

**AP Computer Science**  
**Project Proposal**  
**Date goes here**  
**Your name goes here**

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1. Title of your project goes here
2. Project Summary – This section should be a description of your game. It should address things such as the operation of the game/simulation, rules, number of players, artificial intelligence, special features you want to implement, etc. Summaries that go into a good amount of detail are usually  $\frac{1}{2}$  to  $\frac{3}{4}$  pages in length.
3. User interface – This section will describe if you will use text graphics, the GridWorld user interface, or write your own using the Java Swing package. Chapter 12 and 13 in Head First Java will give a good start. One sentence will suffice for this section.
4. UML Diagram – You will create a UML (Unified Modeling Language) diagram that shows each of the classes in your project along with its private data members and public method. Arrows to superclasses in your inheritance hierarchy should be drawn as well. Use the Excel template to create an **electronic** form of this diagram in **landscape** orientation. You will edit the diagram as you develop your project and will present the final draft of it in your presentation in February.
5. Screenshot(s) – Here you will draw a picture of what you envision your project will look like. Include multiple diagrams if your project will present the user with different screens. Include a brief description of each screenshot.

**IMPORTANT: View this proposal as a way to REALLY plan out your project (not as another HW assignment). The more thorough you are in the planning stages, the fewer roadblocks, programming issues, and bugs you will face when you actually begin coding. Starting to code from the ground up without a good plan in place is quintessential cowboy programming. And that is not a good thing, in the Wild West or anywhere else.**