cs121 - software development
platitude organization

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outline

source of information

schedule

milestones

sources of information

software description document

keep current!

code rdocumentation (doxygen) – where?

requirements document

design document

mfsm user guide

mfsm reference guide

important!

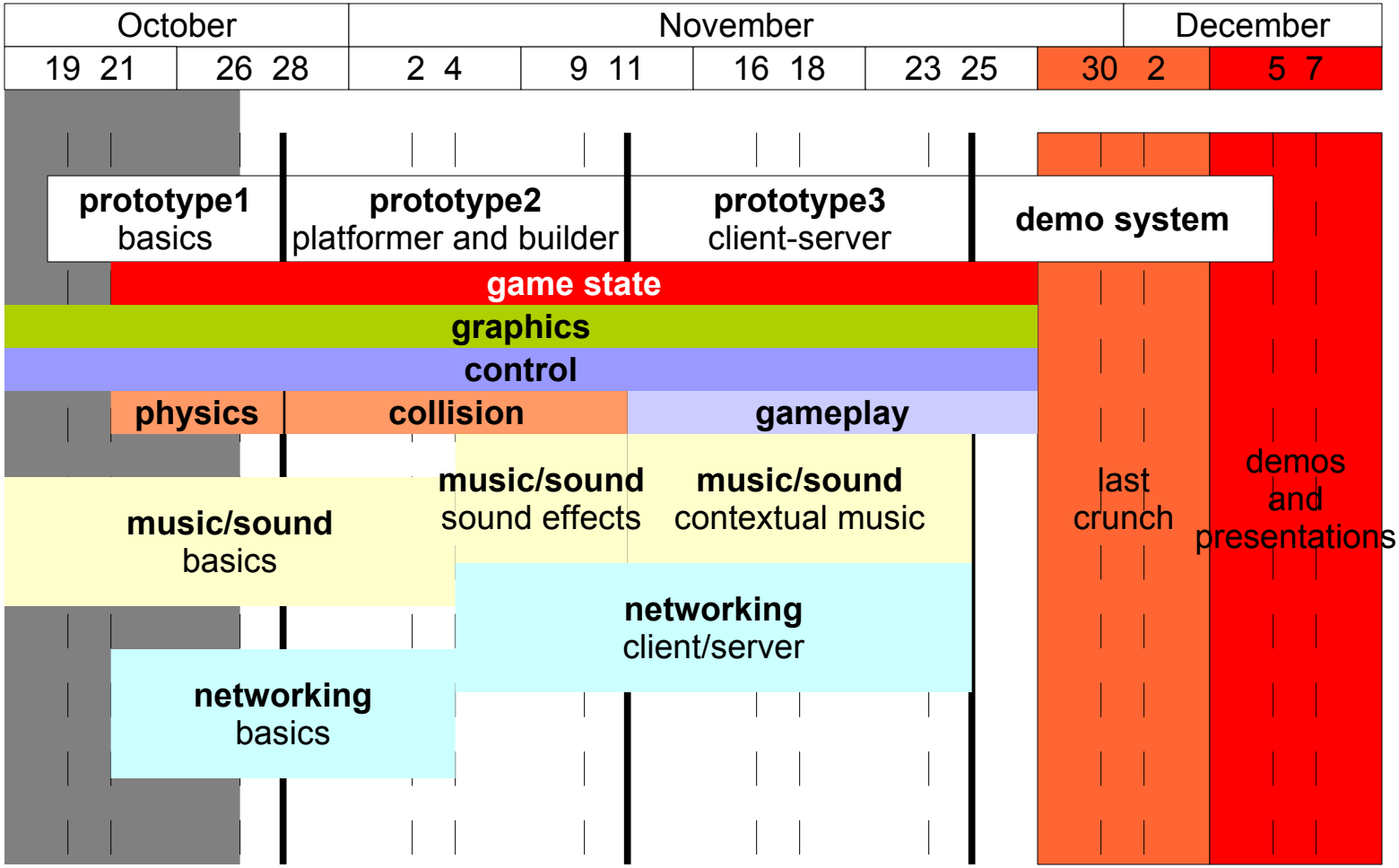
follow established conventions

- file names
- naming rules

document choices

- design
- conventions

schedule



prototype1: the basics

game state

- need an initial class

rendering

1. figure out OpenGL
2. make RenderGame

(3. create CRenderBuilder and CRenderPlatformer cells)

control

1. make kb and mouse controls for RenderGame

(2. create controls for builder and platformer)

prototype1 (cont.)

physics

1. figure out basic dynamics
2. figure out class hierarchy
   talk to game state

music

basic sound sample mixing, buffering?

networking

figure out what library to use

write some code to send data between two processes/machines

prototype2: builder and platformer stand-alone

game state

- refine public interface and implementation

rendering

1. implement CRenderBuilder and CRenderPlatformer
2. update RenderGame

control

1. create controls for builder and platformer
   - talk to rendering
2. update kb and mouse controls for RenderGame

prototype2 (cont.)

physics

1. implement collision detection
2. refine basic dynamics
    talk to control

music

integrate sound effects in prototype

networking

1. implement cells and nodes for client server
(2. integrate with prototype)

prototype3: client-server

networking

- make game server
- make player and spectator clients

music

- implement contextual soundtrack

game logic

- implement game logic

prototype3 (cont.)

game state

- update

rendering

- update

controls

- update