

Lecture: 1-1

- There are no prerequisites for this lecture.

John Romero Programming Proverbs

- 1. “No prototypes. Just make the game. Polish as you go. Don’t depend on polish happening later. Always maintain constantly shippable code. (Large teams require more planning though.)”
- John Romero, “The Early Days of Id Software - John Romero @ WeAreDevelopers Conference 2017”

The first lecture: module overview

- this module consists of two pieces of coursework
 - in the first term, [Missile Command](#)
〈CS2S566_CW1P1M_Cover_PRCW_PRACTCW1.pdf〉
implemented in Python3 and Pygame
 - in the second term, a [Map editing tool for a tablet](#)
〈CS2S566_CW2P2M_Cover_PRCW_PRACTCW2.pdf〉
implemented in Python3, Pygame and Touchgui

- both pieces of coursework are worth 50%

Access to the software in this module

- in this module Python3 will be taught on the GNU/Linux operating system
- there are two supported approaches to run Python3
 - firstly using VMware
 - secondly using the Raspberry Pi-4
- both give the same user level experience

Access to the software in this module

- please see the other two components of the lecture this week for more details on either approach
 - [VMware](#) <1-2.html> (VMware runs under Windows, OSX and GNU/Linux)
 - [Raspberry](#) <1-3.html>

- you only need to choose one approach!

Conclusion

- the aim at the end of this weeks lecture is to have installed either:
 - VMware and to have run the associated operating system image
 - or alternatively have successfully installed the Raspberry Pi4 image

- once you have succeeded installing either of these you could use the remainder of the time to explore the operating system