

# Intro to Programming Project

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# PP: how it will work

This class is part exercises, part independent work,  
with a TA present to ask questions and help

Some weeks the TA may talk to you about a topic of  
interest (e.g. animations)

Room booked every Wed 1:30-4:30pm, your TA  
present 3h per week (take advantage!)

# PP: how it will work

2 weeks before end of class **Wed October 11**  
prepare to show your TA your progress (be there!) – this is going to be marked.

Email project code (see website) the day before the  
project presentation **Tue, Nov 14, at 23:00pm**

During exam week, on **Wed, Nov 15** brief 10 min  
presentation of project.

No slides, just the application running!

# PP: how it will work

Class website is at

<http://www.lri.fr/~anab/teaching/HCID-PP-2017/>

There you will find the project announcement,  
news, any slides presented, ...

# PP: project

We propose a topic, but if you another topic in mind discuss it with your TA or Anastasia

We recommend using Java (else no guarantee we can help)

# PP: Interactive maze

An interactive maze game with characters moving around (one controlled by the user).



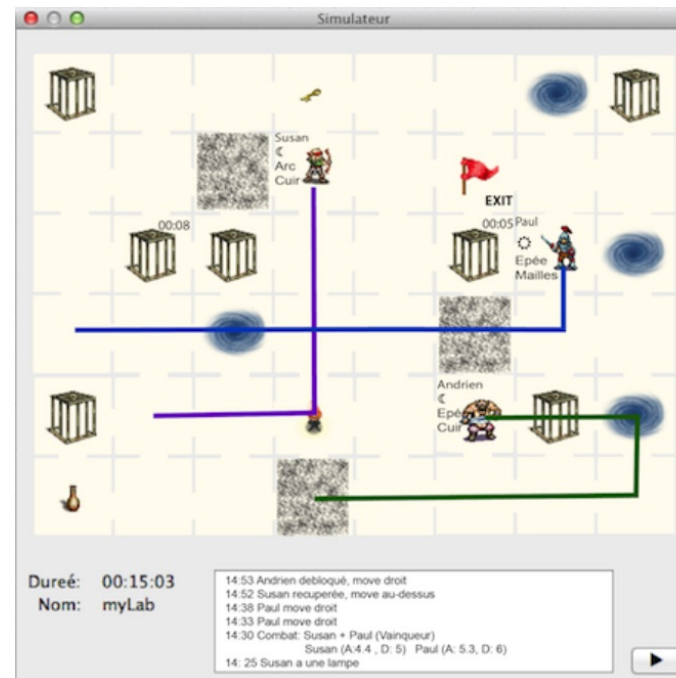
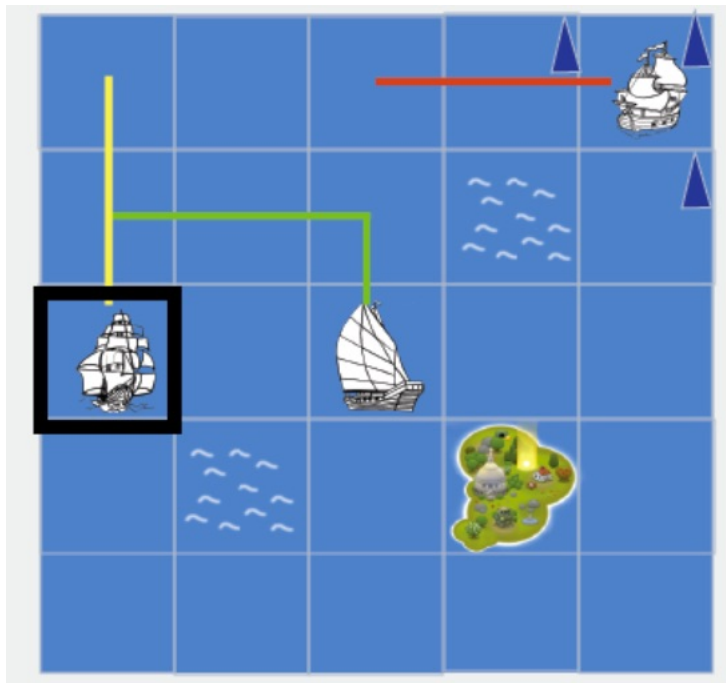
Read now the project description on website

<http://www.lri.fr/~anab/teaching/HCID-PP-2017/>

# PP: Interactive maze

Open topic so as to let you be creative.

Examples:



# PP: Interactive maze

Open topic so as to let you be creative.

Your choice:

1. what is the point of the maze?  
get out first, collect treasure, etc ...





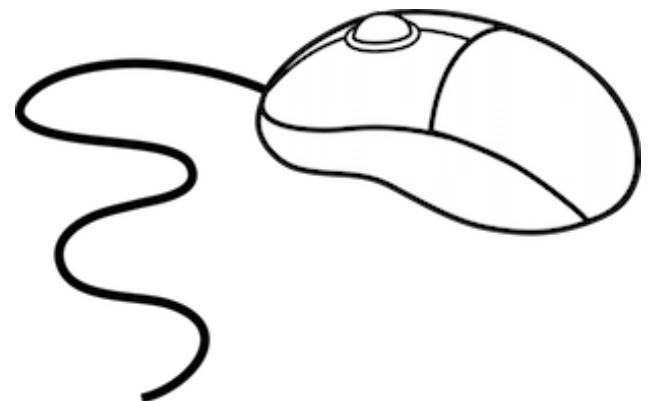
# PP: Interactive maze

Open topic so as to let you be creative.

Your choice:

2. how is the user controlling the character?

clicking, dragging, drawing path, crossing, ...



# PP: Interactive maze

Open topic so as to let you be creative.

Your choice:

3. what is inside the maze?

treasure, traps, turbulence, weapons, ...

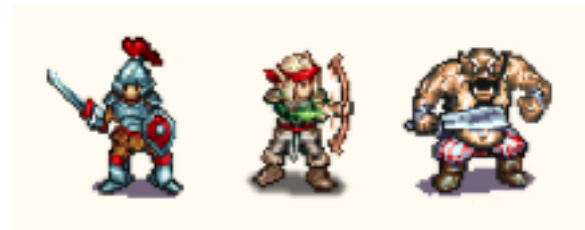


# PP: Interactive maze

Open topic so as to let you be creative.

Your choice:

4. what happens when characters meet?  
exchange info, fight, nothing,...



# PP: Interactive maze

What we expect:

1. GUI for creating characters, the Maze and for running the maze.
2. A way for the user to interact/control a character (e.g. move them, adjust direction).
3. Clear feedback and feedforward about:  
state of their character (moving, fighting, hurt, etc),  
what actions the user can do, state of the maze.

# PP: project advice

1. Define limits of project based on both your experience. Check with TA (more functionalities  $\neq$  better mark or a product).
2. Be creative, but chose inside your competence level and abilities. Simplify aspects that seem hard.
3. Stable implementation: prevent users from reaching unexpected states and provide feedback and feedforward mechanisms to avoid errors.
4. This is an **HCI** course, we are interested in UI and interaction, not impressive gaming mechanisms or non-player characters with AI :).

# PP: project

Let's get started...

first pair up (odd one out will be group of 3)

## Process we recommend:

brainstorm ideas for a maze (1h max)

sketch the interface – you can try many things (1h)

create a UML diagram of your code (1h)

=> next week be ready to

describe in 5 min what you want to do

show sketches and UML

before coding later on consider storyboarding difficult interactions