

# COMPSCI 715 - Assignment 1

*Due date: Monday 23rd July 9:00am*

## ‘Creative Expression’

### **Description**

This introductory assignment is designed to allow a little creative expression. Any solution is allowed provided it runs on either Windows XP or Mac OS X (or preferably both). Because this course focuses on OpenGL and C++ it is suggested that you use these but it isn't necessary.

The only thing that is requested is that the work contain something original (not copied or submitted for something else) and that it shows something about yourself. You can use whatever base code you want, either written by yourself or something you have a license for, but it must be detailed in the report and in the source code which parts are original and which have been re-used.

The marking for this is designed to allow ANY expression and so there is no formal assignment description. Because of this anything reasonable will get full marks.

### **Requirements**

Your submission should be a zip file containing source, a compiled executable, any necessary resource files and a short, plain text report as described below.

The source files should match the executable and should be reasonably commented. These comments should include description of implementation details and how which parts were written for this assignment.

The report should contain one paragraph on the goal of what you were trying to achieve, one on the implementation details and one paragraph on a particular problem encountered during your work. The implementation details should include what is necessary to run the submission. The report should be a plain text (.txt) file readable by any text editor. Word documents are NOT acceptable.

Part of the submission is a short (2min) presentation next wednesday where you have to introduce yourself and what you did.

### **Marking Criteria**

(3 marks) for the creative expression

(1 mark) for demonstrating something about yourself through your submission

(1 mark) for the 2 minute presentation