

# OpenGL – Team Activity

CS 165 – Object Oriented Software Development

Macbeth – Lesson 6.2

# Agenda

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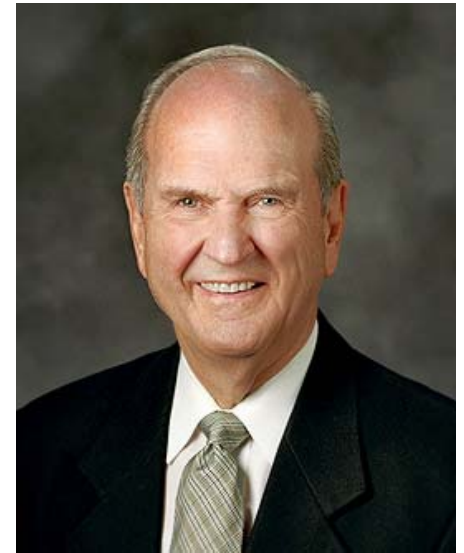
- Opening Prayer
- Spiritual Thought
- Q&A
  - Review Checkpoint
- Design Documents
- Looking Forward
- Team Activity

# Spiritual Thought

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## President Russell M. Nelson

"My brothers and sisters, how precious is the Book of Mormon to you? If you were offered diamonds or rubies or the Book of Mormon, which would you choose? Honestly, which is of greater worth to you?"



# Design Document

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- Problem Description - Briefly describe what the project is.
- Design Overview - Describe the major components of your system and how they will interact. This should include a description of the game loop.
- Interface Design - Describe what will show on the screen. Describe what input the user can provide and what each input command should do.
- Algorithms - For this section you should think about how inertia should work. In pseudocode, define the way the lander's position should be updated.
- Data-structures - Provide the UML of the classes in your program.
- File Format - You can list that this is not applicable to this project.
- Error Handling - Identify anything that could go wrong and how your program should react.

# Looking Forward

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- Today
  - Complete Team Activity Quiz
  - Complete Checkpoint B - put PDF into I-Learn dropbox
- Monday
  - MoonLander Milestone Due
  - Last chance to submit Checkpoint A and B

## Team Activity

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1. Pair up with someone with same operating system (windows or mac)
2. Setup MobaXterm or Xquartz
3. Run the test: `/home/cs165new/uiTest.out`
4. Stretch Challenges:
  - Copy `/home/cs165new/moonLander` code to your directory to begin project
  - Create the Lander class and stub out all the required functions
  - Compile the moonLander code using the stubbed out Lander class