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)
…. final project proposals:

Source: (Project Sol Part 2) https://www.youtube.com/watch?v=pNmhJx8yPLk