

# **EH 128 on 4/28/2023, 1:00 PM**

## **1. Introduce Ourselves**

- a. Who we are and what we have made (Space Game: Object-Oriented Video Game)

## **2. Game Demo**

- a. One plays the game and the other talks about it

## **3. Code Explanation**

- a. Used OOP concepts
- b. Used Pygame
  - i. Explain it: extension to makes video games in Python using SDL
- c. Facade design pattern
- d. Singleton design pattern
- e. Observer design pattern

## **4. Game Testing**

- a. Test\_main.py (checking types)
- b. Used MyPy (type checker)
- c. Beta testing the game ourselves and with friends?

## **5. Documentation**

- a. Look at UML diagrams

## **6. Management**

- a. Talk about Clickup
  - i. Checklists
    - 1. What's currently being worked on, what's done...
  - ii. Due date list
- b. Communicating through text
- c. Code is on shared GitHub repo

## **7. Conclusion**

- a. Why make video games? (user enjoyment, creative outlet, coding made fun for everyone involved...)