## 

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 intepreted. Your game should **do something** in the spirit of Bogost. You will be graded on four components:

- **Project Proposal (Nov 28)** What are you proposing to do? Why is it interesting? What is the game meant to do? Why is it ambitious? Why is it not too ambitious?
- **Project Critique (Dec 3)** Critically review a processing sketch that you think is related to your final project. You might look to online galleries like <a href="http://openprocessing.org">http://openprocessing.org</a> to find relevant examples.
  - 1. What is the name of the sketch?
  - 2. Who is the author of the sketch?
  - 3. Can you tell why the sketch was created (e.g. a class, an exhibition)?
  - 4. Does the author credit any other work as an inspiration or base for this sketch?
  - 5. How is this sketch related to your final project?
  - 6. What aspects of the sketch rely on the computer as the medium?
  - 7. What Processing primitives does the author rely upon in the sketch (e.g. color, images, shapes)?
  - 8. How is the sketch decomposed and organized? How does the author break the sketch into functions?
  - 9. How would you improve upon the sketch in terms of its visual effect?
  - 10. How could the sketch be improved to better serve its purpose?
  - 11. What aspects of the code are hard to understand? How could you improve it?
- Project Presentation (Dec 17/19/21) 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 (Dec 21) Submit your final project on moodle and possibly http://bard117f12. sketchpad.cc.

## Deliverables

Submit an electronic copy of your proposal, critique, presentation, and final sketch via moodle. Also, you should consider posting your sketch to http://bard117f12.sketchpad.cc.