CSE 231, Spring 2008

Programming Project 11

Assignment Overview

This project is an open-ended problem solving exercise to allow you to use what you have learned in this class.

This project is worth 60 points (6% of the course grade) and must be **completed and turned in before 11:59 on Monday, April 14, 2008.**

Background

http://prm753.bchea.org/carpetfishing.html is a cartoon by Dilbert that includes a reference to a game that he calls "carpet fishing." Your task is to implement the game in Python.

Many issues in the design of the game and how it is played are not specified in the cartoon. You will have to use your imagination. You will be graded on the quality of your game and the quality of your solution.

Requirements

Turn in proj11.py

Additional requirements are to use classes effectively and to use the random module.

Most of the grading will be subjective and will evaluate the quality of your game and the quality of the implementation. To help you understand the grading we have included the grading sheet below

Evaluation

Project #11 Section:_____

Scoring Summary Points: _____ / __60__

General Requirements

_____ 5 pts Coding Standard
(descriptive comments, mnemonic identifiers, format, etc...)

Implementation:

_____ (8 pts) Good class design, and effective use of classes.

_____ (7 pts) Good function/method design, and effective use of them.

_____ (5 pts) Good data structure design (list, dictionaries, etc.)

_____ (10 pts) Good game play and interface.

_____ (10 pts) Game implementation including use of random

_____ (10 pts) Quality of solution (subjective)

_____ (5 pts) Effective Demo

TA Comments: