

## As you arrive:

1. Start up your computer and plug it in
2. **Log into Angel** and go to CSSE 120
3. Do the **Attendance Widget** – the PIN is on the board
4. Go to the course **Schedule Page**
5. Open the **Slides** for today if you wish
6. Check out today's project: **Quixo**

*Plus in-class time to meet with your team and begin planning ...*

# Project Kickoff

# Quixo

# Project Kickoff



# Project idea: Quixo

- Quixo is a two player board game that is much like tic-tac toe, but with a twist
- You will be implementing the Quixo game, based on the specifications provided
- We will show you a demo
- This project is loosely specified and challenging
- We don't expect "perfection"
- Allows you to be creative about design and display
- Have fun and learn from each other

# Project process

- Brief project time in class today; almost all class time will be project time, Sessions 17-19
- Due date and in-class presentations: Session 21 (Thursday, October 21)
- Milestones each class along the way
- Today in class: **Meet with your team-mates, exchange contact info, set a time and place for your next meeting, decide on a team leader, begin planning your design**
- Get a lot done before fall break
- Exam 2 is Monday, October 25, 7:00 PM

# Interaction with your project team

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- Brainstorm

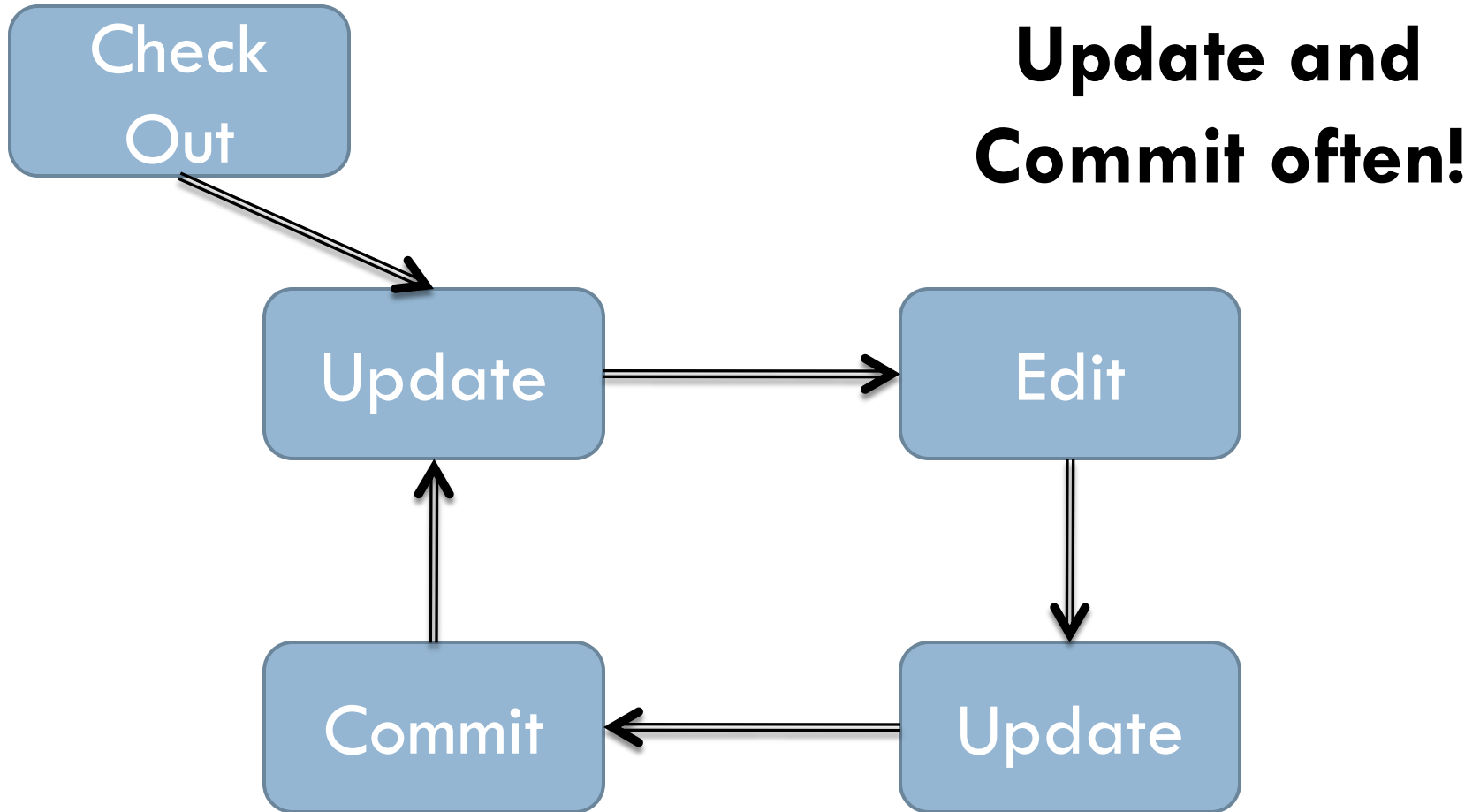
  - **Desirable behaviors**

  - **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 (types the code)
- Give driving **preference** to those with less programming experience, so they can set the pace
- **Encourage the driver**
- **Make sure** the navigators understand the code added so no one gets lost
- **Work by consensus**, not command: don't "take over" the project and do it solo.

# The Version Control Etiquette



# Project Location

- ANGEL → Lesson → Projects → Quixo
- Also linked from Session 16 on the Schedule page, so you do not need to go through ANGEL at all
- Be sure to follow the links on the project specs and explore the tic-tac-toe project for ideas
- Structure diagram due by start of next class



# Emergence SVN Repositories

- Add a new SVN repository location to your SVN Repository Exploring perspective in Eclipse.
  - ▣ See project Specification from schedule (session 16) for repository URL.
- Verify that SVN is working:
  1. Check out the **Quixo** project
  2. One team member **at a time** do the following:
    - a) Update
    - b) Add your name to comment in **quixo.py**
    - c) Commit
  3. 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 the weekend)
- Read the assignment (and follow the links). 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 object types (dictionaries, classes) that you will need – what will they have, do?
- What are some top-level functions that you need?
  - ▣ Think before coding