GAM250: Advanced Games Programming

1: Code Smells and Design Patterns

Learning outcomes

- **Understand** the concept of Code Smells
- **Explain** the concept of Design Patterns
- **Understand** the output of a static code analyser

Module Intro

- This module is about becoming a better programmer
- We will examine more specialised topics such as Networking, AI, PCG
- We will look how data can inform our code and game design
- How we can build tools to assist the development pipeline

Assessments

- Assessment 1 - Research Journal (40%)
  - This is where you detail your research on a topic of your choice
  - A **maximum** of 4000 words
  - Worth 40% of your mark for the module
- Assessment 2 - Game Project (60%)
  - This is where you detail your research on a topic of your choice
  - A **maximum** of 4000 words
  - Worth 40% of your mark for the module

Code Smells Definition

A code smell is a surface indication that usually corresponds to a deeper problem in the system

- Martin Fowler

Code Smells - Points to note

1. Something that is quick to spot or **sniffable**
2. They don't always indicate a problem, but that the code requires more investigation
3. After investigation and a deeper problem is indicated then you should **Refactor**

Code Smells - Taxonomy

- Further work by Mäntylä and Lassenius identified a Taxonomy of smells
- These classified similar smells into categories
- Categories include The Bloaters, The Object-Orientation Abusers, Change Preventers, The Dispensables, The Couplers

Code Smells - Research

- Form into 5 teams
- Each team will research a category
- Use the following URL
- `https://sourcemaking.com/refactoring/smells`