

# CS Bridge, Lecture 17

## Final Project



**Now's the time for you to  
build something awesome.**



# Final Project Goals

- Build something **you are proud of!**
- Build something **you are excited about building**
- Build something **you think of yourself**
- Build something **you can complete by the end of the class**
- Build something **using the concepts you have learned in CS Bridge**

# Final Project Material

Think about using material we have learned so far in CS Bridge, like:

- Graphics
- Animation
- Mouse (and Keyboard)
- Control Flow + Variables
- Console Programs
- Lists
- Dictionaries

# Final Project Ideas

Brainstorm any program you want! It could be:

- A game (like Breakout)
- A significant extension to Breakout or another CS Bridge project
- A console program that analyzes data
- A graphical simulation
- Interactive art
- A short film
- Mathematical calculations
- Or anything else...

# The Joy Of Building



# Final Project Timeline

- **Today:** finish Breakout / start brainstorming final project ideas
- **Monday morning:** during lecture, meet your morning SL to discuss your final project ideas and get one approved
- **Monday evening:** work on final project!
- **Thursday AM submission period:** *last chance* to submit final project





***We can't wait to see what you create!***

# Python Project

- Download the python project from the course website when you are ready to start coding
- Some new graphics library updates, including:
  - Getting the fill/outline color of an object
  - Setting objects to be hidden
  - Delete all objects from the canvas
  - Get a list of all objects on the canvas
- <https://online.csbridge.org/en/resources/api-docs/graphics.html>

# Closest Thing To Magic



# Learn By Doing

