DRAFT

This document contains some ideas on how the group project will be implemented. **You should expect some changes and updates to these preliminary instructions**.

The goal of the project is not so much about writing code, as it is about learning to work in a group.

The group project is to design and develop a game using SFML libraries and *in the same vein as the SFML demonstrations shown in class*. Your group's game should be original and fun. The demonstration programs shown in class and during the online sessions are meant demonstrate how to use the SFML libraries. Some demonstration code will be made available to study the SFML libraries. In order to learn the SFML libraries you should install, run, and *play with* this code. You should also watch and work with the video tutorials. Your program will also require that you use some of the concepts covered in the class, such as multiple inheritance, C++ 11/14/17/20 features, bit manipulation, binary file I/O, exception handling, libraries, STL, and style guidelines. It is mandatory that each group design and develop their own game project. There are many SFML game applications available on the internet. Under no circumstances is the group allowed to copy, steal or plagiarize any other game. Copying, stealing, or plagiarizing any other game will result in a project grade of 0 for the entire group. It is OK, however, to use someone else's idea for a game without looking at their code.

Each group will consist of 6 or 7 students and have one (or possibly 2) group leads**. Everyone in the group must participate** – attend group meetings, provide design input, take on tasks, write and test code. The project is intended to be completed by all group members. Your grade on the project will mostly be a group grade. You will, however, get individual credit for attending group meetings or for being the group lead.

Note, the group meetings and discussions will need to be conducted *online*.

The Group Lead

The group lead will be the overall project manager. The lead should be a good student, a leader, an organizer, and someone that can get along with everyone in the group.

What's in it for the leader?

- 10 points extra credit
- Group lead experience (you could put this on a resume)
- A letter of reference from the instructor when you need it
- The pride of leadership

What does the leader have to do?

- Schedule and lead the 4 required meetings and more meetings as needed
- Submit meeting reports to the instructor
- Coordinate tasks for each member of the group
- Act a group resource for anyone that needs help
- Manage the production version of the code
- Organize the class presentation of the game
- Organize and deliver the project documentation

The group lead role may be split between two students. In that case, each lead will get 5 points extra credit.

The lead must schedule meetings at a time when everyone can participate.

Group Project Grading

120 points

- 20 points for meeting attendance (5 points for each meeting attended)
- 30 points if the program runs and you can actually play a *reasonable* game.
- 40 points for style, use of CIS29 concepts, creativeness, organization, accuracy and strictness of the code, multiple platforms
- 30 points for the group project presentation and documentation
- Points will be deducted for crashes, lack of portability, compiler warnings.
- 5 points extra credit will be awarded to the group with the **best** project.

Meetings

Meetings should take about 60 minutes. The primary goal is planning. If you need help with a specific problem, take it offline. The lead will conduct the meeting and try to keep focus on the agenda. The lead will submit a meeting summary and attendance to Joe. Share the code. Joe may be available to attend a meeting in an advisory capacity.

The First Meeting

Introductions – introduce yourself. Get to know everyone in your group. You are all in it together, and you will depend on others in your group.

Talk about ideas. Discuss SFML videos, tutorials, demonstration programs.

Do a little brainstorming on what you would like to do in your group's game.

Think about the group lead – are you a possible lead, or who in the group has potential leadership qualities. Your lead will determine the success or failure of your project. The lead will be determined in the second group meeting.

Someone needs to volunteer to submit the first meeting report. That person does not have to be the group lead.