

9/28/2011

TAGD

Announcements

- AGP
- C# Tutorial
- Dues

AGP

- Aggie Game Players
- Loose gaming group for TAGD
- To join, send Gamertag info to listserv address
- We will be doing some group play soon.

C# Tutorial

- ⦿ This Sunday, 10/2, 9:00a.m., HRBB 203
- ⦿ Tom is going to run you through the basics of making Pong.
- ⦿ Hour break for lunch

Dues

- \$5
- We will be taking them until next week's meeting

TWIG

Replay

Last Time

- ④ We took our game seed and blossomed it into a beautiful game tree.
- ④ Now, we're going to do some pruning.



Design Implementation

- ① We need to take our abstract ideas and turn them into a plan that we can program.
- ② We're going to see some methods and tools to do this.

M.O.S.C.O.W.

- ⦿ A method for prioritizing game components.
- ⦿ General idea: We may not be able to finish all game parts
 - Limited Time
 - We aren't Blizz
- ⦿ We're going to prioritize the most important parts



M.O.S.C.O.W.

● M ust have

● O

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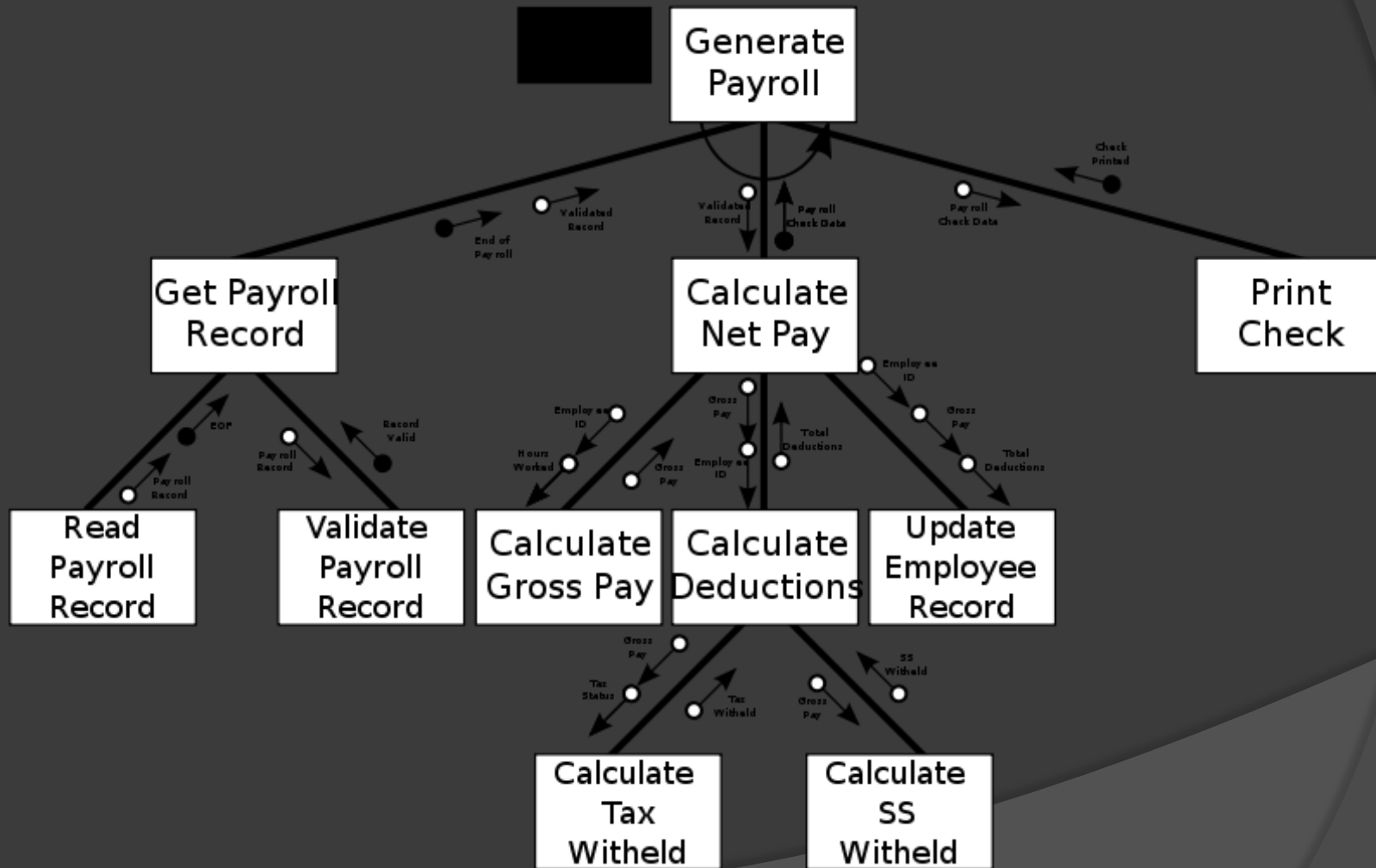
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M.O.S.C.O.W.

