

COMPSCI 777S2C 2005  
Computer Games Technology

## Interim Report Guide

Interim reports are due Friday 26 August at 5:00pm in the assignment drop box. 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 reflect 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 in your report:

- Abstract
- Introduction
- Conclusion
- Investigation of previous work
- Design alternatives that were considered
- Design decisions
- Implementation work
- Discussion of implementation results
- Goals for the rest of the project

Remember that 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>