Setting Up
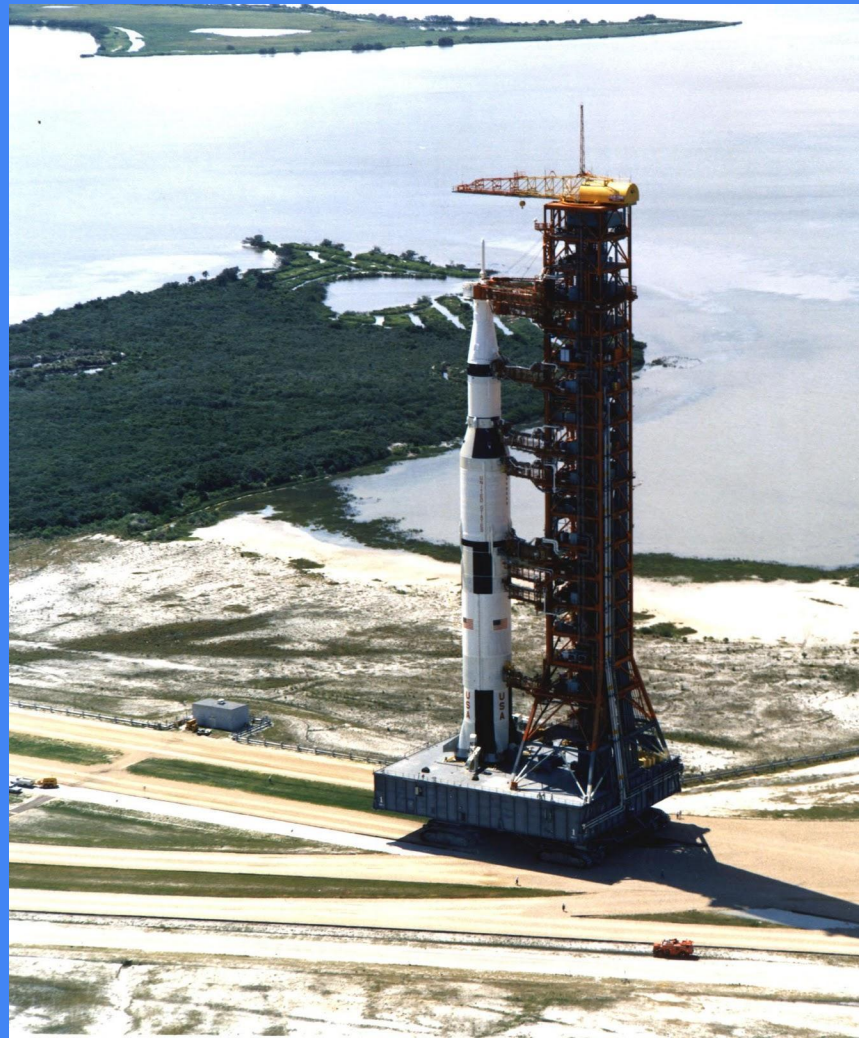
1. *Sit with your Team and Squad*
2. *Networking*
   a. Turn off Wifi **PHONE + Laptop**
   b. Plug in Ethernet (get a USB/ethernet adapter from TA if necessary)
   c. Git Pull (to see that it works)
3. *Listen to Opening Remarks*

SE101
Ideas Clinic

Prof Derek Rayside
Future SE Director (January 2020)

Climate Strike Report

Global Participation

- 150 Countries
- 4600 events
- Canada #2 in global ranking of participation per capita (behind NZ)
  - 2.1% of Canadians participated on Friday
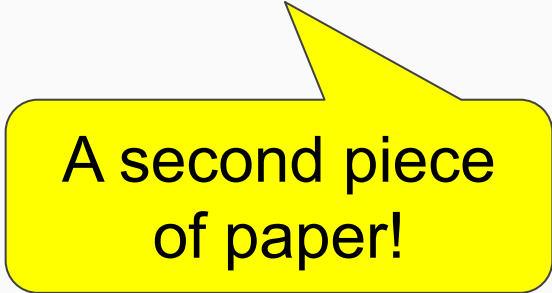- Greta Thunberg in Montreal
- Derek @ OUF

Sustainability Diploma!

