

COMPSCI 777S2C 2006
Computer Games Technology

Interim Report Guide

The interim reports must be submitted to the assignment drop box by 5pm on Wednesday the 13th September. It is worth 10% of your marks in the course.

There are two required elements for each report:

1. A list of references.
2. An appendix that is a one-page summary of your **group's** learning objectives. This one page should be exactly the same in all group members' reports. It must include the best 3-5 references that students can use to learn about the topics that are listed.

The rest of the report is to be written **individually** and should give an overview of your group's work and explain in more detail your own work so far in the course. You are free to choose a length and organization that you feel is appropriate, considering the nature of your project and the work that you did. As a general guideline, think about a report that is ten pages or so in length and consider including the following elements:

- Abstract
- Introduction & Motivation
- Investigation of previous work
- Design alternatives that were considered
- Design decisions (give reasons for them)
- Implementation work
- Discussion of implementation results
- Conclusion
- Goals for the rest of the project
- Bibliography

As an example of a good report style please see http://www.cs.auckland.ac.nz/~burkhard/Lectures/715S2C_2006/ModelingLobedLeaves.pdf . Please use the same numeric reference style as used in this paper. Make sure that all references are complete, e.g. give page numbers for articles, volume and number for journal articles and URLs for all resources you found on the Internet.

All submissions will be posted in the course's afs space so that others can use them as a learning resource. Plagiarism and other forms of cheating are absolutely unacceptable and violators will be punished. See the department's policy at <http://www.cs.auckland.ac.nz/CheatingPolicy.html> .

In particular note that everything which has not been done by you must be appropriately referenced (e.g. source code you use). If you copy text from another resource it must be put into quotes and referenced.