Speaker 1: Client for paying the Space Trades game. The Space Trades game is fairly well documented and I will be teaching you how to do fetch at some point. But right now, and this is kind of the technique that I like to employ whenever I'm building a front end for a rest a P I, is that I like to build the front end as a proof of concept first before really hooking it up to the rest a p I. Now that involves knowing a little bit [00:00:30] about the features of the REST A P I first. So just to explain a rest, A p I is just to oversimplify, it is a part of an application that handles data sort of like a database, except it's actually more like, you know how a power bank holds power and then it has a series of sockets [00:01:00] that you can put different cables in.

It's the sockets that decide which cables are allowed and what speed they deliver power and everything. That's your rest, A p i. And the Power Bank is like a database that holds all the data. So if you think of a REST API is a series of plugs. We are going to code the cables and the thing we plug into the cables, right? That's my analogy. I had to explain that to my third years the other day. Cool. That's where I came up [00:01:30] with the plugs and cables thing. So we kind of need to know what plugs are there, but right now you don't really need to know how to plug things into them. But we'll cross that bridge when we come to it. The reason you kind of need to know what the plugs are, as in what shape the Space Traders game really is, is we are going to be building a front end that allows our users to interact with the features that are in the Space Traders game and the features are decided by the rest.

[00:02:00] So who's had a look at the documentation? Not that you will have understood all of it, but you may have found that it describes not only the code, but it also describes the game, right? That's the bit that's useful to us right now. So don't stress too much about the code snippets in any technical language, but the documentation explains the game and getting started section, and it not only tells you how to get started [00:02:30] programming for the game, but also playing the game. So what we really need to start with is you guys need to build the framework of a website using the features of spelt kits such as your layouts pages, so routes, right? You're going to have to figure out what routes you need and components to build a front end, a website that is going to

Speaker 2: Allow people to interact [00:03:00] with some of those features. And my job as a product owner is to help you to prioritize which features to build first. So that's kind of now starts the proper product owner bit. Right now I'm going to communicate to you what's our priorities in terms of features to build, and you guys are going to build just the front end of these features initially, but keeping in mind that we will be hooking it up to that data storage and the actual game pretty soon. So [00:03:30] the first thing that we're going to kind of need to have is obviously our users are players of the game and they need to be able to create a character now, and Space Trade is a character, it's called an agent. And so we can kind of think of some of the features from the perspective of the agent.

And the first thing you do in Space Traders is you pick a name for your agent. So we need some kind of user interface where someone enters the [00:04:00] name they want their agent to have. One of the things that Space Traders does is it resets the whole database once a week, and that's to encourage hacking. So Space Traders exists in order to teach people how to program. So it resets once a week so that if you've, for example, written a program that automates getting you credits, credits is the money system. [00:04:30] Your credits will be reset to zero each week so that you don't overdo it.

And so it's actually going to be fairly frequently that the users themselves will enter their plan name. They'll need to do it again every week. If you've read the documentation, there's a thing around tokens instead of password that uses tokens and that's [00:05:00] again, that'll regenerate once a week or adding your name and regenerates. Don't worry about tokens. Right now I've got a bit of a plan for the dealing with tokens bit, but I think it's easiest just to, if our initial version of the application simply takes the player's choice of agent name, and once the agent has a name, basically they're assigned a home location in the galaxy. And [00:05:30] I believe at the moment, I think they changed this from when I first started playing it, but I think you start with zero credits. I'll have to double check that anyway. You start with a number of credits to your name as in dollars, they just called credits.

So you have the main credits and the first mission is sort of like the tutorial mission, and that would be a good direction for us to go initially is get a tutorial up and running. The first mission [00:06:00] involves you first purchasing a ship. So I guess the people playing are going to want to see the details of their agent. What's your home planet? What are the properties of the home planet? What kind of stuff, what moons do they handle? That kind of thing. So exploring all that. And then also there's going to need to be some way to explore what ships you've got. There's going need [00:06:30] to be, I guess the mechanics for purchasing your first chip. And if you look in the space traders documentation, you can get an idea of what's the process of purchasing your first, like the game mechanics or rules around that stuff.

If you have a look around, you'll see that ships worth certain amounts of credits and I think you maybe encouraged to take a loan to get your first credits [00:07:00] or something like that, but look at that. But the first important stuff is your agent profile planet. I'm repeating myself, but it's got an agent has a home planet, a number of credits, a name, and the home planet has certain properties like its moons. Seeing that's stuff displayed somewhere would be great. Perhaps some of that might be useful to see on every page. It would be part of a layout and [00:07:30] then stuff around viewing ships, which you start with no ships, but an age to view what ships you have.

Yeah, that's our main first important things. What happens in the tutorial of the game after you've bought a ship, you can accept a mining contract and once you accept the mining contract, you've got a set amount of time to go and mine ORs from different planets and fulfill the contract, and that's how you earn more credits. [00:08:00] So that's more distant, but that's sort of the direction that we are heading at the moment is towards being able to have a mining ship and go mine credits. And that actually also involves navigating to the planets that have mines and everything. So I envisage that we're going to get no further than that this semester. We may not even make it as far as mining for aa, but we may make it as far as reading your contract. But the very first thing is definitely your agent details [00:08:30] and your ship details. Cool. Any questions? The teams, by the way can ask questions at any time. So you may want to do a discussion with your team and then ask questions. Some people often wonder at this stage in the semester, since you're working in individual teams and we all have the same starting point, what's the deal with the applications being the same

Speaker 3: Slash different from each other or they will become different from each other. So the product [00:09:00] owner meetings won't, after this. They won't be able to be whole class one because when I act as your team's product owner, I'll be giving you product owner advice that's tailored to what the decisions that your team has made. So Ford and I aren't here to make all the decisions for you. Part of that is the reason we have studio is that making decisions is hard and therefore scary. And people [00:09:30] in it offer reluctant to make decisions, and then you never learn how to make decisions. So we let you make a lot of the decisions and they may or may not have positive or negative outcomes, but it's those experiences call it life experience or work experience, really that's how you learn to make decisions because basing it on previous experience. So yeah, a lot of the stuff you'll ask questions and I'll be like, well, it's actually your choice. Other things like the needs of the users and the priorities of the product, you do need [00:10:00] to consult pretty closely on. Has anyone got any burning questions right now or should I let you just go and discuss with your team?

John's question. Sweet. No, I'm just saying we go discuss. Yes, go do it.