COMPSCI 777S2C 2005
Computer Games Technology

Final Report and Source Code Guide

Final reports and source code are due Friday 30 September at 5:00pm in the assignment drop box. They are worth 20% of your marks in the course. This is a group assignment.

Report

The purpose of the final report is to help your fellow classmates study for the exam. It must contain these elements:

1.   A one page executive summary of the motivation and results of your group's research.
2.   An approximately ten page report introducing the *theory* behind each of the learning objectives for your project. The objectives should be negotiated with your supervisor. Note that this section is not a description of your implementation – that will be part of your group's final presentation instead.
3.   A list of references for the report.
4.   A list of four key references that relate to your learning objectives. Along with each reference, include a paragraph describing what it is good for. The key references will become part of the examinable material for the course. You should discuss your choices with your supervisor.
5.   A one page set of sample exam questions relating to your learning objectives. These can assume that people have read your report and understand the key references.

Source Code

Submit all your source code, and, if possible, a working executable. Include in your top-level directory a README.TXT file that contains

1.   A brief description of what the code does, and how to use it.
2.   A list of what code you started with (from the web, code written for other courses/assignments, etc.), what it does, who authored it, and url's where appropriate.
3.   A description of what's in each sub directory.
4.   A list of source files that contain the substance of what you implemented yourself, and what's in each of those files.
5.   A list of known defects.

The files you list in item #3 should be commented well enough so that someone trying to learn about your paper can find the important bits of code and figure out what they do without too much effort. Your contributions should be clearly delineated from code you borrowed from elsewhere.

Remember that all submissions will be posted in the course's afs space so that others can use them as a learning resource.

Each individual will also submit a confidential self-evaluation that details their contribution and the relative contributions of other group members. This will be done at the end of term, when all the group work (including presentation) is finished. Details will be provided separately.

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