Smalltalk Project Assignment

In this project you should develop an interesting application in Squeak. I suggest using the Morphic framework to develop some sort of visual, interactive application or game. You must use good object-oriented programming techniques in your application, including good uses of inheritance and dynamic dispatching. In particular, there should be at least one interesting inheritance hierarchy in your application; typically this would arise through having several variations (i.e. subclasses) on a common theme (i.e. the common superclass). Just inheriting solely from some predefined Morphic objects is insufficient for the project; you should have some inheritance from your own objects (which can themselves inherit from Morphic objects or other predefined objects).

You may work in a team of up to three people. I strongly urge you to be in a team of at least two people. Solo projects are discouraged.

By **Thursday, May 24**, at the start of section, each team must turn in a description of their project, including a description of the interesting class hierarchy(ies) in their project. This proposal should be one or two paragraphs long.

By **Wednesday, May 30**, at the start of lecture, each team must turn in a roughly one-page description of their project, explaining what the project is, how it's designed, and how to run it, and also a readable hard-copy file-out of their project. (It would be a good idea to put all new classes for the project into a new class category, to make it easy to file it all out.)

Each team must make arrangements to give a brief (under 5 minutes) demo of their project to Keunwoo, no later than **Friday, June 1**. Section time on **Thursday, May 31**, will be given over to project demos.

Projects turned in on time on Wednesday, May 30, and demo'd by 3pm, Thursday, May 31, will be considered for presentation to the whole class in the final lecture on Friday, June 1. Invitations will be extended by 5pm on Thursday, May 31.