

## CSCI 121 Graphics Contest

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**Submission deadline: Wednesday, September 26, 11:59 P.M.**

As exciting as it is, the Breakout game only scratches the surface of what you can do with the Portable Graphics Library, even in its current incomplete implementation. To give you a chance to explore the capabilities of the library in greater depth, we are pleased to announce the CSCI 121 Graphics Contest.

Each of you is eligible to submit one entry for the contest, where an entry consists of a program that uses the Portable Graphics Library. You are free to use any of the capabilities in that library, including those described on the online documentation. The easiest way to start is by downloading the `GraphicsContest` starter project from the web site and then adding your code to the empty program there.

### Selection criteria

Mark and I will screen the submissions and then present them to the TAs to vote on the winning entries. A prize will be awarded in each of two categories:

- *Aesthetic merit.* This prize is awarded based on the aesthetic value of the entry.
- *Algorithmic sophistication.* This prize is based on the difficulty of the underlying programming task and the sophistication of the displayed images.

In both categories, programming style will be part of the evaluation. Please note that you don't have to specify a category; all entries will be eligible for either prize.

### Prizes

The grand prize in each of the categories will be that we will replace whatever individual score most negatively affects your grade—which may be an assignment, the midterm, or the final—with a 100% in the computation of the final grade. As announced in class, those of you who submit “serious” entries also get a ticket for the random prize drawing at the end of the semester.

### Official rules

1. Only students registered in CSCI 121 are eligible to submit entries in the contest.
2. Only one entry per person will be accepted.
3. All entries must be submitted by 11:59 P.M. on Wednesday, September 26.
4. You are required to do all of your graphical operations using the classes from the Portable Graphics Library. In particular, you may not dig into the source code for `pg1.py` and use other features of Tkinter on which the graphics library is based.
5. Your entry may not set a window size larger than 1024 × 768 pixels.
6. Contest entries should be sensitive to Reed's individual and cultural diversity. Programs that have the effect of perpetuating negative stereotypes will not be considered for prizes.