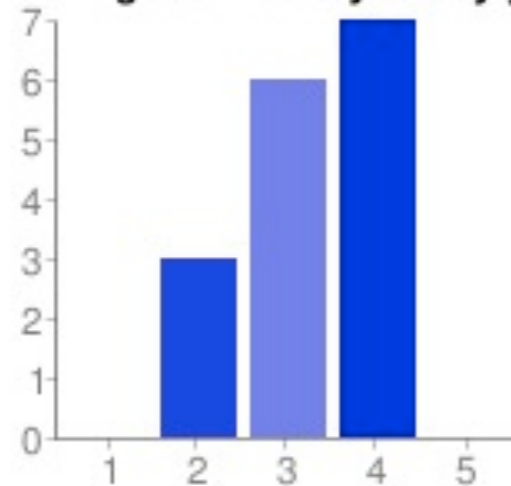# Exploring CS

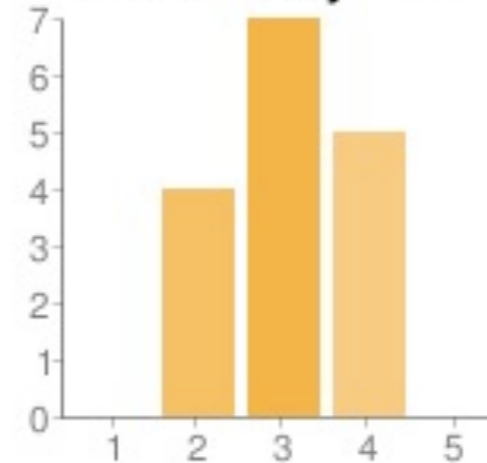## Software engineering project, elevator pitches

Surveys

- Most of you are here by accident

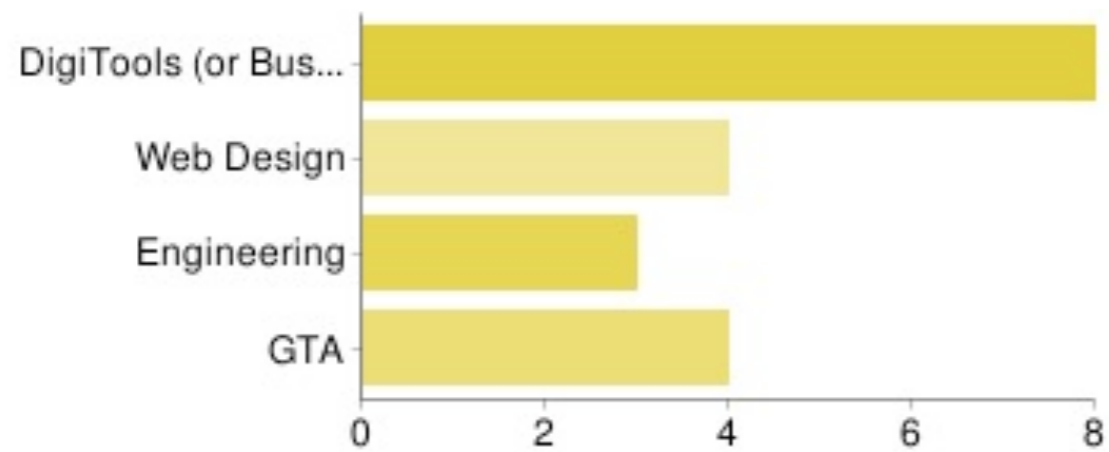- Lots of neat hobbies: harp playing, reading, Brazilian Jiu Jitsu, volunteering

