

Assignment 6: Project Preparation

This is not a programming assignment. Please prepare your final group project, and generate a slide presentation (about 5-10 slides) containing:

- group members
- project idea
- member contribution / work distribution
- tentative time schedule for worksteps
- quality justification (is the project of sufficient quality/complexity?)
- feasibility justification (is this project realistic to be finished?)
- tools used
- expected problems, uncertainties, discussion points

Although JMonkey is a game engine, the projects do not necessarily have to be games. Please think also in the direction of simulations, augmented reality, case studies for big-data visualization, art-related projects etc.

If you are interested, you could also built parts of a game engine yourself, e.g. a collision detection system based on k-dop-trees and do a case study, comparing it with AABB-trees etc. Projects like these could go more into a research related area.

Although we did not handle these topics yet, you might want to include point cloud data coming from a Microsoft Kinect. In the near future, we will talk about point cloud handling in class.

Personally, I am interested in the interaction between graphic visualization and music performance. If someone has an idea there, please talk to me. Input sensors could be all kinds of accelerometers, kinect, leap-motion etc. As an example, virtual instruments (kinect controlled drums, for example) come to mind.