

# Week 16: Screencast, Lecture Slides + Reading

## Live Presentation 12/7/2018

[https://cccconfer.zoom.us/recording/share/hDyCvPt\\_V-j-\\_mYwZ2I7MI0L8sciLcK-X\\_CeYIGejXKwlumekTziMw?startTime=1544209313000](https://cccconfer.zoom.us/recording/share/hDyCvPt_V-j-_mYwZ2I7MI0L8sciLcK-X_CeYIGejXKwlumekTziMw?startTime=1544209313000)  
([https://cccconfer.zoom.us/recording/share/hDyCvPt\\_V-j-\\_mYwZ2I7MI0L8sciLcK-X\\_CeYIGejXKwlumekTziMw?startTime=1544209313000](https://cccconfer.zoom.us/recording/share/hDyCvPt_V-j-_mYwZ2I7MI0L8sciLcK-X_CeYIGejXKwlumekTziMw?startTime=1544209313000))

## Lecture Slides

[F18 CS74-42A Week16 On Campus Slides Final.pdf](#)  
(<https://canvas.santarosa.edu/courses/33387/files/1807246/download?wrap=1>)

## Online Conference Access

(<https://canvas.santarosa.edu/courses/33387/files/1696876/download?wrap=1>)

This week's online conference will take place on Friday, 12/7/2018 from 11am-12pm.

**Live access to the weekly online meeting using Zoom is available**

at: <https://cccconfer.zoom.us/j/961817861> (<https://cccconfer.zoom.us/j/961817861>)

## Required Reading

"Building A Strong Indie Game Development Team"

[http://www.gamasutra.com/blogs/AlistairDoulin/20100107/86323/Building\\_A\\_Strong\\_Indie\\_Game\\_Development\\_Team.php](http://www.gamasutra.com/blogs/AlistairDoulin/20100107/86323/Building_A_Strong_Indie_Game_Development_Team.php)  
([http://www.gamasutra.com/blogs/AlistairDoulin/20100107/86323/Building\\_A\\_Strong\\_Indie\\_Game\\_Development\\_Team.php](http://www.gamasutra.com/blogs/AlistairDoulin/20100107/86323/Building_A_Strong_Indie_Game_Development_Team.php))

## Links

Week 12: Step-by-step Set Up for Build System Workspace

<https://canvas.santarosa.edu/courses/33387/pages/week-12-step-by-step-set-up-for-build-system->

[workspace \(https://canvas.santarosa.edu/courses/33387/pages/week-12-step-by-step-set-up-for-build-system-workspace\)](https://canvas.santarosa.edu/courses/33387/pages/week-12-step-by-step-set-up-for-build-system-workspace)

Instructor's Build System-based Cloud9 Workspace

<https://ide.c9.io/srjcewilde/cs7442a-fa18-build-system> [\\_ \(https://ide.c9.io/srjcewilde/cs7442a-fa18-build-system\)](https://ide.c9.io/srjcewilde/cs7442a-fa18-build-system)

Instructor's Original Cloud9 Workspace (Weeks 1-11)

<https://ide.c9.io/srjcewilde/cs74-42a-fa18> [\\_ \(https://ide.c9.io/srjcewilde/cs74-42a-fa18\)](https://ide.c9.io/srjcewilde/cs74-42a-fa18)

Example Games from Textbook Chapter 7

<https://ide.c9.io/srjcewilde/sp18-cs74-42a-phaser-book> [\\_ \(https://ide.c9.io/srjcewilde/sp18-cs74-42a-phaser-book\)](https://ide.c9.io/srjcewilde/sp18-cs74-42a-phaser-book)

Example Games from Past Student Final Projects

<http://srjc.ethan.com/student-work/game/> [\\_ \(http://srjc.ethan.com/student-work/game/\)](http://srjc.ethan.com/student-work/game/)

Phaser CE GitHub Repo

<https://github.com/photonstorm/phaser-ce> [\\_ \(https://github.com/photonstorm/phaser-ce\)](https://github.com/photonstorm/phaser-ce)