COMP 504: Graduate Object-Oriented Programming and Design

Lecture 35: Game API Design

Mack Joyner (mjoyner@rice.edu)

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

Announcements & Reminders

- Final Chat App presentations (Mon. Nov 16th - Fri. Nov. 20th)

- Final Chat App Peer Review due Friday, Nov. 20th at 11:59pm

- Game API Design due Friday, Nov. 20th at 11:59pm

  - GitHub pac-man repo https://classroom.github.com/g/xIItVuLN

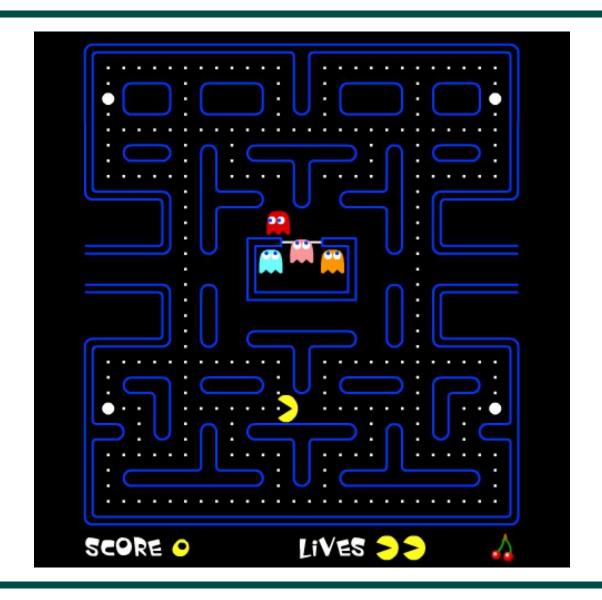- Final Game due Wednesday, Dec. 2nd at 11:59pm

Final Chat App Presentation Sign Up

- Monday, Nov. 16th
  1. ZoomCoders
  2. ChatUp
  3. Kite
  4. Bullet

- Wednesday, Nov. 18th
  5. Babylon
  6. Yokushi
  7. Sammy the Owl
  8. Galaxy

- Friday, Nov. 20th
  9. e2eComm
  10. Dragon
  11. Object

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