Homework 15: Pair Programming An App

Goal: To produce a Processing application while working in a pair programming environment. The intention is once again for you 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.

App Requirements

Some people will want to program an interactive game as their app, but any application that meets the following criteria is fine. For example, you might try teaching a skill or practicing something.

The ground rules are --
- communicates what the app does (e.g. rules or objective) to the user before starting
- includes some form of user interaction (mouse clicks, key presses, etc.)
- has a clear objective, such as a way to win and lose, or to make points
- has a way to restart the activity after it ends, to play again

Planning Meeting

Before beginning to program the app you are required to meet, discuss and design it on paper with your partner. Then, you should meet with Larry, Nicole, Ben or Michelle during 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. You can't start the project until you get a "sign off".

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.