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*Remember to submit as PDF!

README

[Project Title]

[Names]

[Student IDs]

Project TA: [Name of TA that reviewed your project proposal]

Intro (optional)

If your game is not well known or has modified the rules of a pre-existing game, please use this space to describe the rules and/or modified rules. You may wish to include a link to the instructions.

Project Approval

Specify if your project was approved and by which TA. If you changed any features or other aspects of your game from your initial project, please also specify this here.

Instructions

Explain how users should start your program or game. Include specific terminal commands if necessary. If you utilize an external library or anything that the reader will need to download in order to play your game, please specify this.

Features

- *A list of the **2 - 3 approved features** that you listed in your project proposal. If this has changed, only discuss the most up-to-date features*
 - 1.
 - 2.
 - 3.

Justification for Complexity

- *A brief justification for why the project should receive full credit for complexity (4-7 sentences):*
 - *How did your features contribute to complexity?*
 - *Did you use trickier concepts that we taught in class and what were they? How did you implement them?*
 - *Did you make use of some more advanced features of Snap?*
 - *How did you break up complicated tasks?*
 - *Other points that show your project has complexity*

Lists & Script Variables

- *Description of the lists and script variables in your project, and how you utilized them (what makes the lists non-trivial, etc.).*

Function Table

Each row will describe the functionality of one custom block/function, with the relevant information placed in the relevant columns (as defined above). You must include a separate row for EVERY custom block/function you create

Block / Function Name	Domain (inputs)	Range (outputs)	Behavior (role in the context of the project)
(add rows as needed!)			

Bug Writeup (optional)

Use this space to explain the bug and the debugging process you went through before the project deadline. Make sure to include what situation the bug comes up in (aka how to replicate the bug) and your best guess about the cause of the bug / what the bug is related to. Include links to any Ed posts you made regarding the issue.