

## EECS 398 System Design in C++ Fall 2019 Group photos

Due Monday, September 23 (The [add/drop deadline](#).)

You are to form groups of 6, choose a name for your group and submit a photo of yourselves. If our enrollment is not a multiple of 6, we may have some teams of 5 or 7.

My experience is that a team's performance on this deceptively simple task of submitting a creative photo of themselves is *amazingly* predictive of how well they'll do on everything else.

Here are the rules for your photo.

1. You must all appear in the photo. Faces must be clearly visible and large enough you can be easily recognized.
2. Each person must be identified by name.
3. Your group name must appear in the photo.
4. You may not spend any money on this. You can ask someone else to take your picture or loan you a prop, but you can't pay them.
5. You can edit the image.
6. You may not steal copyrighted artwork. You may use public domain images with a citation of where you got it but I would really prefer to see what you can do on your own.
7. Filetypes should be either .jpg or .png.
8. Filenames should be in the format of group name + each of the individual names, separated by dashes.
9. This assignment is competitive. You will be graded subjectively based on creativity and execution and on how well your team did compared to the others. If you do something lame, you're going to be embarrassed and your grade will suffer.
10. Grading on this will be in tiers. The one or two best submissions will get 100, the next tier will get 90, the next tier after that will get 80, and so on.
11. Please submit only one copy for the entire team via Canvas. If you can't manage to agree on who will do that and instead turn in multiple copies, you will all lose points. To turn off messages from Canvas warning that you haven't submitted anything, you may submit an otherwise blank sheet stating who is turning in for you.
12. The due date is the add/drop deadline. Once your group photo is submitted and you're in it, you may not withdraw from the course.