1: Code Smells and Design Patterns

Learning outcomes

- ► **Understand** the concept of Code Smells
- ► **Explain** the concept of Design Patterns
- ► **Understand** the output of a static code analyser

Module Intro

- ▸ This module is about becoming a better programmer
- ▸ We will examine more specialised topics such as Networking, AI, PCG
- ▸ We will look how data can inform our code and game design
- ▸ How we can build tools to assist the development pipeline

Assessments

- Assessment 1 - Research Journal
  - Research Journal where