

Final Projects Sketchy, Pacman, Othello & Indy

What are the CS15 final projects?

- Final chance to show off and develop your Object-Oriented Programming skills with a large individual program!
- 25% of your final grade
- Like all other projects, you <u>must</u> meet Minimum Functionality on the Final Project to pass the course

Logistics

- All final projects will be completed individually
- There are 4 Final Project options for you to choose from
- We've divided our TA staff among the projects; each project will have their own TA hours schedule
- Starting early is CRUCIAL! The average student reports ~40-50 hours
- You cannot use late days on this assignment; if you submit past the on-time handin, you will get an 8% deduction

Timeline

- Today, November 16th......
-Virtual FP Help Sessions Saturday, November 18th @ 1PM ET.....
- Saturday, November 18th @ 11:59PM ET.....FP Declaration Form due
- Sunday, December 3rd, @ 10:00PM ET....

 Must come to Conceptual Hours to be checked off for your FP-specific code checkpointCode checkpoint due
- Sunday, December 10th @ 11:59PM ET.....Early handin deadline
- Tuesday, December 12th @ 11:59PM ET.....On-time handin deadline
- | Thursday, December 14th (@ 5PM E] . Late handin deadline
 | the late deadline should only be used if you need to meet MF. You will lose -8% of your grade
 | if you submit on the late deadline, you may NOT use late days for the final project
 | if you haven't submitted anything by SPM on Dec 14th, you will NC the course

Final Project Options

- Sketchy Graphical editing program
- Othello Human and Al Othello board game simulation
- Pacman Classic Pacman arcade game
- Indy DIY Final Project

"Dumping on other projects is key. They have to be vicious." -avd

Let the roasts commence!





VISA-core

Couldn't get in?
Missing MS paint?
RISD degree?

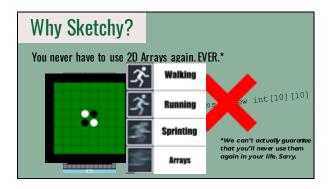
make it yourself! make it yourself! make it yourself!













Why Sketchy?

It's Andy's Favorite FP!

source : Man invented computer graphics, you're saying he won't love painting with a computer?









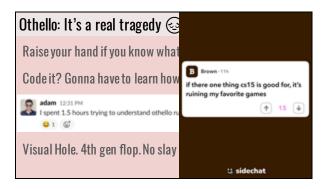
② Pacman? 🗟

2d arrays? You still on that? boooo
BFS??? more like BarF Sounds..it's not even real Al Al Chosts? Halloween was last month - past tense

Where's the originality? The creativity?

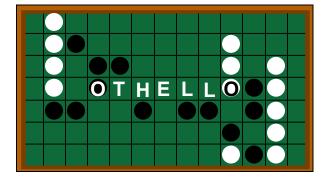








<u>Demo</u>		



Some info

- Othello is a two-player strategy board game also known as Reversi
- Create your own multi-level Artificial Intelligence (AI) player that can play a human player or another AI
- Can play the game with oreos





Roast













OTHELLO
- COOL - NOT VOLY - IMAGINE SHOWING YOUR FRIENDS BACK HOME AI YOU PROGRAMMED - VS IMAGINE SHOWING THEM SKETCHY

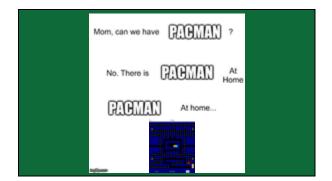














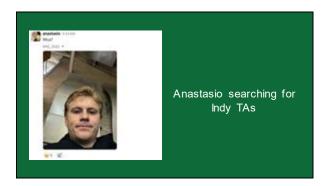
Pacman 😥	OTHELLO
- That debugging line - Ugly - Lame - Boring - BFS (fake AI)	- You'll be home before The queue ends - Sexy - Fun - Highest grade avg @ - Real AI
Hates andy (**) (**) learne 2014 Pai learne 2014 Pai learne 10 lecture at the end to shoot ands?"	Loves andy ⊕ ♡ 🏠



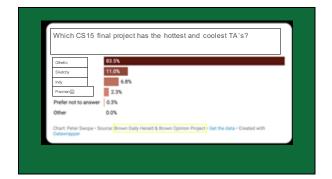








OTHELLO B
That project proposal















Brown Trivia 69: The Pax in CPax stands for Christina Paxman in honor of her favorite CS15 final project

