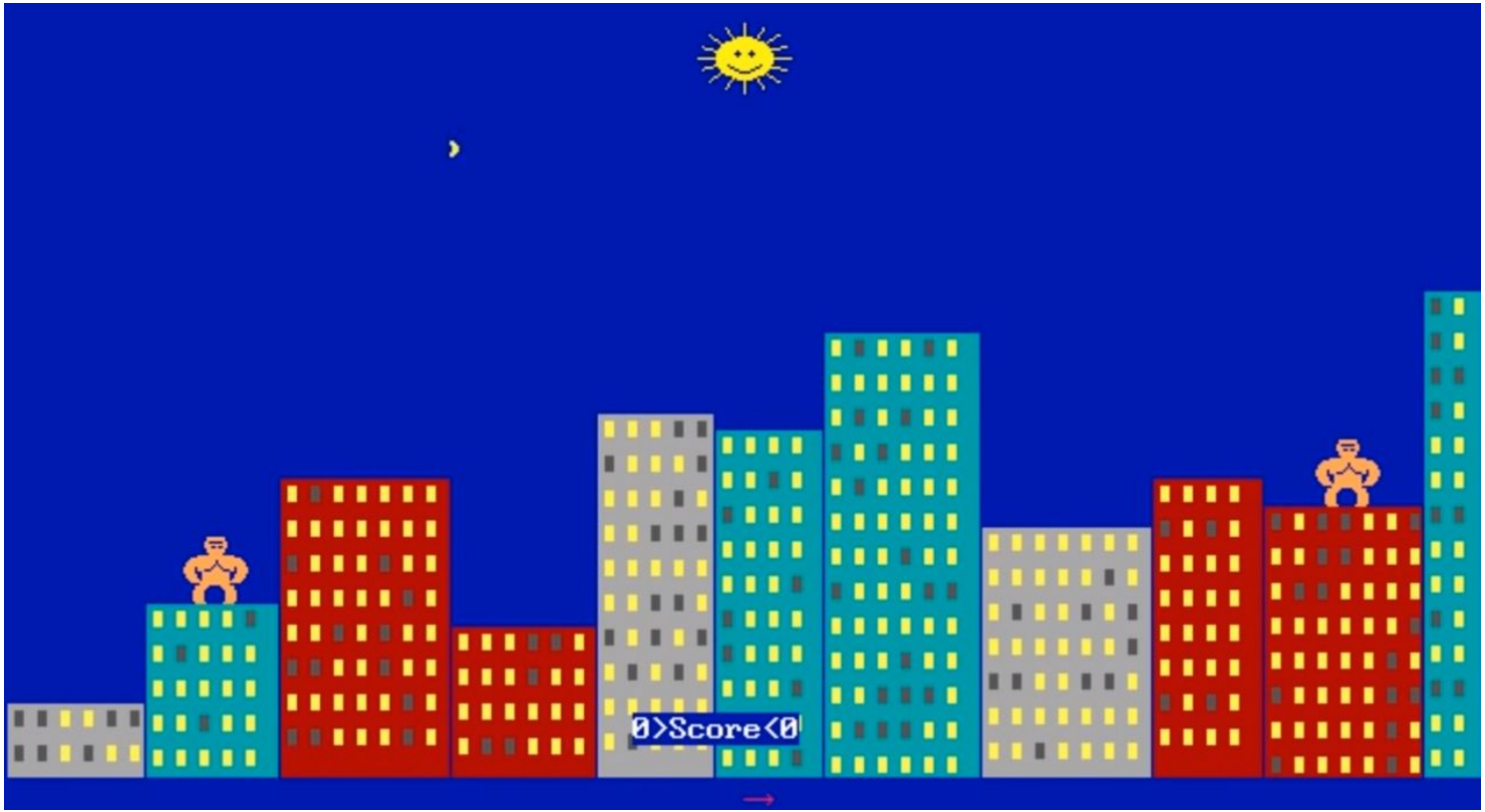
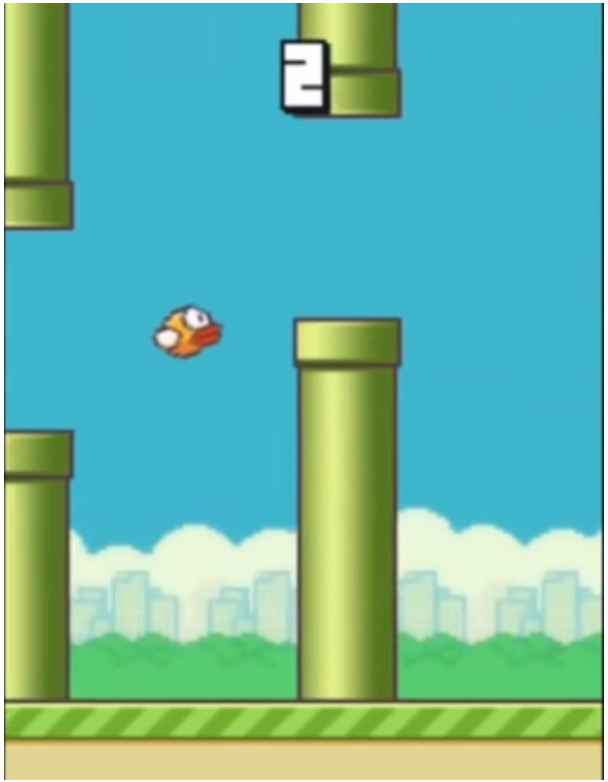
Monkey game (originally QBASIC GORILLAS)



Spoiler: assignment this week



Today

- Rebuild the game framework
  - Starting from the tkinter code from previous lectures by A.Chaiporn
  - Try to encapsulate all dependencies on tkinter
  - Learn basic software design principles
- Learn git
  - Working alone
  - Working with team (branching)
  - Basic workflows
- Quick project planning using github/gitlab issues

This video

- Don't focus on the details.
- Try to get a glimpse of how you could iteratively work on a small project like this.
- Don't follow the clip from the start; the starting version is pretty much a mess. In the assignment, you will work with a better version of our game framework.
- Codes and git command references will be available.

Git - summary

- git init
- git add
- git commit
  - git commit -a
  - git commit -m "Message"
  - git commit -am "Message"
- git push

Commit messages: use messages that you (and your team) understand

Issues: you can refer to issues from the message (e.g., #1), you can close the issue by adding "resolve #1" or ("resolved #1").

Git remote work

- git pull
  - git fetch + git merge
  - No conflict - auto merge
  - Conflict - Broken, manual merge, commit after you are done
- git push
- Listing & navigating
  - git log
  - git checkout
  - git reset **(BE EXTRA CAREFUL)**
- Viewing
  - gitk

Branching / other operations

- git branch
  - git branch // to list branch
  - git branch BRANCHNAME // to create a branch
  - git branch -d BRANCHNAME // to delete a branch (branch must be merged to main)
- git checkout BRANCHNAME
  - git checkout -b BRANCHNAME
- git pull / git push
- git fetch
- git merge
- git stash
  - git stash
  - git stash apply