



Final Project

COS 426, Fall 2022

Final Project



- Spec is available
- Web browser-based interactive video game
- Done in groups of 2-4
- List of items to implement – larger groups must do more
- Relaxed rules on leveraging external resources – but cite!
- Precept this week covers Three.js

Logistics



- Final Project Proposals:
 - In class next Thursday, December 8, 3:00pm EST
 - 1-2 minute elevator pitch – 3 slides
 - Who is in the group?
 - What is the game concept?
 - What is your planned approach?
 - Light feedback will be given
- Each group will be assigned a “point” TA
- Deliverables:
 - Host your project on the web, preferably using GitHub Pages
 - Project presentation – to be scheduled Dec 14-15, live demo preferred
 - Written report due Dean’s date (Dec 16)

Q & A



.... final project proposals:



Source: (Project Sol Part 2) <https://www.youtube.com/watch?v=pNmHJx8yPLk>