Lecture: 1-1

- There are no prerequisites for this lecture.

John Romero Programming Proverbs

- 1. “No prototypes. Just make the game. Polish as you go. Don’t depend on polish happening later. Always maintain constantly shippable code. (Large teams require more planning though.)”

- John Romero, “The Early Days of Id Software - John Romero @ WeAreDevelopers Conference 2017”

The first lecture: module overview

- this module consists of two pieces of coursework
  - in the first term, Missile Commmand
    ⟨`CS2S566_CW1P1M_Cover_PRCW_PRACTCW1.pdf`⟩
    implemented in Python3 and Pygame
  - in the second term, a Map editing tool for a tablet
    ⟨`CS2S566_CW2P2M_Cover_PRCW_PRACTCW2.pdf`⟩
    implemented in Python3, Pygame and Touchgui

- both pieces of coursework are worth 50%

Access to the software in this module

- in this module Python3 will be taught on the GNU/Linux operating system

- there are two supported approaches to run Python3
  - firstly using VMware
  - secondly using the Raspberry Pi-4

- both give the same user level experience

Access to the software in this module

- please see the other two components of the lecture this week for more details on either approach
  - VMware ⟨1-2.html⟩ (VMware runs under Windows, OSX and GNU/Linux)
  - Raspberry ⟨1-3.html⟩

- you only need to choose one approach!

Conclusion

- the aim at the end of this weeks lecture is to have installed either:
  - VMware and to have run the associated operating system image
  - or alternatively have successfully installed the Raspberry Pi4 image

- once you have succeeded installing either of these you could use the remainder of the time to explore the operating system