MEMORIAL UNIVERSITY OF NEWFOUNDLAND
Department of Computer Science

Computer Science 4770 – Team Project - Winter 2020

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Course Website: https://www.cs.mun.ca/~dchurchill/courses/4770
(most course activity will take place in class / on D2L)

Course Objectives:

The objective of this course is to develop a working prototype of a software system as a team effort. A group of students will work on a project for a term, with the goal to gain more experience working in a group setting, which is a vital part of software development.

You will be making a video game in HTML5 / JavaScript with the following components:

- HTML5 Canvas / JavaScript Interface
- Custom JavaScript Game Engine
- HTML5 Canvas / JavaScript Level Editor
- Node.js Server / MongoDB Database Back End

Course Outline:

- Requirements Document
    - This document must describe the use cases, functional and non-functional requirements of the software system, as well as a schedule of the development tasks and the team member(s) responsible for each task.
- Architecture Document
    - This document must present the system's decomposition into modules and the assignment of responsibility of team members to subsets of the modules.
- Final Project Code and Instructions
    - The entire codebase of your final project will be submitted for a code review.
    - Instructions on how to download, install, and use the software are required.
- System Demonstration
    - A presentation will be given to the class of the fully functional project
    - The integrated system must be demonstrated to the instructor by the team. This system includes all software, data, and steps to set up and use the software.
    - A demonstration of how the system is tested must be given, along with results

Evaluation:

The final grade in the course will be determined as follows:

Requirements Documentation	20%
Architecture Documentation	20%
Final Project Code and Instructions	20%
System Demonstration + Presentation	40%

Notes:

- Attendance for this class is **required**, and will be recorded during class.
- Students register for Computer Science 4770 as a regular three-hour per week course.
- Due to the nature of this course, CIIO students on a placement should not register.
- In the time slot assigned to the course, groups will meet in the computer lab to work on their projects and to discuss their progress. There will be no regular lectures.
- All work will be stored / submitted via GitHub private repository

Memorial University Policies:

Memorial University of Newfoundland is committed to supporting inclusive education based on the principles of equity, accessibility and collaboration. Accommodations are provided within the scope of the University Policies for the Accommodations for Students with Disabilities (www.mun.ca/policy/site/policy.php?id=239). Students who may need an academic accommodation are asked to initiate the request with the Glenn Roy Blundon Centre at the earliest opportunity (www.mun.ca/blundon).

Students are expected to adhere to those principles which constitute proper academic conduct. A student has the responsibility to know which actions, as described under Academic Offences in the University Regulations, could be construed as dishonest or improper. Students found guilty of an academic offence may be subject to a number of penalties commensurate with the offence including reprimand, reduction of grade, probation, suspension or expulsion from the University. For more information regarding this policy, students should refer to the University Regulations for Academic Misconduct (Section 6.12) in the University Calendar.