

Framing for Architectural Review 2

Anya and Liz

Background and context

We continue to work on our game. The game is a side-scrolling platformer with enemy characters, with the intent of a unique input method. Our current focus is assembling a basic game structure, with heavy use of classes and relatively modular throughout. As a part of this modularity, we are prepared to add the IR sensors as input at a later stage in the development, with the current focus on building the game structure.

Key questions

- How should we structure our enemies?
- How should we structure our code?
 - Putting things in different files, etc.
- How do make controller as modular as possible?
- What would you recommend we prioritize?
 - Code cleanup, more complex enemies, platforms, scrolling, graphics, or controller

Agenda for technical review session

5 minutes - review of project, updates
3 minutes - questions
6 minutes - small group brainstorms
3 minutes - open feedback

Feedback form

<https://goo.gl/forms/IS0fFpcqOc96s2Lk2>

Slides

<https://docs.google.com/presentation/d/15YTHprR60V5bcJ-SW4JnjW6IBkDSOIDXuDfzyH9pZJI/edit?usp=sharing>