



FALMOUTH
UNIVERSITY

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

COMP110 Coding Task 2



The assignment brief

LearningSpace: COMP110 assignment 4

The task

- ▶ Develop a **component**...

The task

- ▶ Develop a **component**...
 - ▶ **For example**, non-player character AI
 - ▶ **or** procedural content generator
 - ▶ **or** physics simulation
 - ▶ **or** combat mechanic
 - ▶ **or** ...

The task

- ▶ Develop a **component**...
 - ▶ **For example**, non-player character AI
 - ▶ **or** procedural content generator
 - ▶ **or** physics simulation
 - ▶ **or** combat mechanic
 - ▶ **or** ...
- ▶ ... for a **game**

The task

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

How does this fit with COMP150?

- ▶ You will take **ownership** of this component of the game

How does this fit with COMP150?

- ▶ You will take **ownership** of this component of the game
 - ▶ Essentially as a “consultant” to your own team

How does this fit with COMP150?

- ▶ 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