

MPM16B

Introduction to Computation for Experience Design

Final Project

Basics:

- The final project will be a Processing sketch (duh!)
 - The piece should be interactive.
 - It should employ techniques we've covered in class, such as modular code using functions and classes.
 - This project will be a group project. The team size is **2 to 4 people**.
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Design Briefs (pick one!)

A - Game On: implement a simple casual game, in the spirit of Dodgeball. At the very least, your game should keep a score.

B - Virtual Ecosystem: create a virtual ecosystem of 2 or more different creatures. Each creature should have its own class. These *cannot* be the same as the ones you made for the problem sets! At the very least, they should have some kind of interaction with one another.

C - Interactive Poetry: Augment a poem or a quote by making it interactive. The visual composition and the interaction should reflect the content of the written word. The text can be yours or someone else's.

D - It's Your Call: You can also come up with an idea of your own, if there is something that you really want to make! If you decided to go that route, you will need to run it by me over email first so that I can approve the scope and perhaps tone it down or make it more challenging as necessary.

Deliverables and Marking

- A short proposal (1 paragraph or more if needed) - 3%
- A description in pseudo-code of your program. Include whatever else you have, too (drawings, etc) - 3%
- The project itself, available on the web, as well as the source code - 15%
- A short (5min) presentation with your team where you will demo your project - 5%

Total points: 26%

Proposals are due on the last week of class.

Everything else will be due on presentation day, which will be during the exam period (exact date TBA)