

Intro to Programming of IS 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)

Your TAs are present 3h per week (take advantage!)

PP: how it will work

2 weeks before end of class **Wed October 6**

prepare to show your TA your progress (be there!) –
this is going to be marked as part of your progress.

Email or submit in e-campus your code and mini
description the day before the project presentation
Tue, Oct 19, at 23:59pm

During exam week, on **Wed, Oct 20** brief 10 min
presentation of project.

No slides, just the application running!

PP: how it will work

Project details website is at

<https://www.lri.fr/~anab/teaching/Intro-ProgIS/project/project.html>

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

PP: project

We propose a topic, but if you have 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).



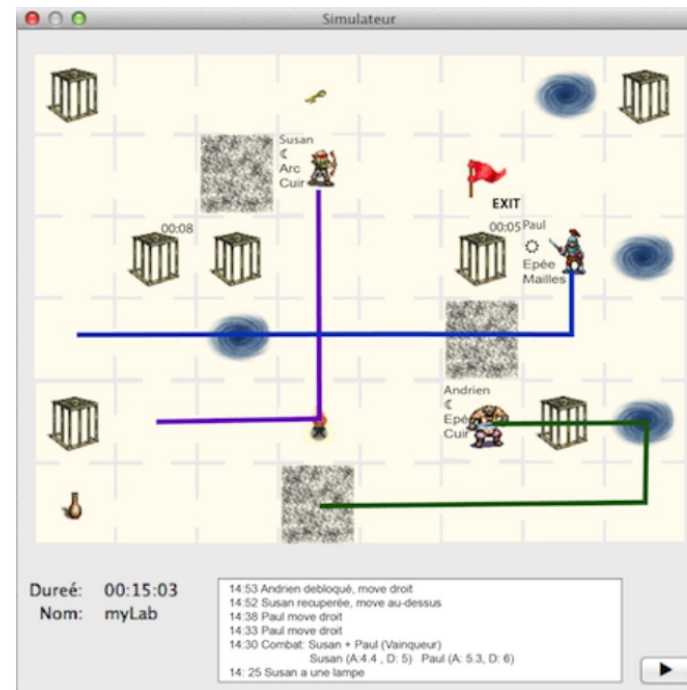
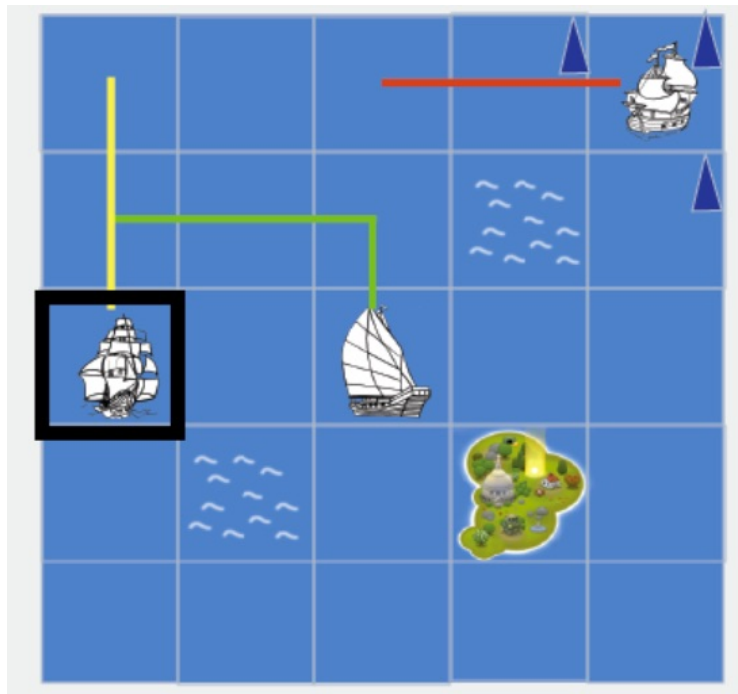
Read now the project description on website

<https://www.lri.fr/~anab/teaching/Intro-ProgIS/project/project.html>

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 ...



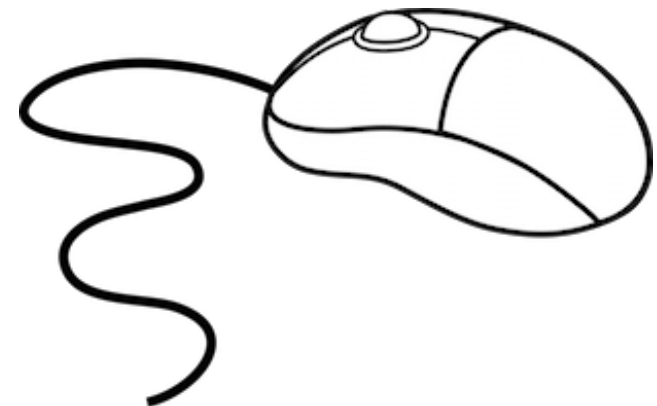
PP: Interactive maze

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, ...

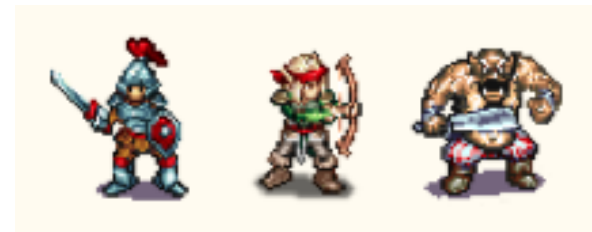


PP: Interactive maze

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.

(* some can be challenging, we will adapt)

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 as **HOMEWORK:**

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, storyboards and UML

before coding later on consider storyboarding difficult interactions

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create a UML diagram of your code (1h)

=> next week be ready to

describe in 5 min what you want to do

show sketches, storyboards

optional UML diagram (you'll do it later)

before coding later on consider storyboarding difficult interactions (creation of maze, running, maybe character creation). You can take shortcuts (ask your TA :))