

Object-Oriented Programming Labs

Lecture 00: Course Information

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Hong-Yue Technology Research Building 1222 & 1223
F 09:10 - 12:00

Course Information

- **Object Oriented Programming Lab**
- Course Time and Place
 - Lecture (3 Hours)
 - Friday 09:10 - 12:00
 - Hong-Yue Technology Research Building 1222 & 1223
 - **No Midterm & Final**
- Course Website
 - iStudy System for announcement & emails
 - <https://css-gitlab.csie.ntut.edu.tw/1090000000/oopl2020s>

Course Instructor & Teaching Assistant

- Course Instructor

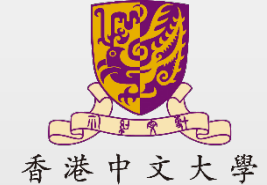
- Prof. Shuo-Han Chen (陳碩漢)

- Office: 宏裕科技大樓 1532
 - Office Hours: Monday 11:00 - 15:00
 - Email: shchen@csie.ntut.edu.tw

- Teaching Assistant

- 蘇新允

- Office: 宏裕科技大樓 438
 - Office Hours: Wednesday 13:00 – 16:00
 - Email: t109598088@ntut.edu.tw



Requirements & Course Information

- You should
 - Already take the Object Orient Programming course
 - Addend & Interact
 - Comfortable with C++
- Content of this semester
 - 本學期將分組(每組以兩人為限)，製作一個遊戲程式
 - 請根據課程提供的遊戲 framework 進行遊戲開發，不得使用其他 framework
 - 三選一 Windows/Android/HTML5 遊戲程式設計與製作
- Goal of this course
 - Get you familiar with a big project
 - Put the concept of OOP into real use
 - Writing codes as a team

Course Assessment

- **學期成績**

- 平時成績 -> 20%
- 實習進度展示 -> 20%
- 實習報告 -> 30%
- 實習成果 -> 30%

- **說明**

1. 實習成果之成績未達標準(C+或67 - 69以下)者，不論其他成績為何，其學期成績均調整為不及格。
2. 未完成實習報告所規定之事項者，學期總成績依該規定扣分。
3. 同組兩人貢獻程度不同者，學期成績依貢獻比例適度調整。

- **限制**

- 除非預先通知授課老師請假，則缺席、遲到 1 節課，學期總成績扣 1 分。(直接上學校系統)
- You have full control of your grade & Do not come to me at the end of semester for asking for grades

Course Assessment

• 課程進行

1. 學期中老師(或助教)每隔週(或隔兩週)會考察一次進度，考察的目的是了解遊戲程式的進度，並協助解決程式設計的問題。
2. 平時成績以每次考察時進度之控制為計分標準，進度愈快者成績愈佳。
3. 第二週時需選定遊戲完成分組，並於第二週展示原本遊戲內容與操作方式給老師或助教看。
4. 第三週未完成練習者，每樣練習扣平時成績 10 分。
5. 期末實習報告應指出組員的分工情形以及組員對實習貢獻百分比，以供調整評分之參考。
6. 為量化各組每週投入實習的時間與程式的數量，每次上課時，各組均須上網填寫前一週用於製作遊戲程式的時間與工作內容，並上傳程式。

