

## Class Agenda, September 13, 2006

8:30 AM – 10:00 AM

Game Architecture (Ursula, slides by Jikai Li)

A sample game, TIC TAC TOE in Flash

10:00 AM – 10:15 AM BREAK

10:15 AM – 12:00 PM Pairs workshop concurrent with deliverables review

EVERYONE needs to meet briefly with Prof. Wolz & present proposal for deliverables

### Workshop:

Option 1: If you are not interested in working on the “toy engine” architecture

With a partner, take a look at the TIC TAC TOE actionscript code and try to determine what it does. In other words, comment the code. Look at the “smarts” of the computer player and come up with one way to augment the intelligence. If you are a coder, write the code (if you are a C coder, you can probably adapt to action script pretty quickly.)

Propose enhancing the game in at least one way that doesn't involve making a smarter game player. Sketch out how you would implement that.

Option 2: If you are planning to work on the “toy engine”

Meet as a group. A copy of the Young book will be provided. Begin to sketch out what you will need to do as a group to construct the toy engine. All of you should not construct the entire thing. How can you divide the work? Who is interested in what aspects. Get all of this down on paper as a group proposal for Drs. Nakra and Wolz to review.

### Homework:

*IF YOUR DELIVERABLE PROPOSAL IS NOT POSTED ON SOCS MAKE SURE YOU DO THAT THIS WEEK. WE WILL START DEDUCTING POINTS FOR MISSING PROPOSALS ON MONDAY.*

Reading: Next week we will consider the topic “project management” which is not covered well in your book. Please go through the online tutorial at:

<http://www.macromedia.com/resources/techniques/>

Find one other good site on the web for “project management.”

Journal questions to be submitted by 8:00 AM September 20, 2006:

1. Summarize your perspective on game project management in a paragraph. What do you think are critical aspects. (Write no more than half a page).
2. The Macromedia site on production management focuses on web development. Characterize how this approach differs or is similar to game development.
3. In Media development we talk about “pipelines” the processes through which professionals collaboratively develop the artifacts to construct a larger whole. Pick an artifact (e.g. a software component, a 3-D model, a story script) and try to sketch out who you think needs to get their hands on it, for how long, and in what order.