

# Project Kickoff—The Game of Set

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Rose-Hulman Institute of Technology

Computer Science and Software Engineering

# The Set Daily Puzzle

Tuesday, October 4, 2011



Sets Found:




Learn to play



# Project process

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- Brief project time in class today
- Half of class time will be project time, Sessions 16-18, almost all of 19.
- **Milestones due in each class along the way**
- Due date and in-class presentations: Session 20

# Interaction w/ your project team

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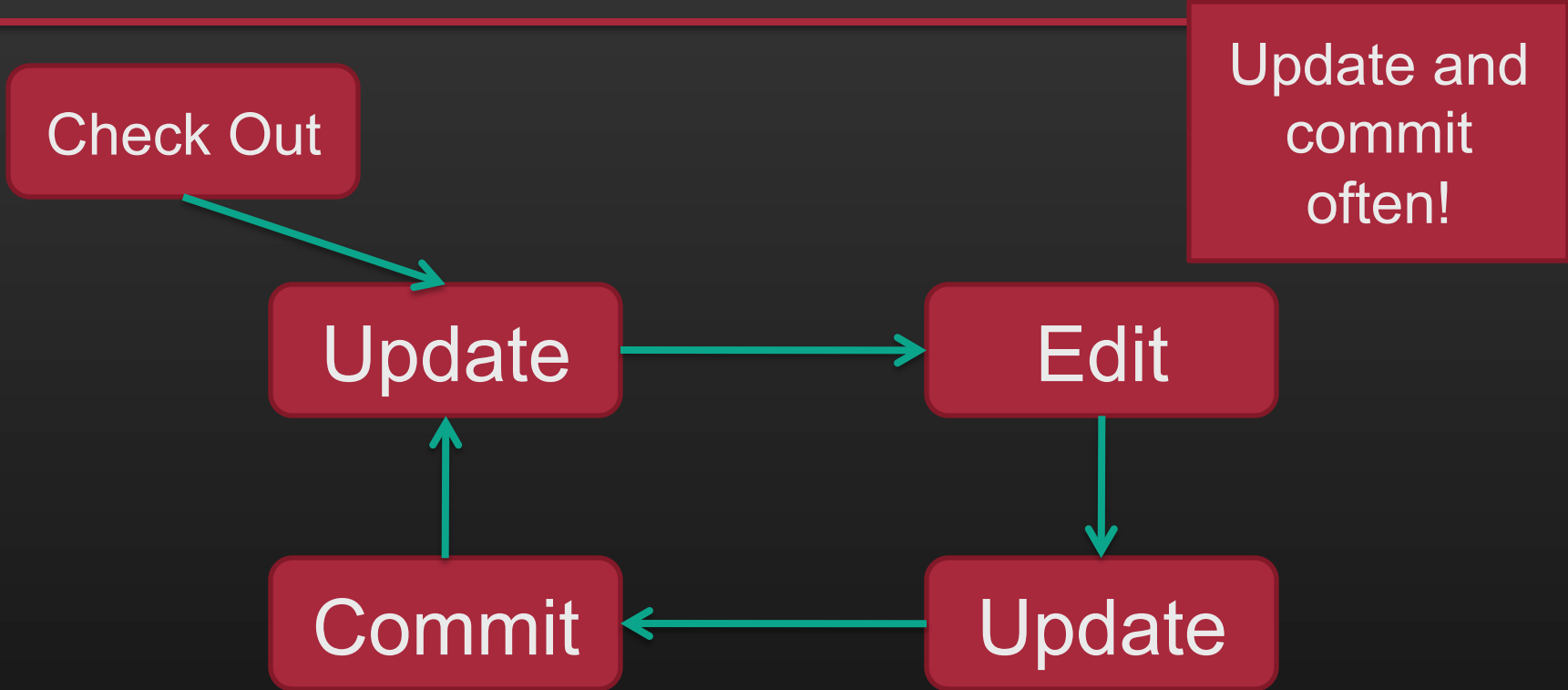
- Brainstorm
  - Desirable behaviors
  
  
  
  
  
  
  
  
  
  
  - Undesirable behaviors

# Working with your project team

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- 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

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- Specification linked from Sessions 16-20 on the Schedule
- Teams and repositories linked from there.
- Structure diagram due by start of next class, along with the Card class and some test code for it.

# Set SVN Repositories

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

# Get busy and have some fun

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- Meet your teammates
- Exchange contact info
- Agree on when you will meet next (at least one or two meetings 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/objects that you need?
  - Think before coding