CS250 Assignment 5
Final Project

Date Assigned: Monday, April 25, 2005
Date Due: Monday, May 9, 2005
Points: 75

For this last assignment, I would like you to code up some kind of game. The game can be something along the lines of hangman, craps, blackjack, etc.

Your game must:

- Be a complete game.
- Use at least three classes.
- Use inheritance in a meaningful way including virtual functions.
- Be significant enough for a two-week project.
- Use good OOP techniques.
- Follow the coding standards.

By Friday, April 29, turn in the following:

- A description of your game.
- The complete user interface for your game.
- The header file (.h only) for each class used in your game.
- On the last day of class, each of you will give a 2-minute demo of your game to the entire class.

You must email me your project idea by Wednesday, April 27 at noon. A project that is not significant enough will not be accepted.

Looking for a challenge and some extra credit? Then implement the assignment at http://www.stanford.edu/class/cs193d/Handouts/12-Assignment-3-Blackjack.pdf. This assignment uses everything we've discussed in class.

I hope you have fun and make the connection between all of the things you've learned over the course of the semester. Please see me if you have any questions.

How to submit:
- Submit a hard copy of the code by 9am on Monday, May 9.
- Place the complete project folder in the CS250 drop folder on Turing by 9am on the day the assignment is due.
- Give a two-minute demonstration of your program on Monday, May 9.