

CISC106 Fall 2009 Project 2

Nov 25

Team rosters due. Team assignments due for all classes and functions. Team must submit declaration of team name and member names and UdelNetIDs via a single email (see email instructions below) to professor by 11:59 p.m.

Example:

Subject: 106 Project 2, The Wombats

The Wombats:

Xenon Raqzx, xraqz: Hex: all functions, ...

Zorpon Minzq, zminzq: Game: all functions, ...

Pweebl Xanz, marys: Board: all functions ...

Dec 2

Individual versions of your assigned classes and functions due at midnight. Provided test functions SHOULD work on your code. Your group's project should be able to play with two humans, one human and a simple AI, and two simple AIs playing against each other.

Dec 9

Single team submission of project 2. All functions and classes due on Sakai before 11:59 pm. Your team's custom AI must be able to beat the simple AI. Additional points may be earned for how well your team's custom AI performs vs some more sophisticated AI.

Readings

- [http://en.wikipedia.org/wiki/Hex_\(board_game\)](http://en.wikipedia.org/wiki/Hex_(board_game))

Project Overview

As discussed in class, we are going to implement a Hex Game interface.

- **Part 1:** You will implement the graphic user interface so that two humans can play each other, a human can play a simple AI, and two simple AIs can play against each other.
- **Part 2:** You will add your own custom AI player. Your custom AI player should be able to beat the simple AI. Your group may earn additional points on your project depending on how well your team's custom AI performs vs some more sophisticated AI.

Email

Any email about the project to the professor or your TA must include "106 PROJECT *yourteamname*" in the subject line. Emails without this may be ignored and/or discarded¹.

¹Adding this information to your subject line allows us to categorize emails automatically. Help us help you!

What must be done before Nov 25?

1. Form a team of 3-5 people (no larger or smaller teams). **Team members may be registered for different lab sections.** Smaller is generally better. Decide on team member for each role (same roles as Project 1). No person may have two roles. (The professor reserves the right to add to, subtract from, and re-organize teams.)

NOTE: *You* form teams, but only the professor can break a team apart. Individuals are *not* allowed to leave a team without the professor's permission. Teams are *not* empowered to "vote people off". Form carefully - breaking up is hard, and nobody wins.

2. Assign classes and functions evenly among team members.
3. Give roster and assignments to professor in a single email.

Communication

Work on the project within your team only. Seek help and explanations from your team members, not from members of other teams. In particular, DO NOT communicate with another team or outside person about how they wrote a particular function or test. Feel free to send your code or thoughts to other members of your team, but not outside the team. Violations of this policy will be considered academic dishonesty (see the class web page).

All team-related emails² to another member of the team must be cc'ed to every team member. This means that everyone will need to be especially careful when choosing their words to comment on someone else's code, timeliness, new shoes, etc.

²This rule applies to any written words, including text messaging, paper, etc.