## COMPSCI 777S2C 2006 Computer Games Technology

## Final Report & Source Code Guide

**The final reports and source code must be submitted to the assignment drop box by 11pm on Wednesday the 11<sup>th</sup> October.** They are worth 20% of your marks in this course. This is a group assignment.

## Report

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

- 1. A one page executive summary of the motivation and results of your group's research.
- 2. A 8-12 page report introducing the *theory* behind your project (i.e. literature review, methods/technologies used, design, results/analysis, conclusion). Note that the report should concentrate on the learning objectives for your project. The objectives should be negotiated with your supervisor if you haven't yet done so.
- 3. A 3-5 page report containing the *implementation details* of your project.
- 4. A list of references for both the theory and implementation part of your report.
- 5. 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.
- 6. For each key reference you have to submit a pdf-file containing it. If the keyreference is a web page copy and paste the relevant information into a Word document and create a pdf-file from it. The 4 key references should be at most 32 pages long in total.
- 7. 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 toplevel 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