

CO552 Assignment 2 Instructions

Step 1: Generating the Tile Map Image

You are required to generate a tile map image (see example in **tile-maps folder** in the cloned repository). Follow the instructions at the Moodle quiz link below to generate the tile map image.

CO552 MED AUT: Assignment 2 Quiz:

<https://moodle.kent.ac.uk/2020/mod/quiz/view.php?id=311548>

The password to access the quiz is: pullThenPush

Please note you will need to be connected to the VPN to access the image generator. Please see instructions on how to [set up a VPN connection](#).

Step 2: Screenshot the Tile Map and Save as an Image File

Once you have generated the tile map from the online resource (found in the quiz), create a screenshot of the tile map image you have generated and save this as an image file.

You can take a screenshot by using:

- Print Screen: you will need to paste the image into an image program e.g. Paint, Photoshop, etc. and save this as an image file.
 - Windows: the Prt Sc button ([see here](#))
 - Mac: Press and hold Shift + Command + 3 ([see here](#))
- Using the Snipping Tool
 - Windows:
 - Snip and Sketch Tool: <https://www.microsoft.com/en-gb/p/snip-sketchn/9mz95kl8mr0l?activetab=pivot:overviewtab>
 - Snipping Tool: <https://support.microsoft.com/en-us/windows/use-snipping-tool-to-capture-screenshots-00246869-1843-655f-f220-97299b865f6b>
 - Mac: Shift + Command + 4 + Space Bar ([see more](#))

Saving your image file to the repository

Save the tile map image file you have created into the **tile-maps folder** in the repository saved to your local computer.

It is strongly recommended that you make the file name of the saved image file your login as this is less likely to result in a conflict.

I have saved an example file with the filename ka470.png. You can use other image file extensions (e.g. .png, .bmp, .gif, .jpeg, .jpg, .jpe).

Step 3: Upload your Image to the Quiz

Remember to also upload your tile map image file to the quiz and submit the quiz to complete it.

Step 4: Commit and Push the Changes to the Repository

Commit the changes (your added image file) and push your changes to the repository

- Do **not** forget to push your changes to the online repository.

It is strongly recommended that you do a 'pull' operation after committing, and before you do a push operation, in case someone else was editing the project at the same time as you. Otherwise this may result in a "merge conflict. Git may refuse to accept the commit: in that case either refer back to the lecture/class for what you need to do, or contact Kemi Ademoye (k.ademoye@kent.ac.uk) if you are having problems fixing this.

Important

Note that you will not be eligible for any marks - until you commit and push your repository edits successfully (the upload of the tile map image to the **tile-maps** folder).

- **You would be wise to check that your changes have been pushed successfully to the remote repository by visiting it in a web browser.**
- If any other files have been added, edited or deleted (other than the screenshot) as a result of your committing to the repository, you will have been deemed NOT to have completed the git operations successfully, unless you can correct them and return them to the appropriate state.

Contact

Kemi Ademoye (k.ademoye@kent.ac.uk) ASAP if you are having problems.

Note

Remember that all changes to the repository are logged with the username of the person who has made that change.

Marking Scheme

This assignment is pass/fail. You will score 100% for this assessment if you complete the quiz (i.e. demonstrate you can access the contents of an existing repository) AND successfully commit and push your screenshot of the tile map image to the tile-maps folder, without making any unintended changes to the repository (i.e. demonstrate you can make changes to the content of a repository using version control).