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What is G?

► G is a programming language designed to create computer games.

► G can create computer versions of board games such as chess, checkers, tic-tac-toe, and connect four.

► G can allow gamers without programming experience create games that can be played on the Java Virtual Machine.
Why Use G?

► We created an abstraction level and a package library that makes writing a game intuitive.

► G automatically handles the game mechanics and input and output so you don’t have too.

► The programmer just describes the rules, and leaves the rest up to us!
Sample G Program
(Pause to show code)
G System Architecture
Future Improvements for G

- Increased Support for Graphical User Interfaces
- Networking Support
- Built-in Artificial Intelligence
Lessons Learned

► Solidify a working design early
► Set hard deadlines
► Different team members have different strengths
► Some things are outside of your control
► Designing and implementing are two very different things