

Final Project Proposal - Java GUI classes

Please submit a final project proposal, typed by the end of Wednesday, June 22nd (5 pm). If it's easier to draw some diagrams, you may attach those drawings by hand. Your proposal must have the following:

1. Names of both group members (or just your name if you're doing the project alone)
2. A one paragraph, high level description of your game.
3. How you might organize the work to be done into different methods/functions.
4. A breakdown of who is going to do what, as best as you can plan at this stage.
5. More detailed descriptions of each part of the game. Use diagrams if they would be helpful.
6. List of "known" components will you use for your design.
7. Items you still need to learn in order to complete your program.

Your progress will be evaluated on each of these days: Friday(6/24), Monday(6/27), Tuesday(6/28) and Wednesday(6/29). Each of these will be 2% of the course grade.

You will receive a grade for the code files you submit for the final project as well as the presentation you make on the last day of the camp. Both of these components will be 10% of the course grade.

Thus, the final project represents $4 \times 2\%$ (daily checkpoints) + 10% (final code) + 10% (final presentation) = 28% of your final grade.