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SoftDes Technical Review 2
April 21, 2016

Our Agenda

1. Speedy Recapitulation (~1 minute)
2. Demonstration - What's New? (~4 minutes)
3. Split Code Review (~15 minutes)
4. Closing Notes & Thank Yous (~1 minute)

Speedy Recapitulation

★ Wave a wand in a pattern to cast a spell

★ Fight dastardly villains from *Harry Potter* who fight back

★ If you win, you get a gratuitous "you win!" screen

★ If you lose, you and all of your friends die

Speedy Recapitulation

★ Classes: Webcam, Enemy, Player, PygameView, Calibration, DesktopModel, Controller

★ Libraries: OpenCV and pygame

★ OpenCV detects a green object and pygame uses the coordinates of said green thing to draw spells

Demonstration

[refer to code]

What's New?

★ Brand-spanking-new graphics, that's what!!!!!!!!!
★ Grids turn green now to show that they've been triggered
★ Loading + Calibration + "you won" + "game over, you are dead" screens

Split Code Review

We need help with…

★ Tutorials - what would you want to see?

★ Cooldown periods - how should we implement these?

★ General efficiency - give us tips to make our code more efficient?

Closing Notes

Snapes on a Plane

★ We pretty much have our MVP now, but there's still a lot to do
★ Like our game? Hate our game? Think it needs more magic?
★ Thank you all for your time and feedback!

...and for humoring us and our Harry Potter nerdiness