- ⦿ This will help us later when we're setting up scrums.
- ⦿ Also makes sure we get the important parts right first.

Structure Charts

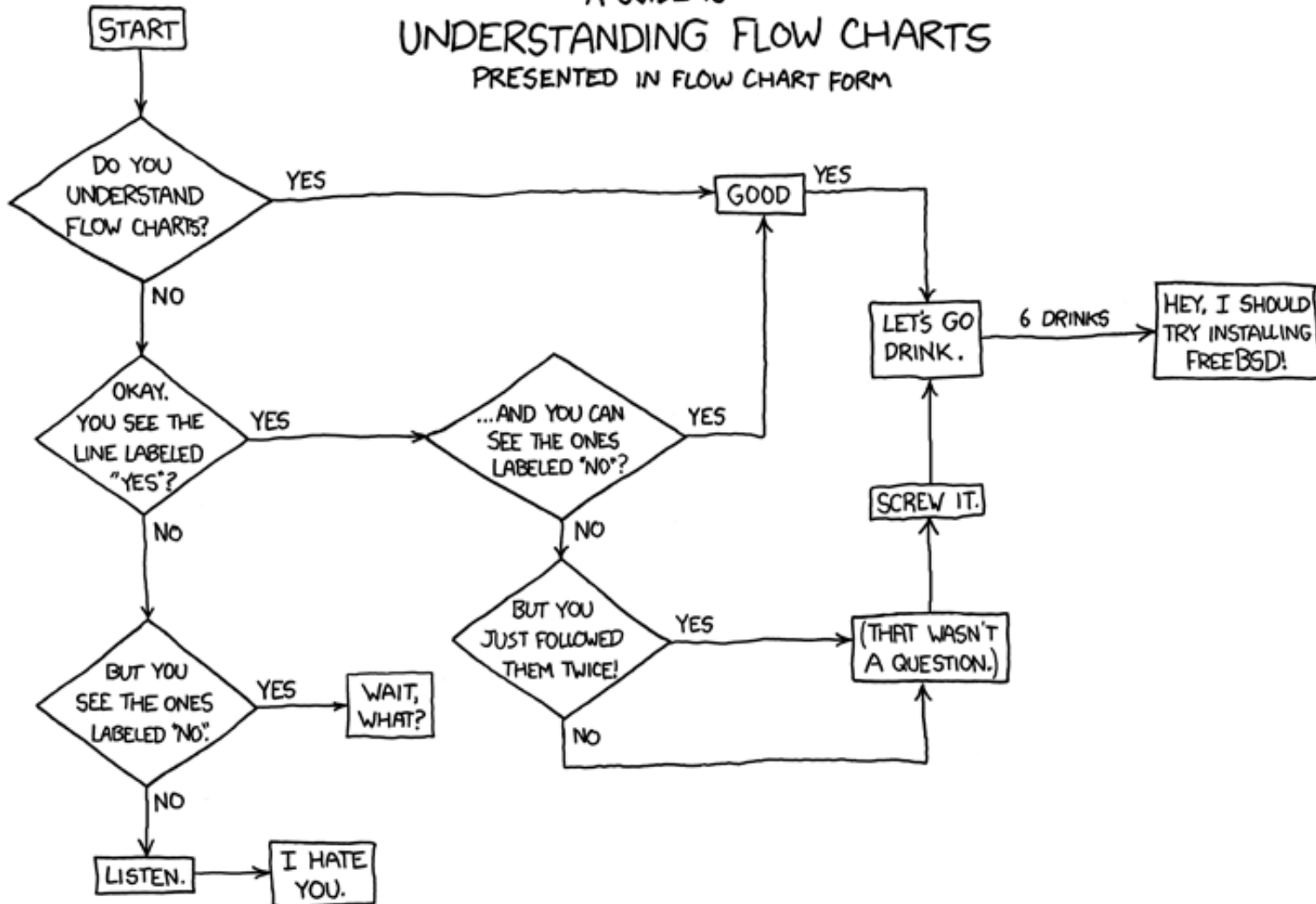


Structure Charts

- ◎ Great for showing relationships between classes.
 - How variables are passed
 - How game pieces are related
- ◎ Great for showing structure of concepts.
 - Classes
 - Members

Flow Charts

A GUIDE TO UNDERSTANDING FLOW CHARTS PRESENTED IN FLOW CHART FORM



Flow Charts

- ⦿ Great for UI design
 - Chart how a player moves through menus, game screens
- ⦿ Great for story design
 - Especially for RPGs, stories with choices
- ⦿ Great for showing algorithms

Next Time

- We're going to talk about how to work together with other programmers
 - (Without killing each other)

Homework

- Vote on the finals for our Big Game!

Finalists

- ⦿ (in no particular order)
- ⦿ Mario with special floor types
- ⦿ Bullet hell with ship defense
- ⦿ Angry Monkeys throwing poo