Yes you can!

Just pick 4 electives strategically and earn a **Sustainability Diploma**!

- ENVS 205
- GEOG 203
- EARTH 270 or ENVS 200
- ENVS 105 or ERS 215

A second piece of paper!

From UW's **Faculty of the Environment**.

http://ugradcalendar.uwaterloo.ca/page/ENV-Diplomas

Teamwork:
Interpersonal Skills

Remember?

- Listening
- Respect
- Communication
- Conflict Resolution
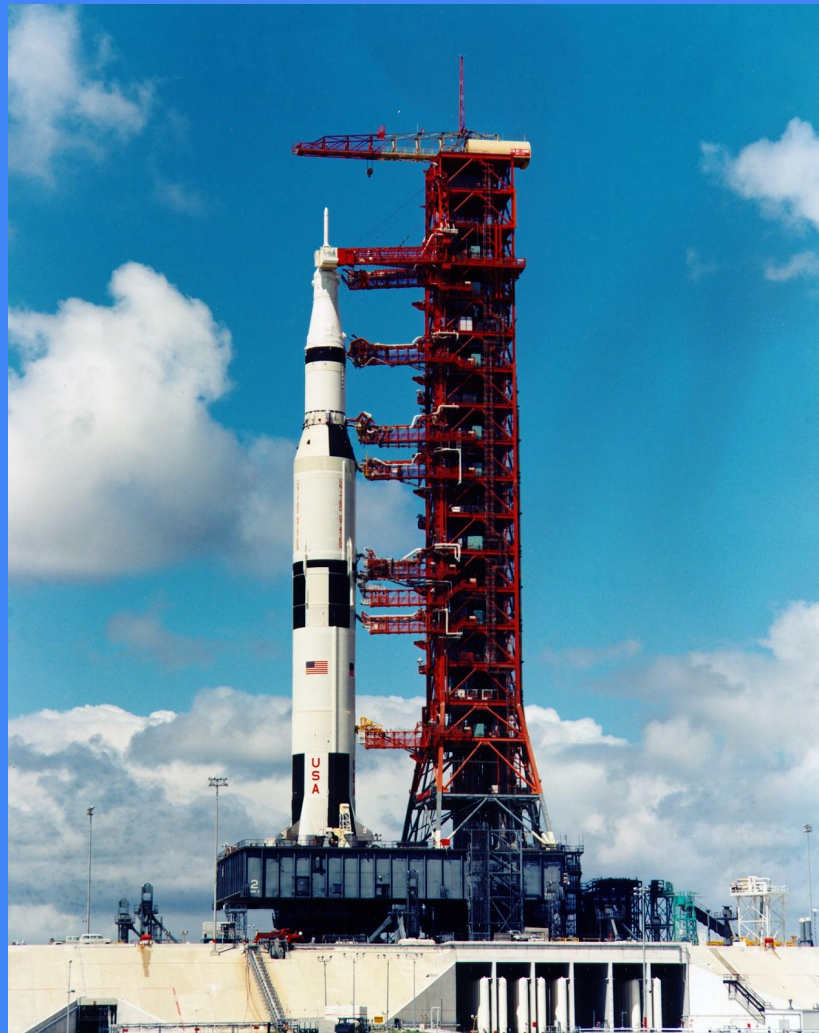- **Be nice!**

Teamwork: Personality & Conflict Analysis

- More advanced teamwork instr
  - Myers-Briggs Type Indicator
  - The Big 5 Personality Inventory
- We can do a simpler and easier framew   werPuff Girls:
  - Bubbles: *cooperator* (**sugar** / blue)
  - Buttercup: *fighter* (**spice** / green)
  - Blossom: *leader* (**everything nice** / red)
- What's your default?
- In a given situation, when should you exercise a different part of your personality to help the team move forward?

