First Iteration Requirements
Group Presentation Date:  Monday, 17 Feb 2014 (in class)
Code & Summary Due Date:  Wednesday, 19 Feb 2014 (by the beginning of class)

Requirements for Submission
Please submit the following via email as 1 zipped file:
1. Your code (all assets and .pde files)
2. A one-page document (.pdf) which contains:
   - The feedback you received from the class presentation
   - The concrete goals you will be pursuing for Iteration 2
   - Any changes you’ve made from your initial proposal (title, major features, ideas, etc.)

Game Projects (24 students)
1. Submit your code and a summary of feedback you received from classmates
2. Basic visual objects: you must have started developing the visual objects you will be using in your project (e.g., some basic examples of characters, enemies, obstacles, etc.)
3. Basic interaction: you must show at least one example of the user’s ability to interact with your game (e.g., allowing the user to use the arrow keys to move a character around the scene, or jump)
4. 2–3 examples of game mechanics: you must show several situations of your game objects interacting with each other. Think about how your objects might collide (e.g., hitting an obstacle or picking up a power-up). Attempt to illustrate what gameplay will be like.

Generative Art Projects (11 students)
1. Submit your code and a summary of feedback you received from classmates
2. Basic visual objects: you must have started developing the visual components you will be using in your project (e.g., some basic examples of generated shapes or patterns)
3. Basic interaction: you must show at least one example of the user’s ability to interact with and affect your generative objects (e.g., allowing the user to ‘pick up’ and toss a shape, or the user clicks and the sketch reacts)
4. 2–3 examples of experimentation: you must show several different experiments with your generative objects. Think about playing with shape, scale (size), color, texture, movement, interaction, etc. I want to see that you’re trying different approaches to see what works and what doesn’t.

Data Visualization Projects (9 students)
1. Submit your code and a summary of feedback you received from classmates
2. Submit your data: you must submit the specific set of data you will be visualization over the course of the semester (this can be in any readable data format–CSV, XLS, XLSX, or weblink if you are using a data service), along with the source of your data
3. Basic visual objects: you must have started developing the visual representations you will be using in your project (e.g., bars, lines, circles, buttons which represent your data)
4. 2–3 examples of your data displayed on screen: you must show at least two examples of your actual data being displayed visually with some minimal user-interaction (e.g., a simple bar chart or some circles driven by your dataset).

Updated 2/16/14