CPSC 324: Group Project
Proposal Due Tuesday, March 30
Presentation and Hard Copy Due Thursday, April 29

For this assignment you are to work in groups of 3-4. The goal is for your group to develop a large Java application (relative to the programming assignments). You are free to choose the type of application you would like to build. You can extend one of the assignments from class, create a full-fledged Java Applet, create a Java gaming application, or any other type of program you think would be fun to work on in your group. Your application should have some kind of GUI, should employ good object-oriented programming design and implementation techniques (i.e., use of classes, encapsulation, inheritance, modularization, etc.), and be of an appropriate size/complexity for a group of 3-4 students working for approximately 4 weeks.

Each group will turn in hard copy for the assignment, which should include the program source code, a link to the URL for your javadoc webpages, and a design document. You should also submit your code via ada (and be sure to list in your design document where to find your source code). Your design document should include a list of the features of your application, basic instructions on how to run and use it, the contributions of each group member, any issues and/or challenges your group ran into and how you addressed them, and what you would have done differently and/or how you would extend your application if you had more time. Your group will also need to prepare a short presentation of your project for the last day of regular classes (April 29th).

PART I: Form Groups and Propose an Application (Due March 30th). Turn in a project proposal that consists of your group members and a 1–2 page description of the application your group will develop. Include as much detail as you have worked out concerning your application (e.g., what the basic features will be, what the basic UI will consist of, any rough diagrams of your UI, any initial design plans for your application, how you will divide up the work, etc). This part of the assignment is due on Tuesday, March 30th.

PART II: Hard Copy and Project Presentation (Due April 29th). This part will consist of turning in your hard-copy as described above as well as giving a presentation of your application. You will have approximately 10 minutes for your presentation. Your presentation must consist of:

1. An overview of your application
2. A brief demo of your application (either live or via "slideware")
3. A brief summary of your application design and how you divided the work between the members of your group
4. Challenges you faced in implementing your application and how you addressed these challenges.

You are encouraged to develop a small set of powerpoint slides that you can use during your tutorial. Each group member must speak during your group’s presentation.

Your overall grade for your project will be determined by (i) the quality of your application’s design; (ii) the quality of your application’s implementation (including use of comments and generated javadocs); (iii) the complexity/difficulty of the application (specifically, whether it was an appropriate amount of work for a group project—but note that there is only four weeks to complete the project); (iv) the quality of the design document (see above); and (v) the quality of your presentation.