Administrivia

- Things to note in the syllabus:
  - My office hours and e-mail address.
  - Course Web page (especially schedule).
  - Requirements and grading.
  - Policies on late work and academic integrity.
- Creating an account on the department Linux machines:
  - Under Windows, Start → Run → `\\sol.cs.trinity.edu`
  - Check Trinity e-mail for password.

Slide 1

The Course Programming Project

- Write an arcade-style game.
- Build on "game infrastructure" (a.k.a. "Lewis Magic Cloud").

Slide 3

What Is This Course About?

- Improve programming skills.
- Understand "object-oriented" paradigm.
- Learn (more) basic concepts — data structures, etc.
- Along the way — learn Java, use IDE.

Slide 2

Game Basics

- "Player" — human-controlled moving entity.
- "Screens" — two-dimensional grids, make up playing field, side view or top view, can be linked together.
- "Blocks" — components of "screen" grids.
- "Game entities" — program-controlled entities, stationary or moving.

Slide 4

Minute Essay

- If you took CS 1320 at Trinity, when and with what professor?

- If you didn't take CS 1320 at Trinity, tell me about your previous course work and what language you used.

- Do you know (any) Java?

Slide 5

- What are your goals for this course?