COMP140-GAM160: Creative Computing: Hacking &
Further Game Programming

# 1: Introduction to Object Orientated Programming

# Learning outcomes

- ► **Understand** Object Orientated principles
- ► **Understand** the Single Responsibility principle
- ► **Implement** a simple class hierarchy

# Assignments

# Assignment 1

- ► The first assignment is all about building a prototype game & designing a controller
- ► The BSc students have a series of worksheets which are part of the course work
- ► The outcomes of the coursework are the same, just a slightly different structure

# Assignment 2

- ► The second assignment is a continuation of the first
- ► You will build the controller and then finish off the game
- ► The design of your game can change slightly
- ► For the controller, there is an expectation that you will buy some additional components
- ► Finally, you will lose marks if you submit a controller which is a bare breadboard
- ► We expect for you to build something or embedded the controller into an item

# Examples from Last Session

- Safe - `https://youtu.be/X4wB3AakSvA`
- Tank - `https://youtu.be/AL3LrcRskig`
- Skateboard - `https://youtu.be/Wj4EbOyUejE`
- Powerglove - `https://youtu.be/dp9xM55eZUM`
- Snooker - `https://youtu.be/4XFZ4PMoPTE`

# Notable Alt-Controller Games

- ► Steel Battalion - https://www.youtube.com/watch?v=rGgxRsaGdcA
- ► Deep VR - https://www.polygon.com/2015/3/2/8133675/deep-vr-meditation
- ► Space Box - https://www.gamasutra.com/view/news/290700/ALTCTRLGDC_Showcase_Spacebox.php
- ► Line Wobbler - http://wobblylabs.com/projects/wobbler
- ► GDC Alt-Ctrl 2017 Roundup https://www.youtube.com/watch?v=IoqAJ7ynuhw
- ► Nintendo Labo - https://www.nintendo.co.uk/Nintendo-Labo/Nintendo-Labo-1328637.html