UTAustinX: UT.6.01x Embedded Systems - Shape the World

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In this next video we introduce the chapter and present the general idea for the hand-held game.

VIDEO 15.0 INTRODUCTION TO MAKING YOUR OWN GAME

C15 0 Introduction to Chapter 15

Help



DR. JONATHAN VALVANO: Professor Yerraballi,

what are we going to learn today?

DR. RAMESH YERRABALLI:.Today we will take stock of everything we have

learned in this class.

Put them all together to work on a single,

final project.

DR. JONATHAN VALVANO: That sounds



and artificial intelligence.

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