Final Project for Computer Programming in Python (Spring 2019)

Each student should complete a final project, either independently or as a pair.
You should complete all of the "required" assignments to make sure you understand all the concepts before starting this.

Therefore, you have two choices for your project:
1. Make a Game (Recommended):
Just like the games that were given as assignments or demonstrated in lecture, create a game where the user interacts with the console. Be creative! For example, board games or a chess game could be programmed so that after each turn, the current board is printed out to the console (using dashes). Make sure to use extensive encapsulation (use functions!).

2. Choose one of the project suggestions (ppm project or Numpy project)

Please email hr2362@columbia.edu by end of class on 3/30 about your plans for the final project! (No code necessary; Just "I will be coding a Connect Four game" is fine)

Feel free to reach out to us with questions!