

CMSC 117: Introduction to Computing: Interactive Systems

# Final Project – Do Something with a Video Game

Your final project should be an ambitious project using the skills you have learned in this course. The project should be some type of game, with the notion of *a game* loosely interpreted. Your game should **do something** in the spirit of Bogost. You will be graded on four components:

- **Project Proposal (Apr 24)** What are you proposing to do? Why is it interesting? What is the game meant to **do**?
- **Project Presentation (May 15/20)** A ten minute, in-class presentation of your project. Including a demonstration of the project, a discussion of why the game is interesting, and an overview of how it works.
- **Final Project (May 20)** Submit your final project on moodle and possibly <http://bard117s14.sketchpad.cc>.

## Deliverables

Submit an electronic copy of your proposal, presentation, and final sketch via moodle. Also, you should consider posting your sketch to <http://bard117214.sketchpad.cc>.