matter how beautiful, is not).   Furthermore, you must write your own code related to simulation or planning; try to limit any libraries you use to those that help with graphics or processing user inputs or models.

Team Size
-You must work in teams of either 2 or 3 people (teams will have the same expectation regardless of the number of people)

What to turn in

By Wednesday, April 18:
  -An email to me with your group member names, and brief description of the project (including milestones), and an image of work in progress.

On Tuesday, May 8 (at 10:30am):
  -A 5-minute presentation demonstrating your work

~~*Tuesday, May 8 at midnight ...*~~*Before I wake up on May, 9:*
A link to:
  A webpage showing
  -Images and video of your project
  -A list any libraries you used
  -Your source code

  A report (1-2 pages) describing:
  -Project goals
  -Difficulties encountered
  -Working features
  -Analysis of the project
  -Ideas for future work

Hints:
Go for something fun and ambitious, but make a plan where you can tackle the problem incrementally. That way you have something to show for your effort even if you can't get everything working well.