Derek's default is ***Bubbles*** (or Blossom).
Striking needs more ***Buttercup***.
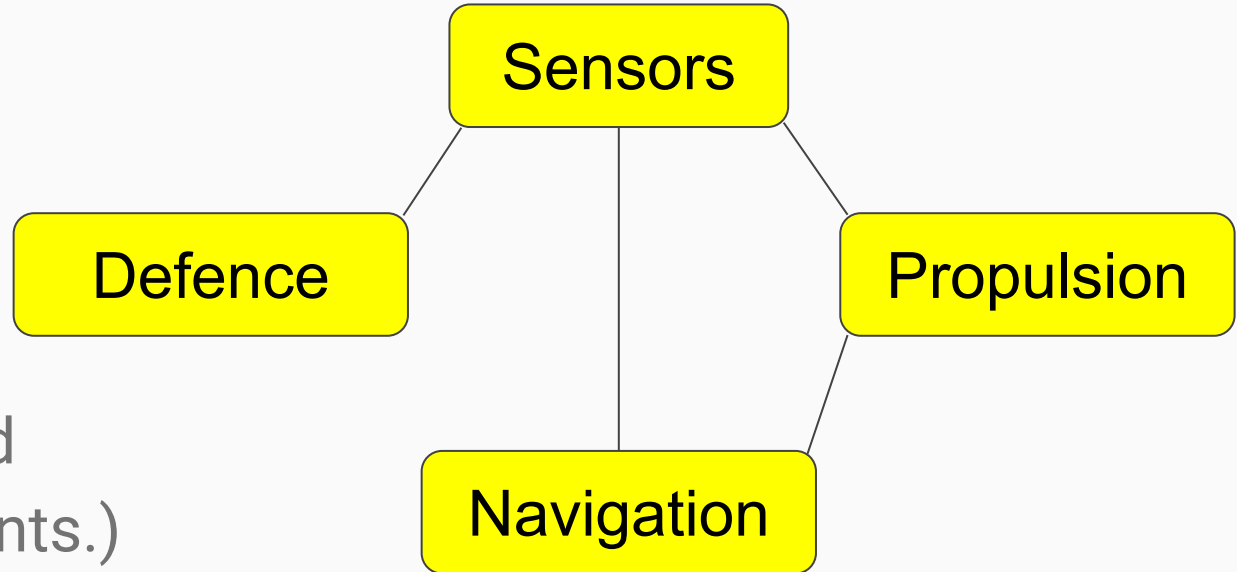Derek still answered questions not related to using SE to fight climate change.

T-10 minutes

Four Subsystems
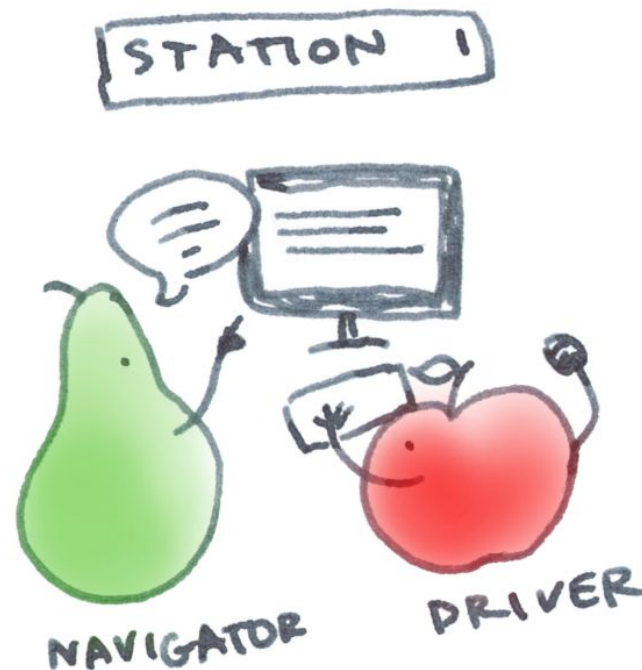
1. Sensors
2. Navigation
3. Propulsion
4. Defence

(Or you pick Squad number assignments.)

