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Introduce MoonLander

CS 165 – Object Oriented Software Development

Macbeth – Lesson 6.1

Agenda

- Opening Prayer
- Scripture
- Q&A
  - Review Project
- Introduction to Moon Lander
- Looking Forward

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Scripture

2 Nephi 11:5

"Come ye and let us walk in the light of the Lord."

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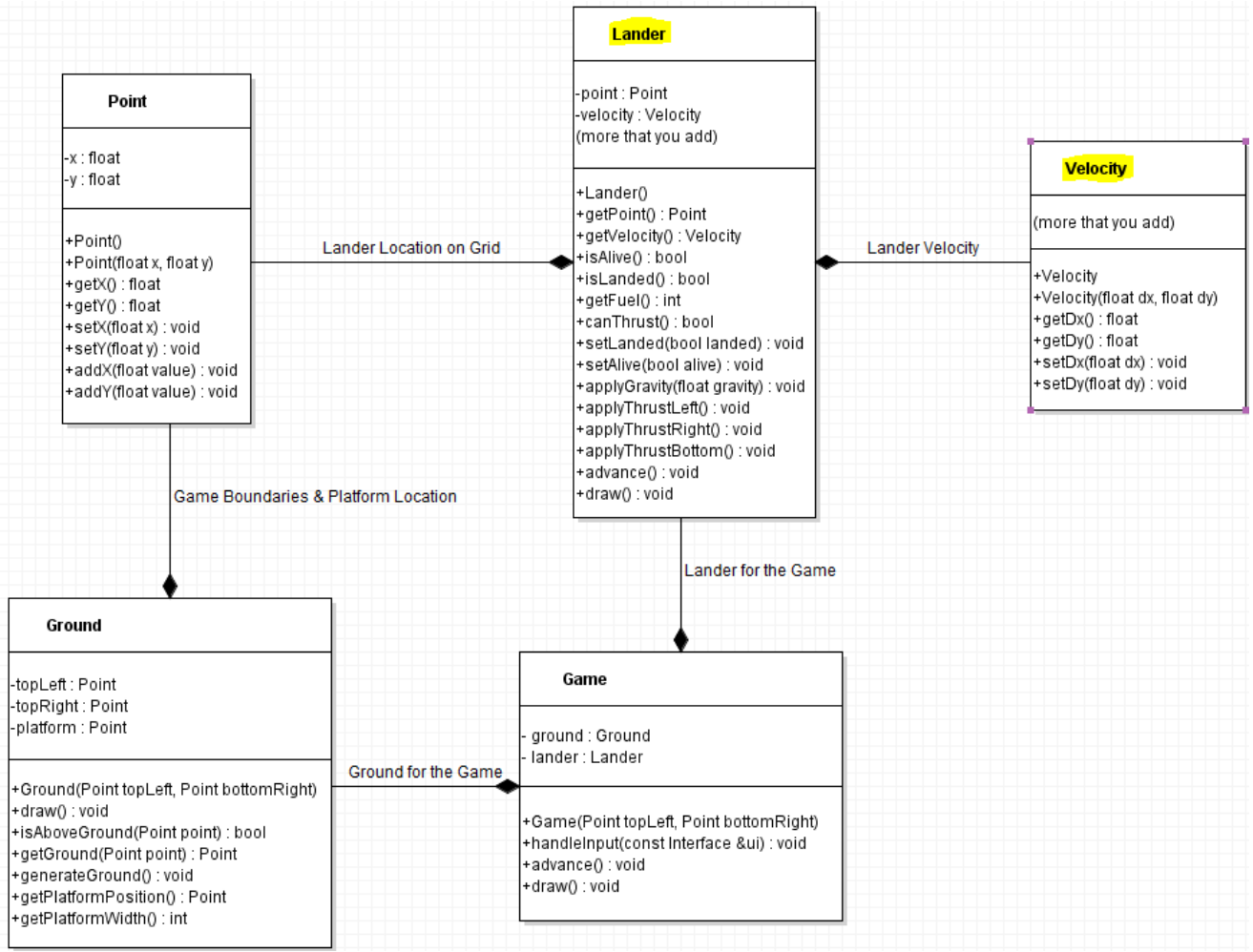
Moon Lander

- You will need to setup your laptop to do graphics in Linux
  - Windows: MobaXterm
  - Mac: Xquartz (run ssh with –X option)
- During the team activity you will work others to make sure you can run a simple graphics application on your laptop.
- You (student) and I (teacher) will develop the project together. I have already finished my code. You need to write your code and integrate with mine. My code is in /home/cs165new/moonLander.
- Deliveries:
  - Design Documentation – Checkpoint 6B – Due no later than Monday. Must be typed and hardcopy turned in.
  - Milestone Delivery – Due on Monday. The instructions in I-Learn tell you how much you have to have finished. Worth 5% of your grade. No late work accepted for milestone deliveries.
  - Final Delivery – Due the following Monday. No testbed (you have to play the game to prove it works).

Moon Lander



Moon Lander - Strategies

1. Read all the project descriptions. The instructions will teach you how to draw the lander. The OpenGL code has already been written for you.
2. Write your design description as part of Checkpoint 6B.
3. Stub out your functions and then try to compile. Try to play the game and see what happens. Compare the behavior to the game in /home/cs165new.
4. Remember principals you have learned:
   - Create accessors (get) and mutators (set) for all your private member data
   - Set functions should validate the data
   - Use your set functions wherever possible.
   - Initialize your data properly in your constructors
5. We will spend class time looking at the project in more detail and exploring how the code works.

Looking Forward

- End of Today
  - Submit Project 5
  - Last chance to submit Checkpoints A and B
  - Last chance to submit Team Activity Quiz
- Tuesday
  - Read MoonLander project Description
  - 06 Reading – Look in I-Learn
    - Section 1.4 – Makefiles
    - Section 1.0 – Design Documents
  - Submit Checkpoint A – Just modifying the makefile
- Wednesday
  - Checkpoint B should be typed, printed out, and handed to me in class

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