

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/xlItVuLN>
- 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

