# Assignments after the mid-term

Functional Programming 2017/18

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#### What is next?

- ► Third DOMJudge assignment: type classes
- ► Final project: develop a game
- Optional assignment

# **DOMJudge assignments**

**DO NOT PLAGIARIZE!!** 



## **DOMJudge assignments**

#### DO NOT PLAGIARIZE!!

Our DOMJudge instance notifies automatically whenever two assignments are too close to each other

Renaming text to txt or t is useless

## Final project

- ▶ Develop your own game in Haskell
  - gloss library for the 2-D graphics
- ▶ Working in **pairs** is allowed and recommended
- Two deadlines:
  - 20 October: design document
  - 12 November: code + document (after exam)

#### Requirements

- ▶ The player controls a character
  - ▶ The game can be paused and resumed
- There are multiple enemies to be beaten
  - Some intelligence and randomness attached to them
- 2-D graphics with some animations
- Interaction with the file system
  - For example, keep a record of high scores

#### Anything that fits is welcome

## Grading of the final project

- ▶ 6 points for implementing those requirements
- 2 points for design and good style
- 2 points for optional requirements
  - ► The list is found in the website

The design document serves two purposes:

- Check that the game fits into the requirements
- Preliminary assessment of the design



#### **Optional assignment**

Write about some topic not treated in the course

- ► Language extension: a different part of Haskell
- Libraries: a nicely-designed piece of code

Up to 0.5 points added to your final grade



#### **Optional assignment**

Work in groups of up to **three** people

Each group has to produce:

- Document (3 to 5 pages) describing the thing
- Some code which puts it in practice
- 10-minute presentation the last day

If you are interested, choose a topic from the list in the website and e-mail me **before 14 October**