Overview and Introduction to Klax

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  - *Or by prior appointment*

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- *ICS2 is locked, so you may need to knock, send an email, phone me, or follow someone*

A few comments on discussions

- *Discussions are by and large mandatory*

- *Should be more open-ended than lectures*

- *If you don't attend, you likely won't be able to do the assignments.*

  - *They just won't make much sense.*

- *Slides will be posted on Dr. Taylor's site*

  - http://www.ics.uci.edu/~taylor/ICS_52_FQ04/syllabus.html

When we will have discussions?

- *Hard copy of assignments are due at **beginning** of discussion.*

  - *If you can't make it, make arrangements!*

- *Occasionally, discussion **will** be cancelled.*

  - *Notification to course list or in lecture*

- *Otherwise, assume we have discussions.*

What should you know?

- *The course syllabus has the pre-reqs*

- *You **must** have a familiarity with Java*

- *You should also have sufficient grasp of English language to write coherent technical documents that make sense.*

- *If you feel you don't, please get in touch now!*

A word about assignments

- *All assignments are individual in ICS 52*
  - ***NO WORKING WITH OTHERS!***
  - *You will have plenty of team work later*
- *"Your TA is your friend, your friend is not your TA."*
  - *Cheating is wrong. It is lying. Don't do it.*

Klax: An old video game

○ *Coin-op game circa late 1980s.*

○ *"[The developer] originally programmed this in Amiga Basic, then ported it line-by-line to C. It was written in just a few weeks on "Escape From the Planet of the Robot Monsters" hardware."*

○ *http://www.arcade-history.com/history_database.php?page=detail&id=1300*

Nostalgia's great, but...

- *Don't bother with emulators (MAME...)*
  - *Your focus will be on **our** prototype!*
  - *Have some fun playing it...*
  - *Yet, don't get distracted.*
- *Mostly written around 1997; updated 2000.*
- *Written in a particular architectural style*

Introduction to ArchStudio

- *In a few weeks, you will hear more in lectures about 'software architecture' and the 'C2 style'*

- *For now, you need to know how to run Klax*

- *Environment (platform) called ArchStudio*
  - *http://www.isr.uci.edu/projects/archstudio/*

Installing ArchStudio

- *http://www.isr.uci.edu/projects/archstudio/setup-easy.html*

- *http://www.isr.uci.edu/projects/softwareupdate/*

- *Requires Java 1.4 installed*

  - *For updater, browser must support 1.4*

- *Install 'xArchLibs', 'ArchStudio', and 'Apigen'*

Configuring ArchStudio

- *Run 'java -jar archstudio.jar'*
  - *May be able to double-click on JAR file*
- *Walk through choices...*
- *Produces a script (for Win32 or Unix)*
- *Again, just follow: http://www.isr.uci.edu/ projects/archstudio/setup-easy.html*

Invoking Klax with ArchStudio

- *File | Open … regular-klax.xml*

- *Can drag-and-drop regular-klax.xml file on File Manager Window*

- *Select (Highlight) 'regular-klax.xml'*

- *Invoke | AEMDriver*

- *Click Instantiate on lower-right-hand side*

Klax Quick Reference

- *Left arrow moves your palette left*

- *Right arrow moves your palette right*

- *Down arrow drops your palette into chute*

- *You must catch tile with palette*

- *Vertical, horizontal, and diagonal sequences of three or more cause removal*

Klax Demo
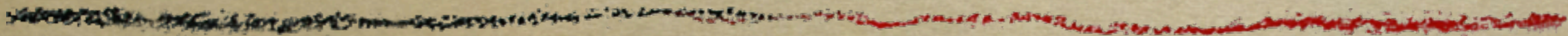
Where we are headed...

- *All in the context of Klax...*
  - *Initial emphasis on 'reverse-engineering'*
- *Requirements: What does it do?*
- *Design: How does it do it?*
- *Testing: Does it do what it should?*
- *Implementation: Make it do what it should*

Next Discussion Time...

- *Introduce 'Requirements Specification'*

- *Assignment #1 will be due on October 18th, 2004 here in discussion*

  - *Electronic submission via EEE DropBox*

- *The best thing you can do this weekend is make sure you can play Klax!*