

## 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 Command](#)  
〈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