COURSE MINI-PROJECT

GAME PHYSICS, PERIOD 3, 2016/2017

Project Presentations: Thursday, 12 April 2018, 13:15-17:00.

Rules

• Submissions only in pairs!
• The project has to be submitted by the instructions below by the submission date. Otherwise (unauthorized) it is not possible to present in class.
• The participation in the project presentation is mandatory (it is as an exam).

1. Scope

The students should perform a modest project (in the scope of another practical in the course). The subject is totally free-form, as long as the following guidelines apply:

• There is a convincing amount of programming that implements some physical or simulation principle you learned in class. Again, the scope of the practicals is a good indicator.
• You may use any available software package, GUI, visualization or physical, as long as your original contribution is clearly distinguished. You will only be judged by this “delta”.
• It is preferable to choose an advanced topic that was discussed at class (for instance, fluid simulation), so that it is easy for you to convey the contribution to the class.

2. Proposal

By the proposal deadline, the students must submit a short and informal proposal (by E-mail). This should contain their names, student numbers, and a short description of what they plan to do. They can additionally already describe the software they plan to use and create. The lecturer will authorize/ask to revise the proposal if it looks totally implausible, but otherwise he will let you make the judgement of how much you can do.

3. Submission

Create a public Github repository with your code, and send a link to the lecturer. You do not have to use a cmake to make it truly multi-platform (you can put up an actual solution or makefile). However, in that case, bear in mind that the lecturer does not have constant access to a Linux machine. You can alternatively borrow the cmake of the practicals, or something else online. The entire source
code, data, and (open-source) dependencies should be submitted with compilation instructions, so that
the compilation is out-of-the-box (so no flag/include/dll hell!). The students should also include a
representative image in PNG format (at least in a 1280×1024 resolution).

4. Presentation

The presentation will be in 10 minute (tight!) sessions in class. The presentation should include a
short theoretical explanation of the contribution, and a live demo. This should span 7 minutes, and
the last 3 minutes are questions from the students and the lecturers. The students will fill out a short
form with their appreciation, and the “popular vote” will be taken into account for the grading to some
extent.

As this project replaces an exam, people who fail the project will have the opportunity to resubmit
by the aanvullende date. But the criteria will be considerably more severe, as they do not do the
presentation, and they will not be included in the awards.

5. Awards

The best three projects will be selected by the lecturer from the popular vote and his own grading,
and will have an entry in a “hall of fame” section in the course webpage, also linking to their Github
repository. The winners will receive a point bonus to their entire course grade! in the respective
amounts of 10%, 5%, 3%.