

UIT2201: Project



School of Computing

A large green thought bubble graphic with a dark green outline, containing the main title and course information. It has three smaller circles leading to it from the bottom left.

Info on Class Project

UIT2201 (Fall 2016)

UIT2201 Project (25%) [Fall 2016]

□ Project Info is Online

- ❖ Team size: 2 per team
(See Project page for details)

□ Milestones:

- ❖ M0: Team Formation 09-Sep (Fri)
- ❖ M1: Project Proposal 16-Sep (Fri)
- ❖ M2: Mid-Term Review 12-Oct (Mon)
- ❖ M3: Final Submission 07-Nov (Mon)

□ Project Showcase

- ❖ 14-Nov (Mon) – [10am – 5pm]

Team Project for UIT2201

**Team Project
(2 per team)**

**Working as
A TEAM**

PLAN...

**Do Project

Write Report

Present Project**

**Identify Strengths
and Weaknesses

Identify Project Risks**

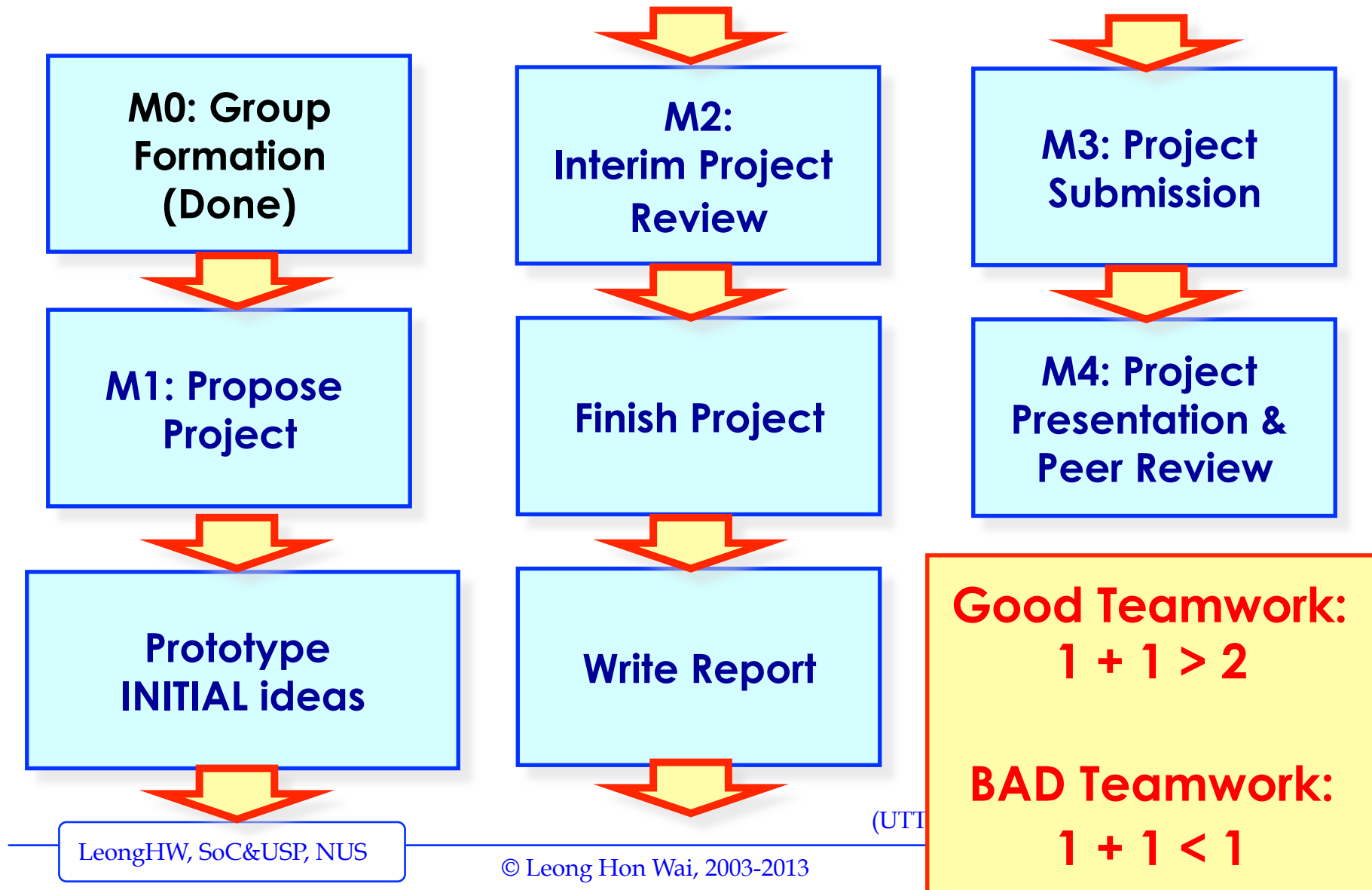
**Assign Roles
Divide Tasks

Communicate
Progress

Help Each Other**

**When you FAIL to PLAN,
Then you PLAN to FAIL.**

Project Milestones



Project Ideas:

- See Spr-2013, Fa-2013, Fall 2014 topics
- Something from your discipline
- Something you are passionate about

Planning your Scratch Project:

□ Think up a StoryBoard...

- ❖ How do I tell this story? Is it a game?
- ❖ How many actors (small number, better)
- ❖ How many acts? How to initialize?

□ Opening Screens / Ending Screens

- ❖ Start properly with proper intro, preamble
- ❖ End graciously, say “Thank you”.

□ Think through the Coordination

- ❖ Use “Broadcast”

Executing your Scratch Project:

□ Test idea, then integrate

- ❖ Test on SIMPLE sprite SEPARATELY
- ❖ Then integrate the idea into your project

□ Consider creating your own abstractions

- ❖ Common actions/sequences
- ❖ Define / reuse your own abstractions/primitives

□ Divide and Conquer

- ❖ Break up complicated sprites
- ❖ Define communication and sequencing
- ❖ Assign to different people;

The END