



# Lecture 14

## Announcements

- AY : Reminder to end P3 team signup
- Note : Be careful about pre-mature optimization (IE, don't optimize your code's runtime performance until it is actually a problem). Your mission is to optimize development-time performance, as content is truly king (and our computers are very fast).
  - Very common anecdote : "Student comes in with bug. Bug was caused by an attempt at optimization. We profile with Window -> Analysis -> Profiler and discover that optimizations are completely unnecessary right now. **Result : Student burned their time for nothing because "pre-mature optimization is the root of all evil."**
- [A day in the Life of a Japanese Game Developer \(at Namco Bandai\)](#)
- General Announcement : Class will begin shifting into a more diverse variety of topics (now that you're all working on different projects with different needs).
  - Team Organization
  - SIMD Programming + GPUs
  - Games and Education
  - Games as Art
  - Etc
- Common P3 Early Issues
  - Games should not require keyboard usage if gameplay is primarily controller-based.
    - Multiplayer games benefit tremendously from controller usage.
  - Art Consistency (Art Styles) - [Undertale](#) vs. [Sexy Hiking](#)
  - credits.txt missing when needed.
  - Embedding UI into the world + Timers vs progress.
    - Timers have many issues. They can seem arbitrary sometimes (timer [floating in sky](#)). They can end games prematurely (if a team gets too far ahead and a minimum time is required to score). (Compare to [Buccaneer Booty Battle](#))

# Introduction to P3 : Showcase Game Project

- [Slides](#)

## Assignments Released

- [p3\\_gold\\_spike](#)
- [p3\\_project\\_management](#)
- [ec\\_roster\\_review](#)

## Game Examples ~ P3 : Showcase Game Project

- [Mogu](#)

## PostProcessing

- [The power of post processing to change a scene's "flavor" and emotion.](#) (*Final Fantasy 15*)
- Demo (using Juiciness Project Above)
  - Post-processing volume
  - Post-processing layer
- Bloom
  - [Elder Scrolls Approved](#)
- Vignette
- Grain
- Depth of Field
  - [Dark Souls Approved](#)
- Etc

## Theming

- [slides](#)