Pair Programming (Communication)

- Working together
- Better code
- Slower development
- Reduce
  - Bugs
  - Misunderstandings
  - Integration issues
  - Blame (unproductive)

Squad = Unity Pair + Interaction Pair

Unity Pair
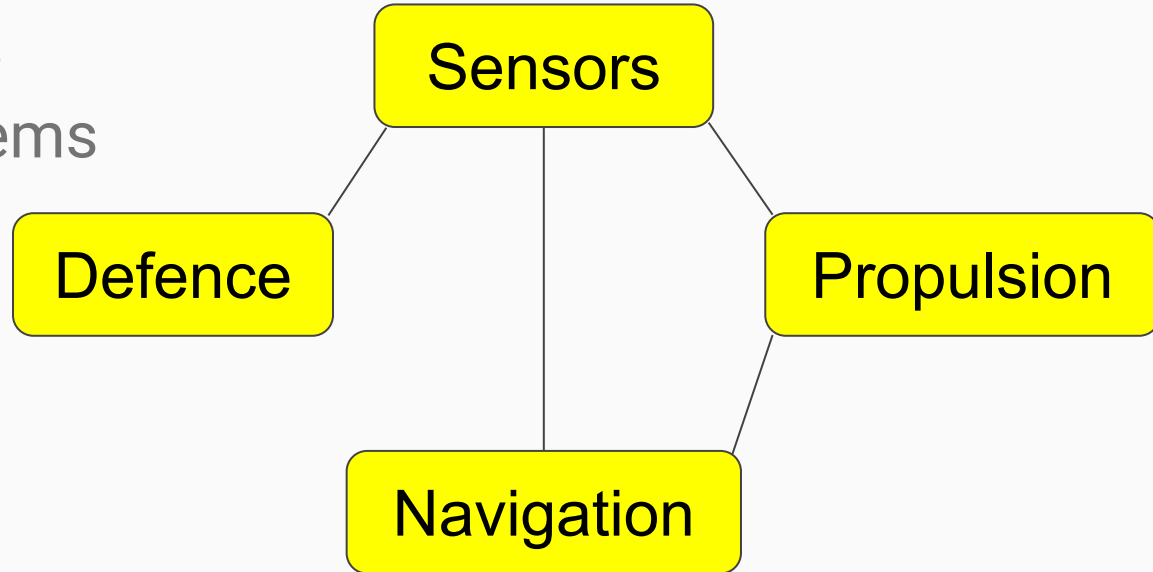
Figure out how to use Unity.

Assets/Sandbox

Interaction Pair

Figure out what data you need to exchange with other subsystems (talk to them!)
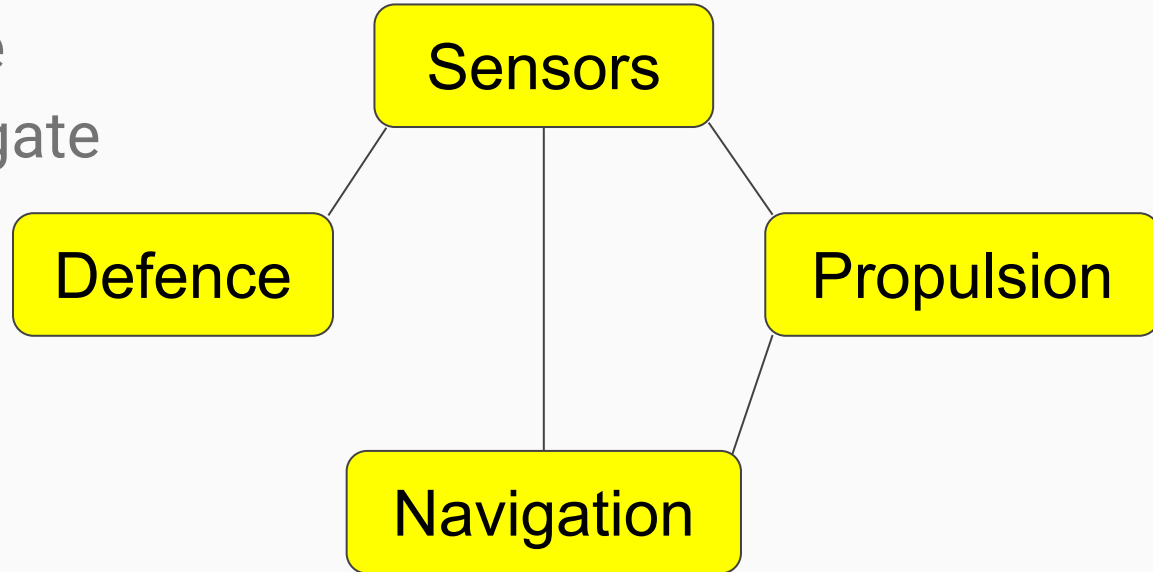
Sensors: Interaction Pair

