

PROJECT KICKOFF

CSSE 120—Rose Hulman Institute of Technology

Project overview

- You will be implementing Falling Block, based on a game that Operation Catapult students produced in Summer, 2008.
- Show the demo
- We will begin the project
- Due: presentations will be done in Session 20

Game that you will implement



This screenshot is from a game developed for Operation Catapult 2008 by Susan Cisneros, Thomas Dykes, and Victoria Zheng, with assistance from Michael Boland and Claude Anderson

Interaction with your project team

- Brainstorm
 - What to do
 - What not to do

Get going

- Meet your teammates
- Exchange contact info
- Agree on when you will meet next (hopefully at least one meeting before the next class session)
- Draw your ideas of what your screen layout will look like
 - ▣ Use a whiteboard if you wish
- Think (and write) about classes that you will need
 - ▣ instance variables and methods, interaction with other classes
- High-level plans before you begin coding

Project Location

□ Angel → Lesson → Projects → FallingBlock