



# CSIT 111 – LOGIC AND OBJECT-ORIENTED DESIGN

## CSIT 111 TERM PROJECT

### Description:

Final Project - Game Development or 2+ minute Animation, and Project Presentation

### Introduction:

The knowledge you have accumulated throughout the semester will be compiled into this final project. CSIT 111, a General Education course, has also helped you develop competence in the following General Education program skills:

1. content/knowledge and/or skills,
2. written and oral communication skills,
3. critical thinking skills,
4. technology as a learning tool
5. independent learning skills.

Use the programming or simulation language used in this course (Alice) to create a computer game or 2+ minute animation, you will demonstrate the skills you have learned during the semester.

#### Rubric: Game

Game flows logically and works Correctly – Age Appropriate	25
Game has Win Aspect	12.5
Game has Lose Aspect	12.5
10 Methods/Instructions (5 pts)	50
POWERPOINT PRESENTATION	50

#### Rubric: Animation

Animation clear start, middle, end	25
Animation Duration is 2+ minutes	12.5
2+ Characters interact	12.5
10 FEATURES	50
POWERPOINT PRESENTATION	50

## Assignment:

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The assignment is further broken down into four phases.

### Phase 1: Planning your Game: Visual and Textual Storyboards:

In game creation, there is always an artist rendering of the game's characters or the game in action. The storyboard needs to contain at least six images showing the game (**Visual Storyboards**) as well as the **textual storyboards**. The storyboard cannot be “**screen captures**” of the actual **Alice electronic game** and must follow the template from the textbook (page 26). If the storyboard is hand drawn, it will need to be scanned for submittal. You will be graded on effort (number of scenes, color), detail of images, and appealing overall layout.

The following games will not be accepted:

Tic-Tac-Toe, Hangman, Chess, Checkers, Memory Board Game (flipping Cards), and Boat Race or Car Race that is code based on Boat Race. Instructor reserve the right to deny board games that have been submitted in previous semesters.

### Phase 2: Game and Audience Selection:

Create a computer version of any of the basic video games, board games, or animation on the market. The student must also select a specific age group (listed below) as game players' audience.

The design of the game must take the audience's age into account. The game will be graded on appeal to the selected audience, completeness and gameplay.

Age Groups → 5 – 9, 9-13, 13-21, 25-35, 40-60, 60+ (years old)

Required:

Items listed below must be in Game or Animation as appropriate: 5 points will be deducted from project for each item that is not included:

Animation has scene change	Billboard	Comments	Events (3 or more)
Score Keeper (Game)	Methods (3 or more)	Timer - Animation	Timer – Game
**Comments			

Select at least 10 of the following skills to demonstrate your understanding of Alice programming concepts: Comment your code to show where these skills are used in the project. \*\*You will lose 5 points for each method that does not have comments.

## Rubric for Game & Animation

3-D Text	Functions	Parameter	Variable
Boolean Logic	List	Random Number	Vehicle Method
Collision Control	Loops	Random Motion	While Control
Dummy Camera	Math Expression	Relational Operators	Part named function
Create & Use Function	Nested ifs	Sound	

### Phase 3: Term Project Submission:

Students will submit the Term Project in a zip file. The zip file and each one of the files will be named using your Name. Below are the files that you need to include in your zip folder: Review the following video to learn how to zip files into a folder: [How to Create a Zip folder](#)

1. Visual Storyboards (electronic/scanned)
2. Textual Storyboards
3. PowerPoint presentation
4. Alice world

### Phase 4: Presentation:

Each student will prepare a PowerPoint presentation based on the following requirements:

1. At least 15 slides
2. First slide has Student Name and Course/Section
3. Last slide is a "Questions?" slide to give the class an opportunity to ask you questions about your project (this slide is not required for online students)
4. Should have some of the storyboards (Visual and textual) in it
5. Along with other slides in your presentation, please create a dedicated slide for each topic below:
  - a. features you have and have added to the game
  - b. the challenges you had
  - c. what did you learn through this experience?
  - d. why you chose this game?
  - e. PowerPoint Presentation - 15 Slides

PowerPoint Presentation - 15 Slides

Item	Points	
14 Slides (+ APA Slide)	14	
Classroom Presentation or ZOOM	15	
Visual Storyboard (not screen capture)	2	
Textual Storyboard	2	
Methods/Instructions included in Game	2	
Challenges	2	
Learning Experience	2	
Explanation for choice of game	2	
Question Slide	2	
APA Slide with 3 research sources and properly cited per APA Citation Assignment	7	

**Research:**

The textbook discussions and lessons may not have covered every aspect of programming the game. Students will not only need **to research some code** that may be required, but also research code to add gameplay features, and targeted audience requirements and preferences, i.e., timers, scorekeepers, collision control, and how to use primitive methods and controls.

While you may research videos and/or tutorials to help with gameplay features, you should not submit games that you have found on the Internet as your own. Faculty maintains a repository of Alice 2.5 Internet games, as well as, games that have been submitted in past semesters.

APA Citations are required. Use the knowledge you learned in the APA Academic Integrity Quiz/Assignment to correctly cite your work. You are required to have at least 3 citations in your project.

If you submit work that is not your own (plagiarism) you will fail the entire course and an incident report will be submitted to the Office of Student Conduct for appropriate disciplinary action.