CSC290 Communication Skills for Computer Scientists

Tutorial 3

Jan 25, 2019

The Group Project

You will work collaboratively with your group to make a game.

Handout: https://www.cs.toronto.edu/~lczhang/290/group.html

Find your group!

Deliverables

Component	Weight	Due
Project Plan	4%	~~Jan 30~~ Feb 1
Design Review Presentation	5%	Feb 6
Code Commit (Individual)	2%	Feb 17
Documentation (Individual)	2%	Mar 3
Project Repository	7%	Mar 20
Final Presentation	10%	Mar 27

Today

- What are the different components of the project?
- What is the project plan?
- When are the presentations?
- Start working on the **project plan**.

Game Choices

- Connect Four
- Connect Five
- Chess
- Go
- Sudoku
- Minesweeper
- Othello
- Bejeweled
- Checkers
- Battleship
- Solitaire

You can also choose a game from the course website, or ask for instructor approval to make a different game.

Programming Language

- Python is the recommended programming language.
- A team can unanimously decide to use a different language – but only if everyone on your team agrees.
- You can use libraries like pygame.
- The game itself should be your code.

Software Repository

- Your code should be open-source and hosted on GitHub.
- Do not use trademarked names or images in your repository.

If your team would like to use a different platform, or keep the code close-source, speak to the instructor.

Do not write any code yet until after week 5 lectures.

Presentation Software

We will use **Microsoft PowerPoint** as the standard presentation software.

- ► Your slides should be no larger than 15MB.
- ► Your slides must be set up to advance automatically without intervention.
- ► Presentations are delivered during tutorials.
- ► Each presentation should be 6-7 min long, and each speaker must speak for at least 1 minute.

Rest of today

Discuss the **project plan** portion of the group work project.

Project Plan

- What is your project? What are the goals? Who is involved?
- How do you measure success?
- How long will it take? How will you divide up the work?
- What are your milestones? Can you set dates to keep you on track?
- What risks are there that could potentially hinder success, and how will you overcome them?

Project Plan (cont'd)

- How will the team member interact with each other? (online-tools, in-person meetings?)
- Who will be responsible for submitting the deliverables on MarkUs?
- How will you handle the loss of a team member (eg. if your group member decides to drop the course)?

You should make these decisions today!

Project Plan Grading

You will be graded on:

- Content
  - Project Details (goal, scope, deliverables, milestones, risks)
  - Project Breakdown (task breakdown, division of work, responsibility)
  - Team Dynamics (how the team will interact with each other)
- Organization
- Grammar & Mechanics

`https://www.cs.toronto.edu/~lczhang/290/files/project_plan`

Rest of today

- Get to know your team members!
- Choose a **team name**.
- Choose a **game** to implement (last 10 min).
- **Brainstorm** aspects of how you will work together

Advice: don't worry about the template until you have a good idea of what the content of your project plan would look like.