

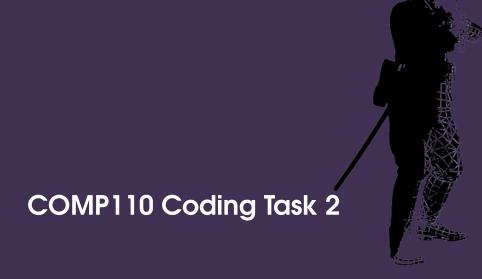
COMP110: Principles of Computing **Software Quality**

Today's lecture

Today's lecture has three parts

- Software quality and quality assurance
- ▶ Pathfinding and the A* algorithm
 - Introducing the next worksheet
- Live coding: applications of OOP techniques





The assignment brief

LearningSpace: COMP110 assignment 4

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 - ► For example, non-player character Al
 - or procedural content generator
 - ▶ or physics simulation
 - ▶ or combat mechanic
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 - ▶ or ...
- ... for a game
 - BA Digital Games project
 - or your COMP150 group project
 - or your COMP130 Kivy project

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- You will take ownership of this component of the game
 - Essentially as a "consultant" to your own team
- Members of the same COMP150 team must not target the same component of their COMP150 game

Proposal

- ► For next Wednesday's COMP110 lecture (9th March)
- See assignment brief for details