Final Project

Overview
The goal of the final project is to allow you to show your programming development over the past 10 weeks. The problem is entirely of your choosing, as long as it involves material covered in this course and that it uses some sort of graphical interface. You may use any language, tools, libraries, etc., assuming that you’ll be able to demonstrate your project to the class and your tutor at the end of the quarter.

You’ll be able to have groups of up to 3 people (your teammates can be from the 8am or 2pm class). It is expected that a group with multiple members will develop a more involved project. Project ideas should be submitted to each of your tutors by February 27 for approval (no slip days allowed).

Proposals due by email to tutor on February 27 @ 11:59pm
Your proposal should consist of:
1. Team members, their class time, their tutor
2. Designated leader of the project that will be turning in the assignment
3. The goal of your project
4. Potential challenges you could see in the development of your project

Your tutors will let you know if the project is beyond the scope of the class or if they feel like it’s not challenging enough. Since we’re allowing teams on this project, have the team lead send an email to each of your team members tutors and CC your teammates. If your tutor does not get a proposal by the deadline, an automatic 10% is deducted for each day it is late off your final project score. 

Note: your project scope can change in the coming weeks, with consent of your teams’ tutors.

Example email:
From: ajundt@ucsd.edu
To: neil@ucsd.edu, Michelle@ucsd.edu, Chris@ucsd.edu
CC: John@ucsd.edu, Jane@ucsd.edu
Subject: Final project idea

1) Team members:
   - Adam Jundt, 8am, Neil S.
   - John Doe, 2pm, Michelle W.
   - Jane Doe, 2pm, Chris T.
2) Designated team Lead:
   - Adam Jundt
3) Goal:
   Our project’s goal is to implement GTA 5 because it’s all that Adam talks about.
4) Potential challenges:
   We’ll need to figure out how to detect nearby cars, render graphics, etc.
Final projects due on March 12 @ 11:59pm. No slip days are allowed.

You’ll have the opportunity to present your final project to the rest of the class, UCSD students, professors, and industry professionals on March 13 from 1-3pm in the Price Center East Ballroom. We’ll have enough room for everyone to walk around and see each other’s projects. At the end of the event, we’ll vote on the best final project and the winning team will get a 100% on the final. Coming to the event to show your project will get you 1% extra credit added to your grade as well.

Grading (50 pts)

- **Scope/difficulty** – 10 pts. How difficult/easy was the project.
- **Correctness** – 10 pts. Did the project work correctly?
- **Interface** – 10 pts. Can you understand how to use their project if they weren’t there to show it to you?
- **Design** – 10 pts. Looking at the code, if you had to come into the project and make changes/additions, how hard would that be?
- **Style** – 10 pts. (same requirements we’ve had throughout the whole quarter)

Turnin Instructions

Remember the deadline to turn in your assignment is Saturday, March 12 @ 11:59pm and no slip days are allowed.

Make sure the program works correctly on the ieng6 linux servers. Because there is flexibility in the file names that you use for your program, you’ll need to create a README file that outlines how to compile and run your program on the ieng6 servers.

```
$ cat README
Authors: Student 1. Student 2
Tutors: Tutor for student1. Tutor for Student2

To compile: javac Final.java
To run:     java Final

About: What your final project does.
```

When you are ready to turn in your project, have the team lead place all your files (and README) into the directory ~/Final and type in the following commands (note: only the team lead for each project should do this step):
$ cd ~/
$ bundleFinal
Good; all required files are present:

    Final

Do you want to go ahead and turnin these files? [y/n] y
OK. Proceeding.

Performing turnin of approx. 4341 bytes (+/− 10%)
Copying to /home/linux/ieng6/cs11wb/turnin.dest/cs11wb.Final
...
Done.
Total bytes written: 21751
Please check to be sure that's reasonable.
Turnin successful.