

Project Kickoff—The Game of Pig

Rose-Hulman Institute of Technology

Computer Science and Software Engineering

Project process

- Brief project time in class today
- Almost all class time will be project time, Sessions 17-19
- **Milestones due in each class along the way**
- Due date and in-class presentations:
Session 20

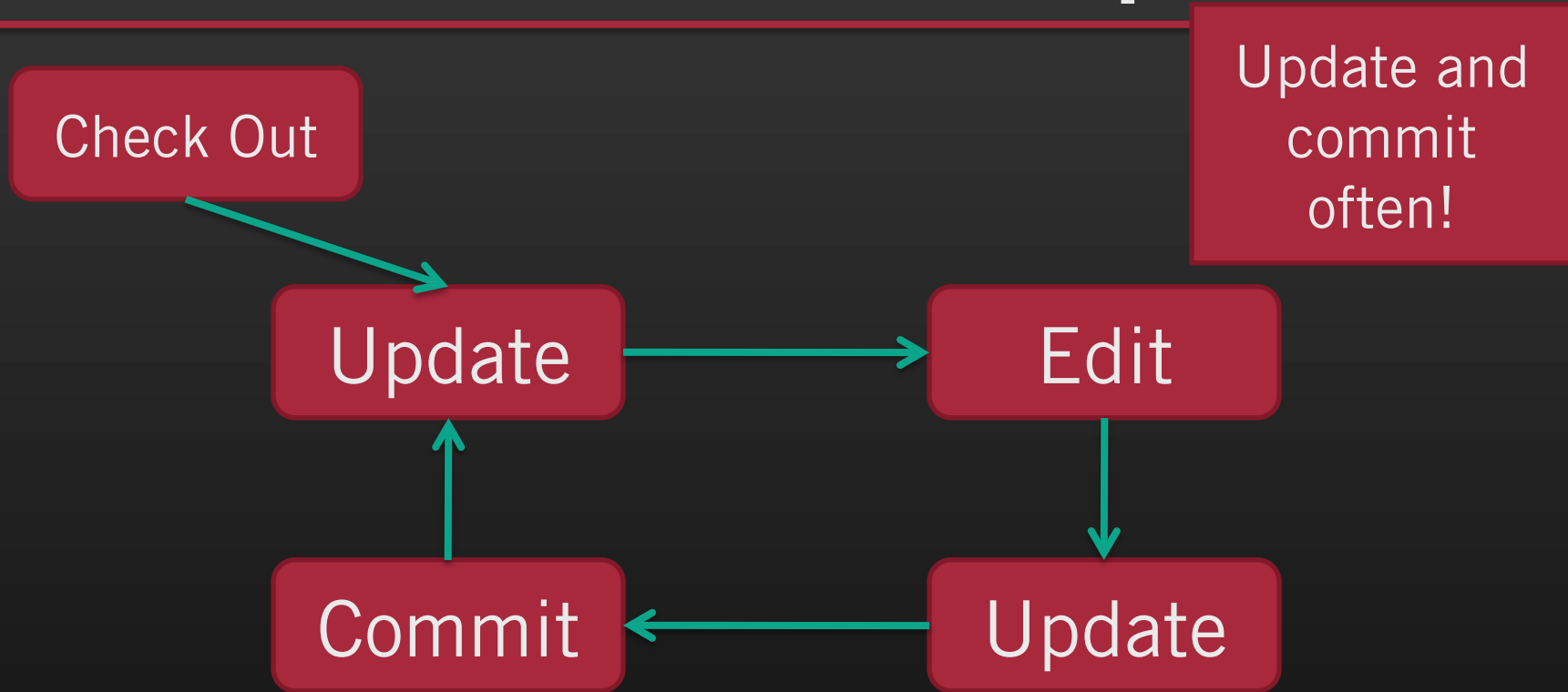
Interaction with your project team

- Brainstorm
 - Desirable behaviors
 - Undesirable behaviors

Working with your project team

- Use good practices of **pair-programming**, but with two or three navigators
- Have one navigator double as a **facilitator** to make sure the team stays on task
- **Rotate** who drives
- Prefer having **weaker programmers drive**
- **Encourage** the driver
- Make sure the navigators understand the code
- Work by **consensus**, not command: don't "take over" the project and do it solo.

The Version Control Etiquette



Project Location

- Specification linked from Sessions 16-20 on the Schedule
- Teams and repositories linked from there.
- Structure diagram due by start of next class

Pig SVN Repositories

- Add a new SVN repository location to your SVN Repository view in Eclipse.
- Verify that SVN is working:
 - Check out the Pig project
 - **One team member at a time** do the following:
 - Update
 - Add your name to comment in pig.py
 - Commit
 - Everyone update to see that all names appear

Let's get busy and have some fun

- Meet your teammates
- Exchange contact info
- Agree on when you will meet next (at least one meeting before next class)
- Read the assignment. Ask questions on things you do not understand.
- Draw your ideas of what your screen layout will look like
 - Use a whiteboard if you wish
- Think (and write) about data types that you will need
 - What will they have, do?
- What are some top-level functions that you need?
 - Think before coding