1. Design Interactions with other subsystems
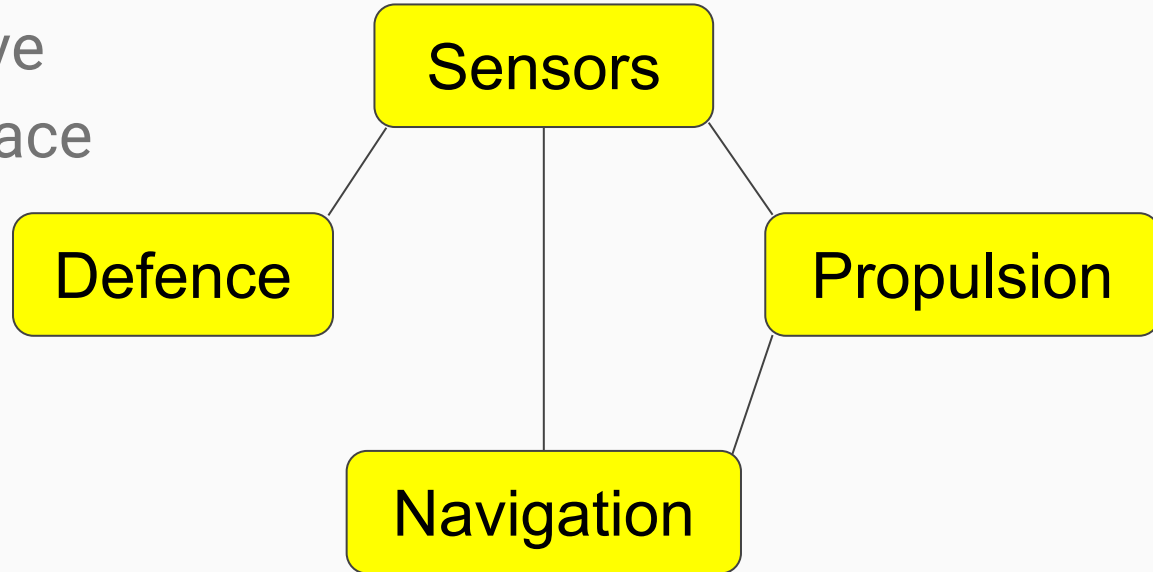2. Return fake data
3. Get real data from your Unity Pair

