cs121 - software development
platitude - prototype1

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prototype1 initial system graph

Physics
- Pulsar
  - pulse rate
  - + empty pulse
- StepPhysics
  - Game state
  - Rendering camera and parameters

Graphics
- Pulsar
  - render rate
  - + empty pulse
- RenderGame
  - Updates rendering parameters only

Control
- ListenKeyboard
  - + keyboard event
- KeyboardControl
  - + mouse event
- ListenMouse
  - + mouse event
- MouseControl
prototype1 initial music & sound engine graph

Receive

Audio input interface

Mix

Phase + audio frame

Send

Audio output interface
objectives

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)
objectives

Physics
   1. figure out basic dynamics
   2. figure out class hierarchy

Music
   basic sound sample mixing, buffering?

Networking
   figure out what library to use