Your final exam in this class is a project. You can choose from an example project or you can choose any project you want that fits the criteria listed below, but your TA must approve it during lab this week. This is to ensure your project is feasible.

**Evaluation Criteria**

- Design (Flowcharts, Pseudocode, etc.)
- Implementation (C or C++ code)
- Creativity (Pictures, Description of an original idea, etc.)

Each student defined project will be evaluated in two out of the three above categories. You are only required to do well in two categories, and rewards will be given in the form of extra credit for the top entry in each category. Doing well in two of the three categories is sufficient for an A.

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**Example Wunderboard Projects:**

- [Project 1 Video - Marquee Display](#)
- [Project 2 Video - 'Tetris' Like Game](#)
- [Project 3 Video - Animation with Slow Motion](#)

**Example C++ Programming Projects:**

- Play Battleship: (Create a Game and Battleship Class)
- Implement Your Own Vector Class: (class MyVectorClass)
- Play The Card Game War: (Create a Card, Game, and War Class)

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In order to submit the files, you will be creating a bzipped tar ball. In order to do this, you will use the following command, adding all the source files to the end of the command:

```
tar -cjvf cs162_hwx_username.tar.bz2 file1 file2 file3...
```

This tar ball (replacing username with your ENGR username), and only this tar ball, will be submitted via TEACH.