Course Project
Simulation and Modeling (CSCI 3010U)

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Course project

- Project selection by March 3
- Project topics presentations, March 5
- Project report due by April 6, 11:59 pm

Project selection

- ▶ Submit a one page abstract that describes the project
  - ▶ Project title
  - ▶ Student names (maximum up to two students)
  - ▶ A paragraph or two that introduce the project

Project team

- Maximum up to two students

Possible topics

- ▶ Extend one of the labs
- ▶ Pitch me your idea

Some projects from previous years

- Snake game
- Lower quality angry bird
- Airport simulation
- Baseball pitching and batting
- Golf putting simulator
- Flock simulation
- Fish pont
- Car colliding with an object
- Grassy field in windy conditions
- Billiard
- Leafs blowing in the wind
- Pinball Frenzy
- Circuit simulator
- 3D soft body simulation
- Pachinko style game
- 2D fluid simuation
- Plinko game simuation
- Moving car
- Plant growth
- NHL line brawl
- Ocean Waves and their Dynamics
- Crowd simulation

Topics presentation

- ▶ I may ask you to give a brief 2 minutes pitch for your project
- ▶ It is useful since it allows your classmates to see what you plan to do
  - ▶ Creates opportunities for collaboration

Project report (due by April 5)

▶ For your final project write-up you must use the VCLab course project template available at Overleaf.
▶ Project report is expected to be between 4 to 8 pages.
▶ Possible sections
  ▶ Introduction
  ▶ Related work
  ▶ Methodology
  ▶ Results
  ▶ Discussion and Conclusions
    ▶ Link to a code repo (private if needed)
▶ Additionally, you may submit a 3 minutes video for your project.

Grades

Project grade will depend on

- the ideas;
- how well you present them in the report;
- how well you position your work in the related literature;
- how thorough are your experiments; and
- how thoughtful are your conclusions.

Additionally, the quality of writing has a major impact on the overall project grade.

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