

## Final Project: Freestyle Game Developing

This is your final project which is a group project to develop a freestyle game.

1. Your final project should use C++ combining a graphic library to develop a visualized game. (If you are not using C++ language, then you will be considered violating all the following requirements...)
2. Your development should follow the **best convention of the modern C++ coding style** (Like the best naming convention, the best class definition practice and so on...)
3. Your software development should follow **best practice of software engineering** (using object-oriented paradigm for developing, combine **inheritance and polymorphism** features)
4. Your game should have a **good user interface design** including good help tips and help documentation if needed. (Try to make normal user easy to use your software, which means the user wouldn't have to spend a heavy study effort to play your game.)
5. Your game should be a complete system which has start screen, pause screen, game over screen, score statistics (like the history highest score) and the final win/lose mechanism.
6. Add some new features we haven't officially taught in class OR combine 3D graphic developing in your game.

Grading Rubric:

1. C++ combining a graphic library: 10 pts.
2. Your development should follow the best convention of the modern C++ coding style: 10 pts.
3. Your software development should follow best practice of software engineering: 10 pts.
4. Your game should have a good user interface design: 10 pts.
5. Your game should be a complete system: 10 pts.
6. Add some new features or 3D graphic developing: 10 pts.
7. **Creativity in game design**: 20 pts.
8. Proper memory management: 10 pts.
9. No compiling errors: 10 pts.
10. Good Submission: 10 pts.