Coursework
&
Next Steps

Software Engineering I

Dr Swen E. Gaudl

University of Plymouth 2023

COMP1000

Topics for this lecture

- *What to submit to the DLE*

- *How to Build an executable*

- *Coursework2 Discussion*

- *How to continue*

Coursework2

Category	Fail	> 40%	> 50%	> 60%	>70%
Interactive Project (70%)	Software does not compile or execute. Video(Link) is missing. Github classroom submission missing. Software crashes or does not offer basic interaction. Simple.Map is not loading using the tests Player cannot move through test code. Tests have been modified.	Basic behaviour is mostly working. Map is updating when player moved. The Github page contains some details. The video contains a demo and basic description of the software and its design. The Init Tests work.	Simple Map can be completed. The Github page is concise and explains usage and structure of the program Video contains subtitles or audible explanations Protocol contains only a minor violation (code changes or interaction changes) Submitted zip & doc correctly according to specs.	The software does not crash/hang. Advanced behaviour can be enabled disabled. Monsters only move when in advanced mode. Demo video showed good understanding of the code. The player can move without requiring the user to press enter. All tests pass. Video is done correctly.	The presented project shows a strong contribution. Advanced Behaviour fully included. The Demo video showed a good understanding of used date structures, algorithms and code integration. In the video, arguments and Evaluation of the topic and the prototype are sound.

CW2: Video Requirements

- Youtube Unlisted Video in 720P (around 10min):

- This is a tech pitch video

- Use Zoom/OBS/FRAPS for Recording

- Have Voice/Text2Speech or Subtitles

- Editing with Lightworks, Premiere, Davinci, …

- Have a short intro with Plymouth logo and you project title
  (Your Name, if you want to)

- Put references in the outro (*such as "Made with Unity" ;)*)
  - Topics to discuss:
    - How the project compiles and runs
    - Are there any software engineering issues, such as the trade-off between performance and good practice?
    - A (brief) evaluation of what you think you have achieved, and what (if anything) you would do differently, knowing what you now know. Feel free to blow your trumpet!
    - How did you move from the pitch to the final product.
    - Evaluate your final product.
    - Anything else which will helps us understand how your prototype works.

Video Details and ReadMe.MD

- *Show that it works and compiles!*

- **Mention/demo the advanced features you are including**

- **Follow the required elements mentioned in the handbook!**

- **Have a Link to the video on the github page saying: "Video Walkthrough: "**

- **Do NOT submit late.**

How to improve your skills

- Dig deeper into Computational Thinking!

- Threading and Concurrency

    - How to do "things" in parallel: here

    - How to wait for "things": polling vs callback patterns

- User Interfaces beyond console:

    - Unity, WinForms [2], Xamarin, gtk#, imGUI

- Extending Coding Portfolio:

    - Java versus C#

    - Learning **Python**, js, **C++**

Happy New YEAR!

Thursday Coursework-Only & Individual Support!