Navigation: Unity Pair
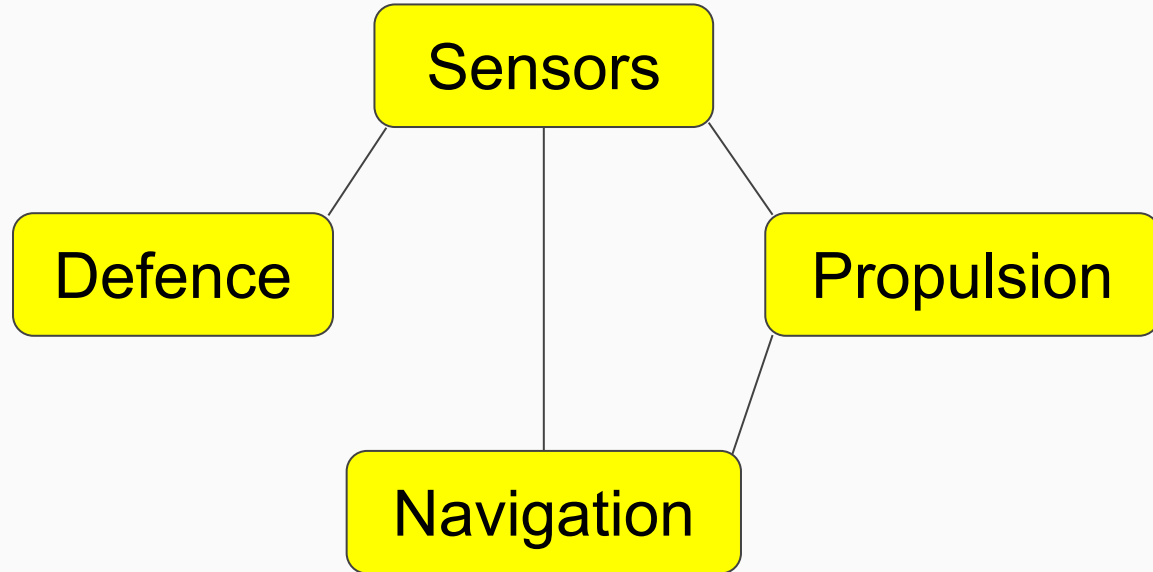
1. Go to any warpgate
2. Go to a good warpgate

Propulsion: Unity Pair

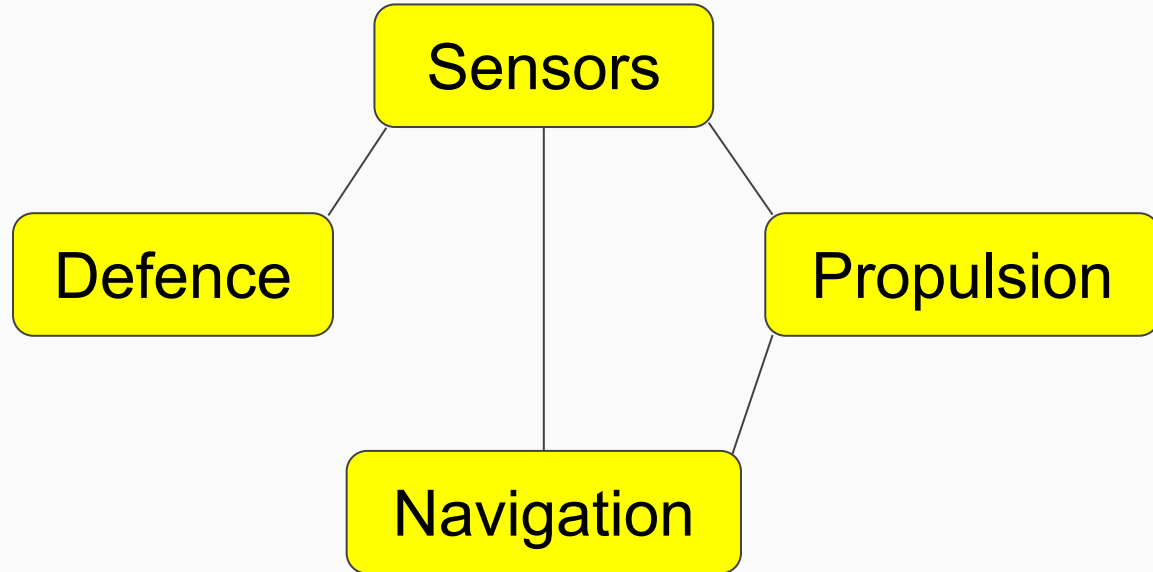1. Use magic UFO drive
   to go to the right place

Defence: Unity Pair

1. Shoot first
2. Aim second

Team Goals

1. Teamwork
2. Make it to end of the first galaxy.
3. Fun!

```
        Sensors
       /   |    \
Defence    |   Propulsion
       \   |    /
       Navigation
```

Lift-off!

Let us know when you are ready to demo!