

FINAL PROJECT

CS 4150/5150 ~ FALL 2014

The final project takes the place of a final exam. Group projects are encouraged but not required.

Proposal Deadline: November 21, 11:59pm

Prototype Demos: December 3, in-class

Final Deadline: December 12, 11:59pm – due to final grading requirements and deadlines, this *cannot* be extended

This document describes the aims of the project and provides example topics, and also details the deliverables.

PROJECT DESCRIPTION

The aim of this project is to delve a bit deeper into a particular AI concept you learned this semester. There are two options for your final project: extending the Mario controller assignment, or extending your PCG assignment.

DELIVERABLES

PROJECT PROPOSAL

Your project proposal should be approximately one page, single-spaced. The proposal should include the following:

- A description of the extension you will make to an assignment
- Why you think this is an interesting project to explore
- What you plan to do as part of the project
- What you plan to achieve by December 3rd
- A brief description of what you would propose as grading criteria:
 - What would you consider a successful project result (worthy of an A)?
 - What would you consider a mediocre project result (worthy of a C)?
 - What would you consider a failed project result (worthy of a D/F)?

PROTOTYPE DEMOS

In-class on Tuesday, December 3rd (the last day of class!), we will do project presentations. If there are too many to present to the whole class, I will try to assign students to groups that are thematically related so that you will have useful information to share with each other.

For this milestone, you should be able to show either a live demo of your work or a brief (no more than 2 minutes) video of your progress thus far. Turn in your video and a brief progress report on Blackboard.

FINAL REPORT AND VIDEO

For the final project turn-in, you will need to submit a 4-6 page, single-spaced report describing what you did, how you did it, and how it is related to what we learned in class. I recommend you follow this outline, though you may deviate as you wish:

- Introduction – set up the problem, why it is interesting, and why you chose to do it
- Related Work – what others have done that is similar to what you did, and how your project is related to them
- Method – what you did and how you did it
- Discussion – screenshots of your game, a discussion of what you think the strengths and weaknesses of your project are, what you would like to do with more time

You should also turn in a link to a video showcasing your project.

EVALUATION

Your final project grade will be a balance of each milestone. 10% of your grade comes from the project proposal, 30% from the in-class demo, and 60% from the final report, video, and quality of the submitted work.

All work must be turned in via Blackboard. **Emailed assignments will not be accepted.**