



Homework 15: Pair Programming Game

Goal: To produce a game while working in a pair programming environment. The goal is once again to be creative while also learning how to successfully program with another person. You should plan to spend at least 10 hours working on this assignment with your partner.

Notice: All code writing/editing must be done with both partners working together at one computer.

Game Requirements

- communicates the rules of the game to the user before the game starts
- includes some form of user interaction (mouse clicks, key presses, etc.)
- has a clear way to both win and lose
- has a way to restart the game after it ends

Planning Meeting

Before beginning to programming the game you are required to meet, discuss and design it on paper with your partner. Then, you should meet with Larry, Michelle or Alex during their office hours to discuss the game you plan to develop. Alternatively, you may schedule a time to meet with them outside of their office hours.

Working Together

All programming on the project must be done together – you can obviously think and design at other times. There will be time in the labs to work together, but plan to meet at other times, especially early in the project to get the ideas worked out.

To Turn In

Submit your program to the class drop box. Both partners must each submit the program. There will also be a reflection survey to complete after submitting your survey; a link will be posted on the calendar.