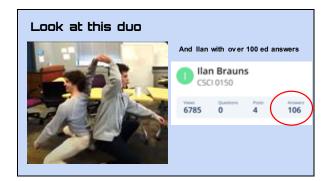


Top Reasons to Do Pacman



















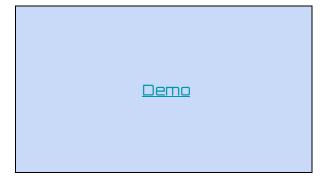
















Some info

- You design your own project!! 🛠
- Requirements:
 - $\circ \quad Appropriate \, length \, (e.g., \, not \, Pong) \\$
 - o Uses polymorphism
 - o Uses a new data structure
 - Uses an algorithm of moderate complexity (at least as complicated as Tetris' line clearing)
 - Originality
- Possibilities are endless! ∞



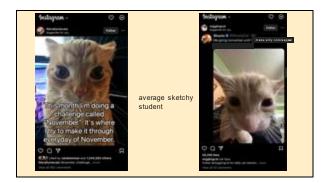












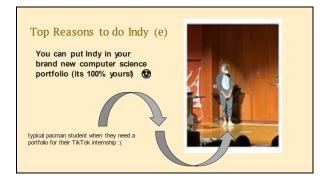


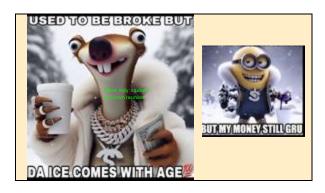


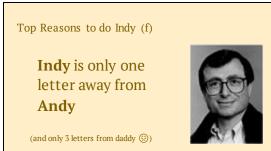
Top Reasons to do Indy (d)

Guaranteed MOSS score of 0%

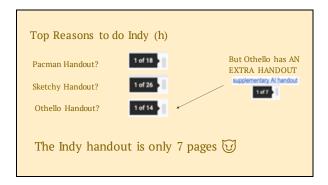












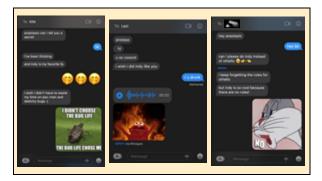


Top Reasons to do Indy (j)

the other HTAs regret not doing indy

we have proof





]
Top Reasons to do Indy (k)	
PacMan: Indy: maximum score is only	
3,333,360 points :(
Othello: you lose to Al ⊛	
Sketchy.	
you lost the second you picked sketchy	
	I
Logistics	
Just a reminder that you do need to meet all the requirements listed in the	
handout to be approved to do Indy!	
BUT! Don't worry—we will help you meet the requirements if you are stuck or need to	
brainstorm together!	
We want you to be as creative as possible while still meeting the requirements, and	
the Indy team is here to support!	
Domas	
Demos	

Very Important Indy Information

- If you're interested in doing Indy, you should
 Develop an initial plan foryours soon.
 If you have any questions, you can email the Indy TAs at: aortiz18@cs.brown.edu, gdhanda@cs.brown.edu, mpizigo@cs.brown.edu, and dolan iyi@cs.brown.edu
 - Find a "backup" Final Project that you'll do in case your project doesn't get appro
- Send us a project proposal by THIS SATURDAY 11:59PM EDT
- Keep in mind that Indy is a much larger time commitment than the other final projects
 - You'll be responsible for creating your own program specs and design (other projects
 - already have this planned out).
 There's a lot of freedom in this assignment—be comfortable with the lack of structure!
- It's a lot of work, but a lot of fun!

Announcements

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Announcements (1/2)

- Everyone, regardless of which project you want to do, must fill out the FP
 - <u>declaration form_by_Saturday_at_11:59PM.</u>

 This form is binding. If you want to switch afterward, you must email the HTAs.
- Come to HTA hours tomorrow (Friday) 3-4 PM in CIT 210 or on Zoom if you want to talk about which Final Project to do!

Announcements (2/2)

- NO TA hours today or from Monday, November 20 to Sunday Nov 27th
- TA Hours WILL be held from Friday, Nov 17th to Sunday, Nov 19th
- Monday, Nov 28th after Thanksgiving break hours will resume
 Feel free to post on Ed over Thanksgiving break, although TA response time may be a bit slower
- No lecture on Tuesday!
- Pick up CS15 T-shirts after lecture today!
- Have a great break!

