PROJECT KICKOFF

CSSE 120—Rose Hulman Institute of Technology

Project idea

- *Emergent Behavior* of creatures
- You will be implementing emergent behavior, based on several web articles that are linked from the project description
- Show the demo
- This project is loosely specified and challenging
- I don't expect "perfection"
- Allows you to be creative about calculations and display
- Like amusement park rides, this project is about acceleration.

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 20 (Wednesday of next week, Jan 27)
- Milestones each class along the way
- Today in class: Planning, and deciding what you will have done before each class session
- Get a lot done before Wednesday! You have 9 days to do this project, so 22% of the time is between now and Wednesday.
- Exam 2 is Thursday, Jan 28, 7:00 PM

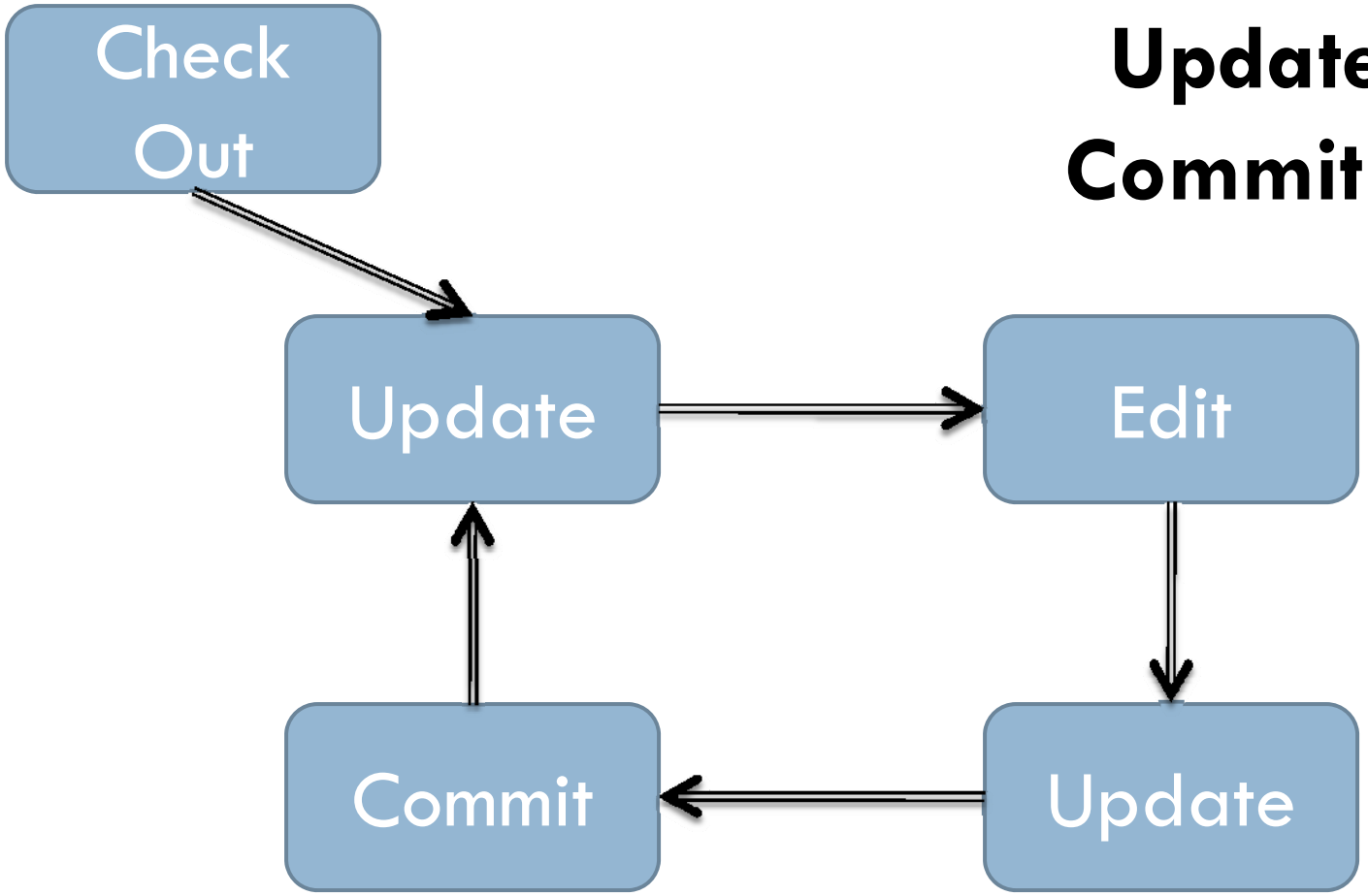
Interaction with your project team

- Brainstorm
  - Desirable behaviors
  - Undesirable behaviors

Working with your project team

- Use good practices of **pair-programming,** but with two 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



Update and Commit often!

Emergence SVN Repositories

- Add a new SVN repository to your SVN Repository Exploring perspective in Eclipse.
  - **http://svn.cs.rose-hulman.edu/repos/csse120-201010-teamXY**
  - ***X** is your section number and **Y** is your team number*
- Verify that SVN is working:
  1. Check out the ***EmergernceTeamProject*** project
  2. One team member **at a time** do the following:
     a) Update
     b) Add your name to comment in ***TicTacToe.py***
     c) Commit
  3. Everyone update to see that all names appear

Get going

- 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) that you will need – what will the keys be?
- Figure out and record your milestones. What will you have done before each class day.
- High-level plans before you begin coding
  - Add your notes on all of this to your project and commit to your team repository

Teams

csse120-201020-team11,eilercj,moorerg1,sheetsjr
csse120-201020-team12,correlbn,eatonmi,folberjm
csse120-201020-team13,blairjm,moravemj,wanstrnj
csse120-201020-team14,grigsbts,morellaj,shinnsm
csse120-201020-team15,turturcm,macshake,mccunest
csse120-201020-team16,cartwrpa,maulinjl,gissenjc
csse120-201020-team17,dykestm,wangj1,wut

csse120-201020-team21,bonifelm,clarkewj,jacobsj1
csse120-201020-team22,cheungkt,rigitajj,jacobsca
csse120-201020-team23,harrisme,hugheyjm,woodhaal
csse120-201020-team24,labarpr,lik,wallersb
csse120-201020-team25,moorejr,popenhjc,greenekm

Project Location

- ANGEL → Lesson → Projects → Emergence
- Also linked from Session 16 on the Schedule page, so you do not need to go through ANGEL at all
- Be sure to read the linked articles and demos very soon after class
- Milestone document due before midnight tonight