



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



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- ▶ The outcomes of the coursework are the same, just a slightly different structure

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- ▶ 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/Wj4Eb0yUejE>
- ▶ 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>