2019 cgt project deadlines

Implement a combinatorial game computer program (solver or player or visualizer or tutor or teacher-starter-kit). Check with me to make sure that your game and program qualify. Undergrads (resp. grads) can work in groups of size up to 4 (2). Create submissions using LaTeX 11-point article format and submit in class, on paper. Bibliographies must use BibTeX. Late submissions will be docked 20% for each part of each day late: .5 hours late = 20% deduction, 24.5 hours late = 40% deduction, ... 

Grading scheme: needs improvement < 50%, satisfactory 50 – 75%, good 75% – 100%.

Groups: for each assignment, submit an extra page, signed and dated by each member, explaining each member’s contribution.

- Feb 7 (5 marks): 1-page proposal.
  What game did you choose and why? What links (wiki?) are useful for people who want to play this game? What kind of program — solver? player? visualizer? tutor? other? — do you plan to write, and why? How many hours do you expect this will take? What are your goals for this project? How much of the project code will be written by you (or your group) this semester, and how much will be written by others, or previously? Anything else you want to tell me? **Groups:** explain how the work will be divided.

- Feb 14 (grads only, 5 marks): a 1-page project bibliography.
  Include all websites and papers relevant to your project.

- Mar 7 (5 marks, **grads 10**): 1-page progress report and 1-minute in-class oral summary.
  What have you achieved so far? Do you have a working prototype? Any difficulties, expected or unexpected, in your progress? Anything else?

- Mar 26 — Apr 9 (grads only, 10 marks). In-class oral presentations. Contact me to schedule.

- Apr 9 (10 marks, **grads 20**). 2-page final report (**grads 4-page plus 1-page bibliography**).
  Include a link to your code, which should be publicly accessible on github. Summarize the highs and lows of your progress throughout the term. Give the main features of your program. Did you reach your goals? If you continue on this project later, what are the next steps? Anything else?