COMP 504: Graduate Object-Oriented Programming and Design

Lecture 34: Game API Design

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https://www.clear.rice.edu/comp504

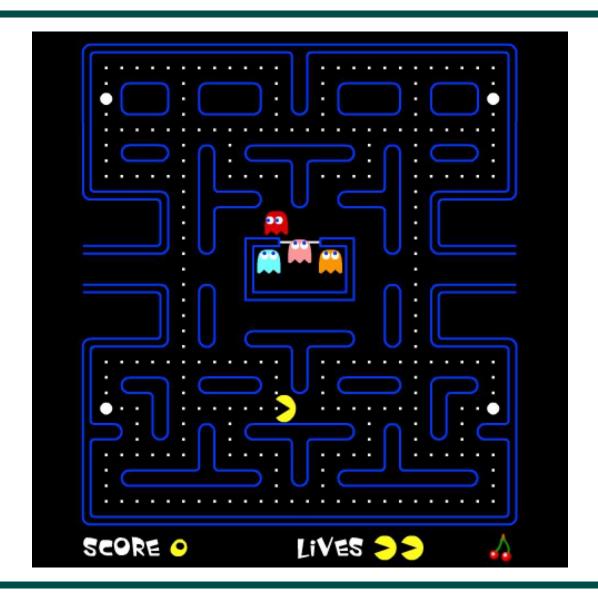


Announcements & Reminders

- Final Chat App due today at 11:59pm
- Final Chat App presentations (Mon. Nov 16th Fri. Nov. 20th)
- Game API Design due Friday, Nov. 20th at 11:59pm
 - GitHub pac-man repo https://classroom.github.com/g/xIItVuLN
- Final Game due Wednesday, Dec. 2nd at 11:59pm



Game: Pac-Man





Pac-Man Extension

Game should be extensible in some way (clearly indicate to the user), examples might include:

- More ghosts
- More dots (small, blinking large ones)



Use Cases

A use case is an example of how a user might interact with an application

Design and develop application by collecting as many use cases as possible

 Collection of use cases inform develop what interfaces are needed to build system



Pac-Man API Design

- Create all the tasks that are needed to meet the API design
 - Assign tasks with deadlines for when those tasks should be complete
 - Everyone should have tasks assigned to them.
- Determine how you will keep track of task status
 - What is complete, in progress (ETA), not started
 - Are there status update meetings outside of class?
- Determine how to most efficiently work as a group
 - How do you get documents from one team member to the next
 - Do you need to have group work meetings outside of class?



Pac-Man API Design

Upload design API document(s) with design decisions, interfaces (picture), use cases discussed during group meeting

