

**15-102**

Exploring Programming with Graphics

**Project 1****Start:****Wed 6.8.11****Due:****Fri 6.17.11****Goal:****Do Something Original  
and Interesting****Specifications:**

Here are the specifications and limits of the project:

1. Find a group of Processing functions or a Processing class or a Processing Example that you have not used in the previous eight assignments. Explore it in ways that are original for you and graphically interesting to you (and hopefully to others.)
2. The project must involve animation of some sort and must change over time.
3. User input is up to you. It is not required.
4. Code your work to fit on a portable computer's screen.
5. Any user instructions must be on screen or on the web page with the applet.
6. Feel free to explore the chapters in the book that have not yet been covered to look for a starting point. If you do this, you must make major enhancements or extensions to the code. You can explore the board notes and class code for the future topics. These will be posted later this week.
7. If you are working closely in a group with one or two others, each of your projects must be VASTLY different from the others in the group. There can be no commonality among the projects in the group. This is for you to explore as an individual. Feel free to work with others and to seek and offer advice.
8. Games are an idea but they must be "original" games and not your version of a "known" game.
9. This project is worth 15% of the final grade and is assigned with sixteen days remaining in the term. A homework assignment is worth about 4.3% of the final grade. Your project must go beyond what has been required for a homework assignment. The term "go beyond" will not be quantified in terms of lines of code or number of functions. The idea of "originality" is the best way to quantify 'go beyond.'
10. Group work is possible but you need to seem me asap.

**Handin:**

Follow the usual rules and patterns for handing in the work.