



# INTRO TO ETGG3801

# MY GOALS FOR THE YEAR

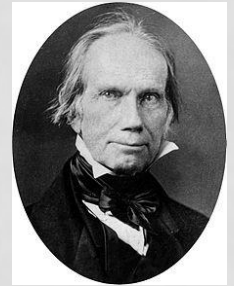
1. Learn C++
  - You had some exposure in ETEC2110
  - I'm assuming you mastered C in ETEC2110
2. Learn (another) version control system: **Perforce**
3. Explore (maybe not master) 3 game engines
  - Unity, Unreal4, GameMaker Studio 2
  - (I was going to do LumberYard, but...)
  - Plan and implement a game (portfolio piece??)
  - Help you judge what engine you want to use for Senior Project
4. Get you used to working together
  - ...for senior project
  - [Look at syllabus: SLO's and grade %'s]

# WHY HAS THIS COURSE SUCKED?

- Two mind-sets (two courses?)
  - Goal#1: Learn an engine, make games
  - Goal#2: Learn C++ and software engineering (and maybe a game)
- High expectations (from you and from me)
  - You want \_\_\_ and get \_\_\_
  - I want highest quality work.
- Lot of homework
  - It's not easy to find answers on Stack-overflow (to the C++ stuff)
- Large class size (we should have 2 sections?)

# MY (CURRENT) COMPROMISE

“A really good compromise is the one  
that leaves both sides equally dissatisfied”  
-- Henry Clay(?)



- Two parallel components of the class
  - An on-going group project using an engine
    - Very little guidance from me
      - I'll answer any questions you have, but you'll quickly best me.
      - We'll have some time in class for coordination, but most work will happen outside of class.
      - The great thing about game engines is the wealth of online resources.
      - ...like senior project.
    - Satisfies (?) students that have Goal#1
    - Satisfies my group-work and exposure to game engine goals
    - Satisfies my goal of Perforce exposure.
  - An on-going individual software engineering project
    - Satisfies my goal of C++ / software engineering exposure
    - Satisfies my goal of game-engine theory
    - (For some) a unique resume-builder

# PLANNED CYCLES

- (it will take a few weeks to get into this rhythm)
- Tuesday, week (i):
  - lecture on a new C++ lab
  - assign lab N.
- Thursday, week (i):
  - finish lecture, if needed
  - answer (hopefully lots of) questions [start before this!]
  - a little time to meet with group
- Tuesday, week (i+1):
  - lab time (mostly for the C++ lab, but a little group project work, time permitting)
- Thursday, week (i+1):
  - lecture on a new C++ lab
  - assign lab N+1
- Friday, week (i+1)
  - Lab N due @ 8am
- ...
- We'll have a few disruptions:
  - Sick days, getting called into meetings, snow days, etc.
  - I'll generally try to stick to the Friday @ 8am due dates.
  - Note: this means there is a small overlap between Lab N and Lab N+1
    - If this bothers you, get the lab done a day earlier!

# FINISH SYLLABUS

• ...

# HOW TO NOT GET STRESSED BY THIS CLASS

1. Come to class every day.
  2. Take good notes
  3. **\*\*Start labs ASAFP\*\***
  4. Ask questions about *anything* that's not 100% crystal clear
    - I'll be happy to give examples of any C++ feature I know of (if I don't know about it, I'll research it!)
    - ...but I won't always volunteer this info – you have to ask!
    - Lab guidelines often seem confusing to students – ask about these too!
  5. Budget your time
    - ETEC3701 and ETGG3801 are notorious for being “time-sinks”
    - ...and you may have to throttle back your game-playing a bit
- Let me know if you have concerns about...
    - A particular lab
    - A course policy
    - ... (I can't always fix it, but I'll do my best)