Project 4

Value 25%

This program will have at least 4 forms including the title and about page in a help menu. Instructions can be placed in a help file.

Form 1- Named frmTitle or frmFirst
- The first screen will have a picture, the name of the project and a description.
- Your Name.
- Buttons to go to the next page and an exit button
- Make sure the form is named properly eg frmFirst
- In the code make sure their name, date, course, title and description. This will show up in green after ' single quote.

Form 2 - Named frmAbout
- Make sure the form is named properly eg frmAbout

    Includes:
- Name
- Date
- Subject/Course – Computer Science 110
- Title of Project / Description
- Back Button

Form 3 + Named frm…
- All forms must be named properly
- Use as many techniques you have learned in this course. (Point values can be seen on the next page.)
- Comment all techniques in your code with REM or '
- The Project should be in a folder called FinalProjectYourName

Page	Description	Mark	
Title or First Page			
	Picture /Named Properly	/ 1	
	Name of Project	/ 0.5	
	Description of Project	/0.5	
	Your Name	/0.5	
	Buttons for Next and Back	/1	
	Form Named Properly	/0.5	
	In code 'Project Name, Description of Project, Your Name, Subject, Date	/2	/6
About Page			
	Form named Properly eg frmAbout	/1	
	Title of Project / Description	/1	
	Your Name / Date	/1	
	Course Name	/0.5	
	Back Button	/0.5	/4
Three Forms			
	Has Three Forms	/0.5	
	Third Form Named Properly	/0.5	/1
Fourth Form	Has Fourth Form	/0.5	
	Fourth Form Named Properly	/0.5	/1
Does it Work? Is it User Friendly?			
	No Spelling Errors or Typos	/1	
	It works as Expected	/2	
	Directions are good	/1	
	Buttons Do What is Expected	/2	/6
Objects are Named Properly			
	Never	0	
	Sometimes	1	
	Always	2	/2
Comments			
	Never	0	
	Sometimes	1	
	Always	2	/2
Level of Difficulty			
	Easy	2	
	Medium	4	
	Hard	6	/6
Project Saved in Correct Location			
	Saved as Project4YourName	/2	/2
Random Number			
	Program with pick a random number	/2	
	The numbers will be used to choose pictures	/3	/5
Global Variables			
	Use global variables throughout the project	/5	/5
Sound			
	Sound should be included either as continuous song or single sound. Sound can start with a form loading or button clicked.	/5	/5
Totaling /Counting Formulas			
	Use Counting or Totaling Formulas	/5	/5

Name: _____

Page	Description	Mark	
Animations			
	The project should have an object that moves with a timer or something that the user moves with keyboard movement	/10	/10
Option Buttons			
	Use Option/Radio Buttons	/2	/2
Mathematical Calculations			
	Use Mathematical Calculations	/2	/2
Conditional Statements			
	Use If, Else If, Else Statements	/2	/2
Premade Forms			
	Use One Pre-made Form	/2	/2
Icons			
	Create an icon and use it in the project	/2	/2
Make into and .Exe			
	Make the project into an .exe	/2	/2
Timer			
	Use a Timer in the Project	/5	/5
Message Box/Input Box			
	Use a Message Box	/2	
	Use a Input Box	/2	/4
Mouse Cursor			
	Change the mouse cursor during or when a process is changing	/2	/2
Flow Chart			
	Develop a Flow Chart of how your project will work	/5	/5
Storyboard			
	Develop a Storyboard of your Project	/15	/15
Bonus Items			
	Anything we have not covered in class.. eg progress bar		
Final Mark			/60

Comments:

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