

ICS 3/4: Final Project

As a final project for the course, your task is to create an ambitious program of your own design. The project description is purposely left open-ended for you to pick a topic that is of interest to you. That being said, the program must be written in C++ and should be roughly 1000-2000 lines. However, exceptions can be made depending on the complexity of your topic or the efficiency of your code.

Some examples of project ideas include, but are not limited to:

- A console-based visual game. Past students have created Connect Four, Tetris, and various card games.
- A text-based adventure game.
- A console-based RPG, with text menus and a turn-based combat system.

Your project should include proper conventions, such as appropriate variable names, indents, and comments, as well as programming features where appropriate, such as loops, arrays, flow control, and classes. The project will be graded on creativity, efficiency, and documentation.

To assist with pacing, you should pick your topic by the end of the week. Please submit your pitch by email where you specify, in general terms, what your project will entail. This is referred to as a high-level document, where you discuss the general concepts without going into details. Your final project is due on the last day of class.

As always, if you have any questions, please let me know.