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

- **Project Proposal (Apr 26)** What are you proposing to do? Why is it interesting? What is the game meant to **do**?

- **Project Presentation (May 19/24)** A five 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 24)** Submit your final project on moodle.

Deliverables

Submit an electronic copy of your proposal and and final sketch via moodle.