• Suggestion

1. Spend as many as hours on this course
2. Keep in touch with your teammate
3. Plan ahead and work together

Download Zuvio App to Record Attendance

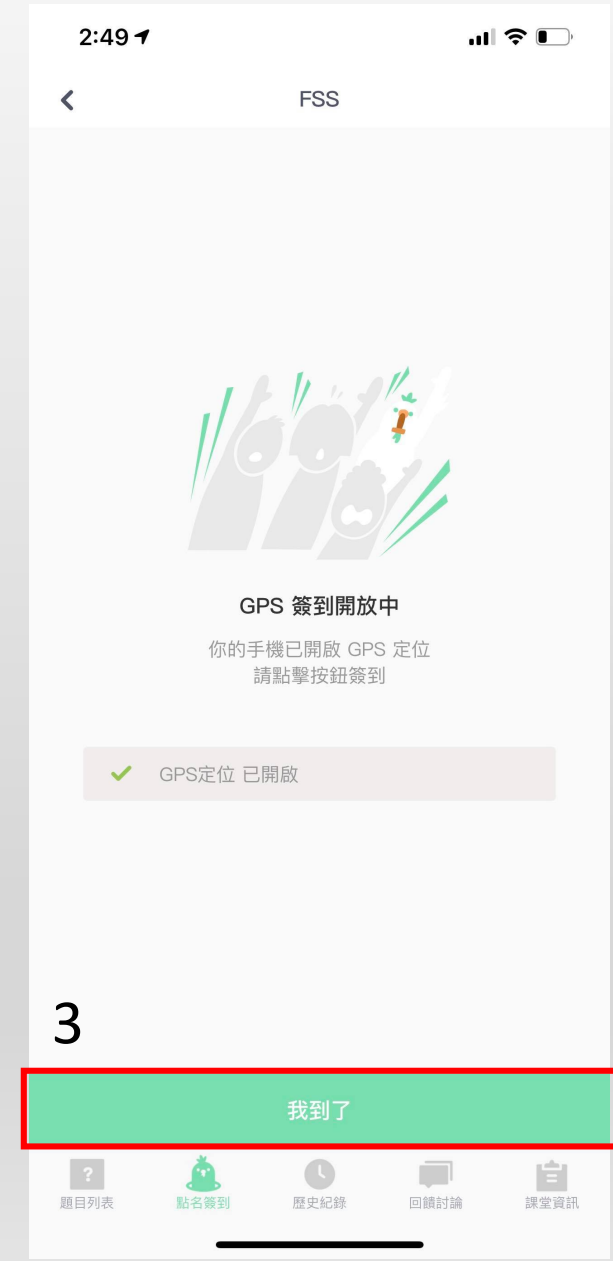
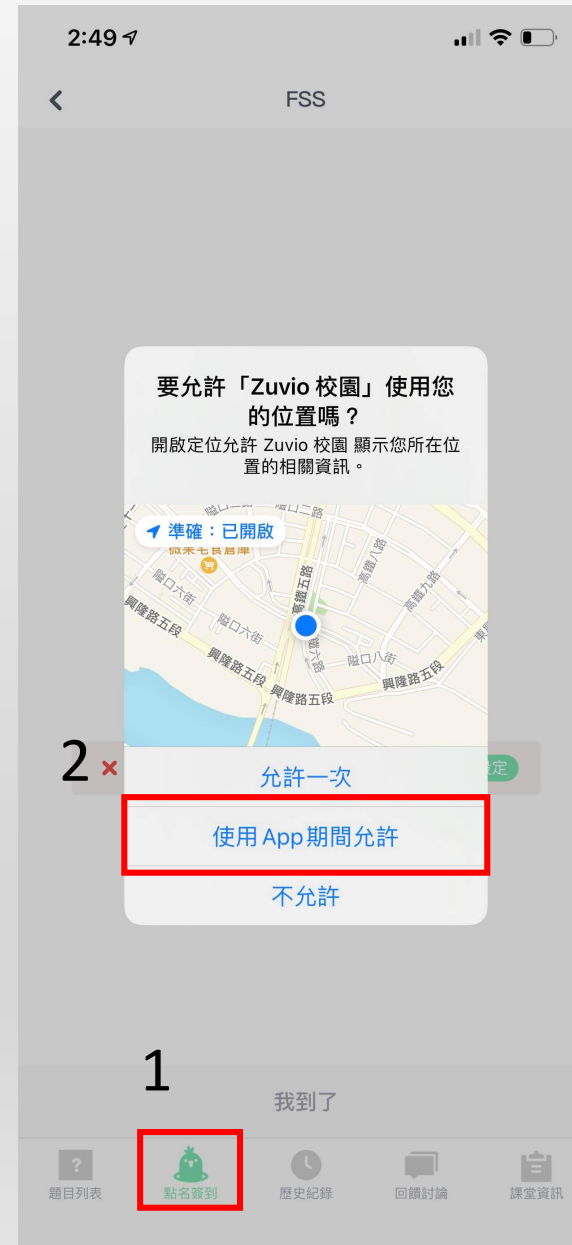
- Login the app with your school mail t109000000@ntut.edu.tw and default passwd 123
- You can change password after login
- We will record your attendance with your GPS info, **please turn on location service for Zuvio App, GPS & Wifi**



Google



Apple



Using Toggl to Track Your Development Hours

- Sign up at <https://toggl.com/track/>
 - You need to report the accumulated hours every week at class
 - This chart will be included as part of final report
 - **BE HONEST !**

The screenshot shows the Toggl Track web interface. On the left is a dark sidebar with navigation links: Timer, ANALYZE (Reports, Insights), and MANAGE (Projects, Clients, Team, Tags, Settings, Help, Show more). The main area has a header with a text input field "What have you done?", a "+ Create a project" button, a date/time range "1:36 AM Today" to "1:36 AM", and a checkmark icon. Below the header, there are three numbered annotations in Chinese: 1. 寫進行的開發項目 (Write the ongoing development project), 2. 打入OOPL，之後都可以直接選 OOPL (Enter OOPL, after which you can directly select OOPL), and 3. 開始計時 (Start timing). An arrow points from the first annotation to the text input field. Another arrow points from the second annotation to the "Create a project" button. A third arrow points from the third annotation to the checkmark icon. At the bottom of the main area is a large illustration of a stopwatch with a red power button icon, and the text "Get ready to track time and boost your productivity!"

What have you done? 1. 寫進行的開發項目

+ Create a project 1:36 AM Today → 1:36 AM

Describe your activity

2. 打入OOPL，之後都可以直接選 OOPL

And start tracking

3. 開始計時

Get ready to track time and boost your productivity!

Course Schedule

W	Date	Lecture	Notes
1	Feb. 26	練習 Game framework、討論分組與題目	
2	Mar. 5	請上網登錄分組情形 & 實習題目	
3	Mar. 12	完成 Game framework 及 Git 練習	
4	Mar. 19		
5	Mar. 26		
6	Apr. 2	清明連假	No Class
7	Apr. 9	實習進度展示(1) 觀摩實習進度(各組 Demo)	
8	Apr. 16		
9	Apr. 23	學校期中考週	
10	Apr. 30	發布期中預警	
11	May 7		
12	May 14	實習進度展示(2) 觀摩實習進度(各組 Demo)	
13	May 21		
14	May 28		
15	Jun. 4		
16	Jun. 11		
17	Jun. 18	實習成果展示、繳交實習報告-> 各組 Demo，作品上傳供評分、書面報告	
18	Jun. 25	學校期末考週	No Class

Q & A

Thank you for your attention.