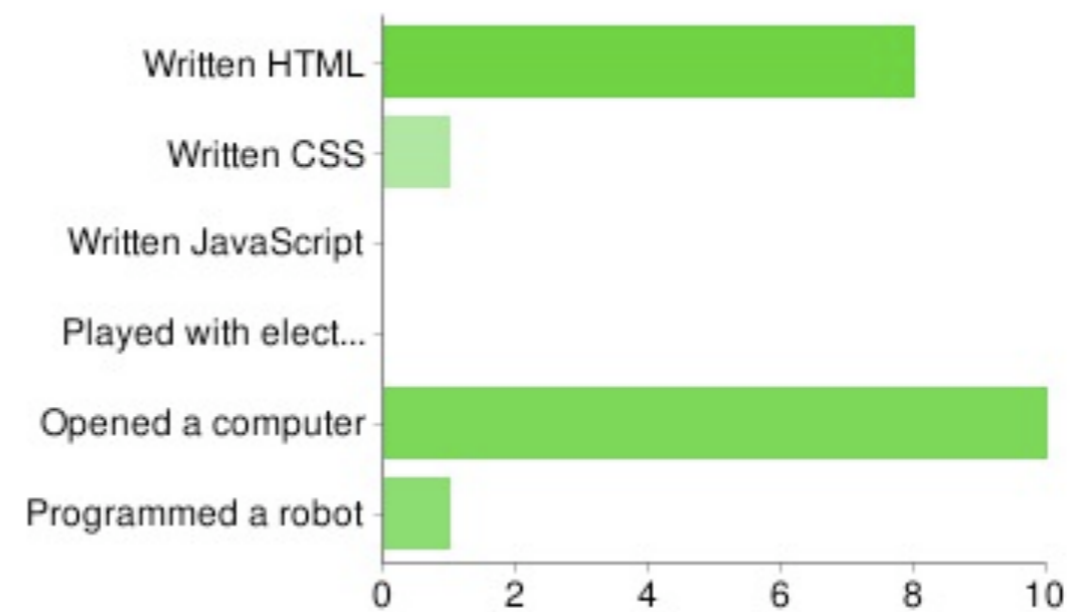How good would you say you are at using computers

How excited are you about this class?

Surveys

Which of these have you done before?

Things you want to do

- Games -- so take this project somewhere cool! Sorry it's not 3D.

- Programming robots -- I'm trying to get them

- Javascript -- I'll fit it in

- Electronics -- I'll fit it in

Software Design Project Goals

- Learn useful business skills: elevator pitch, writing proposals, iterating on a design

- Learn to budget your time: lots of freedom with milestones

- Create something cool: I'll get my industry friends to award prizes

- Focus on your interests: design, art, storytelling, programming, cooking, reading...

Requirements

- At least 4 scenes (different backgrounds and interactions)

- At least 4 sprites

- Interaction (clicking, answering questions, moving characters around)

- Complex logic (keeping score, checking multiple conditions)

Milestones

- Elevator pitch

- Proposal

- Storyboard

- Product skeleton

- Finished product

- Manual

Scheduling

Mon Sept 21	Tues Sept 22	Weds/Thurs Sept 23/24	Fri Sept 25
Software Engineering Brainstorming Elevator pitch activity	Groups assigned Storyboarding activity	Work day **Elevator pitch due**	GUEST SPEAKER

Mon Sept 28	Tues Sept 29	Weds/Thurs Sept 30 Oct 1	Fri Oct 2
Work day	Work day **Proposal due**	MS MARTIN OUT Work day	MS MARTIN OUT Work day **Storyboard, skeleton due**

Mon Oct 5	Tues Oct 6	Wed/Thurs Oct 7/8	Fri Oct 9
Work day	Work day	Work day **Product and manual due**	NO SCHOOL

(PS: you mess with the sub, I write you a referral, no questions asked)

Principles

- I don't want you to have to work out of class (but you're welcome to!)

- Find creative ways to collaborate

  - Within group -- design sprites on different computers

  - Between groups -- multiple levels of one game

- Being idle or off task is really bad

  - A large part of your grade will be based on how you use your time

  - Find something that interests you to do

Grading

- Full rubric is online

- A lot of points for turning things in

- Looking for detail

- Challenge yourself -- if English is your second language, work hard on proposal