

COMP130: Game Architecture

# **1: Introduction to COMP130**

# This module

- ▶ Partly co-taught with **GAM130: Assets, Rules & Story: Group Project**
- ▶ Assignments:
  - ▶ Worksheets (80%)
    - ▶ Three on C++ programming
    - ▶ Two on individual contributions to team project
  - ▶ Research journal (20%)
- ▶ Your main focus outside class should be the **team project**

**Team development projects**

# So far (hopefully)

- ▶ You have gotten to know your **team** and **product owner**
- ▶ You have settled on your **concept**
- ▶ You have planned your **individual contributions**
- ▶ You have begun **production**, approaching completion of your **first sprint**

# Important dates

- ▶ Check MyTimetable and MyFalmouth for exact dates
- ▶ Middle of March: **Show and Tell Day**
  - ▶ Regal Cinema, Redruth
  - ▶ Your team will deliver a **trade show style presentation** to **Games Academy staff and students**
- ▶ Before Easter break: **deadline**
  - ▶ I.e. your game needs to be finished!!!

# Unprofessional practice

- ▶ **Lock yourself away** and work on your own thing
- ▶ **Never** check that what you're working on fits with the project as a whole
- ▶ Or even better, let **everyone else** do the work!
- ▶ **Skip** daily stand-ups and other meetings
- ▶ **Blame others** for not pulling their weight
- ▶ If you don't like your game concept, use this as an **excuse** to not do any work
- ▶ If you don't feel like you can **contribute**, don't bother trying

# Professional practice

- ▶ Communicate, communicate, communicate!
- ▶ Communicate with your **team**
  - ▶ In person **and** online
- ▶ Turn up to **daily stand-ups** and **other meetings**
- ▶ Communicate with your **Product Owner**
  - ▶ In person **and** online
- ▶ Use the **tools**
  - ▶ Slack, Trello, Discourse, Git, SVN, ...
  - ▶ Include your Product Owner in your digital communications
- ▶ If there are issues affecting your work, **communicate!**

# Why do we do this?

- ▶ Technical skills will only get you so far in the industry
- ▶ The #1 skill employers look for is **ability to work in a team**
- ▶ I.e. a so-so programmer with good team skills is **much more employable** than a C++ wizard who won't play nice with others
- ▶ **This project** (and similar projects in years 2 and 3) are your chance to demonstrate this skill
- ▶ Also you're building a **portfolio** — again, someone who has built something decent is more employable than someone who has good qualifications on paper but no portfolio to back them up



# **Worksheet A: Terminal hacking**