Game-In-5-Weeks Products: What You'll Create and Turn In

Java Game Binder organization
In the front: - rubric, then calendar, then proposal, then mentor slip and 10 sec video slip

Label Divider - Journals
- information sheet (handout)
- all journals in consecutive order starting with #1
- Final reflective journal (see below)

Label Divider – Drafts/Program
- all drafts in this section
- it is ok to print 2 pages per side and front to back (to reduce paper)
- Clearly label each draft with the draft number and the date on the 1st page. All drafts should include pseudocode (including any paper diagrams). Never delete pseudocode!
- final draft should include all files including text and image files, if used.

Label Divider –Evaluation
- Evaluation Version A (one)
- Evaluation Version B (two)

Label Divider – End docs
- Bibliography
- Concept list with Descriptions (see below)
- Storyboard

Last item, but is not in the binder:
- Narrated video of your game/design components.

Concept List with Descriptions: This is your chance to show off one example for each Java concept you used in your code, and show off all the Java you used!

In the same order as appears in your proposal's question #5, list the concept names (e.g. "Math/Data Type Conversion…") and the topics you used (e.g. "Math Methods (e.g. Math.random())"). Next to each *topic*, explain one example for how it is used, *in detail*. To the left of the list item, show a color or symbol, then apply this same color or symbol to the code in your final draft, for the one example described. If you have multiple instances of a concept use (like for loops, for example), you only need to highlight, list, and *explain one example* (not all of them).

Final Reflective Journal:
Type or write answers to these questions. Be sure to be specific, honest, and truly reflective.
(a) The game is meant to be a learning experience, as well as a way to show you how much you have learned. What have you learned (both academically, and self-management-wise) during the game-making process?
(b) What resources did you use, during the game-making process? Please answer each of the following three questions and write a bibliography (MLA format plus include the full URL for any website). How did you use:
  (1) the published resources you used that provided you with images, sound, text, code, or ideas?
  (2) people or other resources that helped guide you through difficulties you faces?
  (3) support from other places?
(c) Most programmers take years to make a program; you should feel proud of all you accomplished in such a short time. If you had more time, what would you do? Be specific. Please mention what task you would aim to achieve and how you would achieve it. Recognize that if these ideas were included in your proposal and/or journal, you should have done them, so the answer to this question will be carefully read to evaluate your incremental progress towards getting things done that are not already complete.
(d) For people who worked with a partner only: Partnership can be a challenge as well as a blessing. Elaborate on this, by providing details about how you worked with your partner. Please indicate (comment) which sections of the code each person wrote so it can easily be seen how you split things up, if you thought the partnership was equitable, and how you would grade yourself and your partner in this activity. Please be specific. Would you work with your partner again? Would you work with any partner again?

Summative Presentation

You will make a short video (5 minutes or less) about your game. In your presentation, you must:

1) Be engaging and clear, with good volume and pace, and specific examples carefully chosen to exemplify aspects of your game, the code, and your process.

2) There are several ways to make a video:

   a. Narrate and add timing to a slide show, for instance (convert to PDF at the end so it can run on "any" computer).
   b. Use software to record what you are doing on your computer while you do it. You need a microphone enabled to do this. There are several costly software tools for this, but if you don't already have something, try one of these:
      i. https://www.youtube.com/watch?v=sRM1IpzRyEw using CamVideo (free tool, with how-to on YouTube) – see comments below it for some download locations.
      ii. http://www.bsrsoft.com/ using BSR Soft (free tool with lots of tutorials and a pdf guide)
      iii. http://www.sketchman-studio.com/rylstim-screen-recorder/ using RylStim (free tool, see "Overview" next to Download for a summary of how it works)
      iv. https://www.techsmith.com/jing.html using Jing (free tool, see bottom left of this URL's page for step-by-step tutorial)
      v. http://www.flashbackrecorder.com/express using Flashback Express (free tool)
      vi. http://www.ezvid.com/ using EzVid (free tool)
      vii. http://xvidcap.sourceforge.net/ using SourceForge (free tool)

3) Present all aspects of your game included in part II of your proposal (educational goal, short summary of how to play, define what makes levels different, tell how files are used, describe GUI, define the testing audience, explain concepts you used). Since this is presented after you've worked on your game, you can expand on any of these topics or combine some of them together so your presentation is better. For instance, you might:
   • Tell the educational goal and present one of your photos of a tester (defines your audience).
   • Show screen shots of your game to show the GUI as you summarize how to play, then tell what is different at another level.
   • Explain concepts used to get your game to work as you demonstrate how to play.
   • Show a file you used and explain how it is used, using other Java concepts.

4) Include screen shots or play your game as part of the presentation or record you playing your game. These need to be clear and visible, and must match the appearance of your game made in class.

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Between now and April 4/25, please make a 10-second video to prove that you know how to make a video of a computer screen. Ask your parents to sign to indicate that you did this. You do not need to send your video to your teacher. The goal is to show you have the ability to make a video on the machine that you will use later to make your video about your Game in 5 Weeks Project.
(student name) _____ on (date) _____
made a 10-second video. Signed, (parent signature) _____