APCSP **group project schedule (a 2-month project)**

Timeline	Stage (submission)	Detailed tasks	Weight	APCSP Semester 1 Final Project
After 1 week	Initial	• Forming project teams: members(<=3 preferred); elect a team leader • Brainstorming & literature review • Hashing out a topic for instructor's approval • Preparing materials, equipment, if any.	0.10	**Developing a tic-tac-toe or similar game with a computer player.** • Programming language: Java • Goal: Develop a program that allows the user to play tic-tac-toe or a similar game, such as connect-5, against a computer opponent. You should design the computer_move() method yourself; it can use known algorithms, but the implementation must be your own.
2 weeks	Project proposal	• Project title & description • Expected results • Task partition for each member • Communication channels • Project plan	0.15	
5 weeks	Weekly Progress reports	• For each member, list what you've finished and not finished. • Any difficulties? • How do you plan to solve problems?	0.15	
8 weeks	Presentation PPT, posters & Demo	• 3-5 minutes presentation for each member • 2-3 minutes for Q & A for each group • Possibly invite guests to ask questions and do evaluation	0.40	
One day before the final exam day	Final report	e.g. at least 3 pages (Preferably as a PDF document) Font size: 12 Line space: 1	0.20	

		Reference Format: MLA/APA		

- Grading criteria: Each group's time and effort as well as the project's difficulty level, not just the end result, will be considered in order to encourage you to attempt a more challenging project.
- Final Grade: a sum of fractions of the above weights
- In general, all team members will receive the same grade unless the team leader reports that someone does little or does not do any work.
- If any act of plagiarism is found, that project will automatically receive a 0.