

Department of Computer Science, Clemson University
CpSc 372, Software Development
Milestone #6: The Game and Web Page
Brian A. Malloy, PhD
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Your final milestone should be submitted by Noon on Tuesday, June 24th, 2008. That's when our course will mercifully terminate. Your submission will include both a presentation and a submission of all of your materials. You can submit your materials in any way that's feasible. For example, you may use the `handin` command, or you can copy your materials to my memory stick or you can submit a cd. I would like to display your work using a link on my web page. Thus, your submission should include a web page that I can copy to a location on my web page. This web page is the only documentation required for this final milestone, you don't need a readme or any other documentation.

This final milestone represents the culmination of your work. You probably have already incorporated a `Gameclock`, `Music & Sound`, `Explosions` (albeit 2D, sorry), and `Player Movement`. The only remaining thing to do is to finish the web page and incorporate an educational component into the game.

Your final game should be playable, with score keeping and a declared winner. It would also be nice if your game was fun but I realize that the fun aspect is relative and not easily quantifiable. I realize that most of you have worked very hard and I hope that this final deliverable will be something that you can leverage to market yourself as a viable computer scientist. It has been a pleasure working with you and I have learned a lot about game development.

If you use the `handin` command to submit your final milestone, submit it as milestone 6:

```
handin.372.1 6 *
```