Reports: Draft Due Fri. May 1; Final Report Due Mon. May 11

The term is coming to a close! As advertised in the Red Tape Memo, your projects are coming due: Each team must produce a report of several pages explaining their project. Regardless of assigned presentation day, each team must turn in a draft of their project report on Friday, May 1. You are welcome to make some additions and changes between your draft and final submission, but we expect your presentation to demonstrate a complete project. The final report must be submitted no later than the last day of class, Monday, May 11. Please include an electronic means for us to access your code with the final report submission (email or web link). As it is the end of term, these are official hard deadlines. We will be as flexible as possible, but there is a moment when the grades must be submitted, and we have to submit before that moment.

Presentations

In addition to the written report, each team must present an oral report to the members of the class. All members of the class are expected to attend these presentations to poke holes and ask penetrating questions.

We have reserved several days for you to present your projects, starting Monday, May 4. There are eight teams. Each group will prepare a 12 minute presentation and will be allocated 15 minutes (3 minutes to answer questions posed by the class.) There will be two or three presentations per class. We propose the following tentative schedule, subject to negotiation:

- Monday, 4 May 2020
  1. Adventure Game Package Manager
     - Gretchen Eggers
     - Ersin Arioglu
     - Nick Janovetz
  2. Card Game DSL
     - Temi Taylor
     - Elizabeth Weeks
  3. Libc to Scheme
     - Robert Cunningham
     - Milo Cress
     - Michael Silver

- Wednesday, 6 May 2020
  1. Flexible Database
     - Jiahai Feng
     - Jordyn Mann
  2. Propagation for Synthesis of Neural and Rule-Based NLP Methods
     - Aman Sanger
     - Joe O’Connor
  3. Horus2D
     - Sebastian Bartlett
     - Oscar Puente

- Friday, 8 May 2020
  1. Game Of The Amazons
     - Josh Elbahrawy
     - Hoang Nguyen
  2. Invariant Driven Programming
     - Qiantan Hong

We expect each team to have one member share the slides. Every member should participate by voice (eg. microphone). If you can’t participate through voice, please contact us.
As a reminder, here are our expectations for your project from the Red Tape Memo: “In this project you will design and build a significant piece of symbolic-manipulation software. You will be expected to write elegant code that can be easily read and understood by us. You must supply a clear English explanation of how your software works, and a set of test cases illustrating and testing its operation. You will present a brief summary and demo in class near the end of the term.”

Monday, May 11 will be the last day of class. After collecting your final reports, we will share some last thoughts, reflections, and future ideas, and have a brief reception celebration.