Final project CSC 123 – Fall 2016

Dates to watch out for:
- Submit final project ideas with team members established 11/17 including a story board sketch

- Submit an email detailing the initial team members roles (what each person is doing first) (include any modifications to your story final board) AND team must have created a team pinterest board with concept art and an image of the team storyboard. Include at least two reference (concept art) images to convey the look and feel of your final project. 11/18

- Required in lab project check-in: 12/2 (initial code check – should have some code running) and 12/9 (should be able to demonstrate some progress on the project)

- Final project demos in class 12/15 depending on section

Your final project for CPE 123 is a team project (group sizes 4). In general your final project should be an interactive sketch or animated short (if you'd like a suggested topic, consider making the sketch related to the topic of 'home' or 'transformation').

Note that all projects must include a story element. This story must have at least one articulated animated character in clearly distinguishable setting. The story must have a clear beginning, middle and end (although the end maybe resolved via an interactive game).

This project is intended to be the culmination of your work this quarter, so please be creative, expressive and include all the relevant technologies we have learned. As with all grading this quarter 75% of your grade will be for technical complexity and 25% will be for artistic aesthetic qualities in the story/interactive program. Be sure to think about what kind of data is necessary for your project, where you will be getting any data you may need, what resources/references you will use or may need, how the user will interact with your program, what you will ultimately display/render and what kind of mood/tone you'd like your sketch to convey.

Your team will be required to demonstrate your progressions of the project in lab on the above listed dates. **These project 'check-ins' are required and you must show progress toward your final goal.** These check ins allow you to help finalize what technologies will be included and make sure your project is complex enough.

You will need to submit your team's sketch, and relevant data related to your final project via polylearn before the scheduled final time. Your team will be doing an in class presentation of your project – demonstrating to your peers and the professor the accomplishments of your project. Expect to do a ~5 minute presentation in which you demonstrate your project to the class.