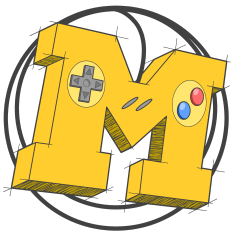

Lecture 2

Announcements

- Diffusion models are game engines? (2025 edition)
    - Getting nervous? I used to feel it too, but this has a long, long way to go to be useful. In my experience, designers cannot accept a vague, slow iterative process (even if the results are impressive). LLMs and genai must become more precise and editable if they are to be commercially relevant.

- Please please please purchase or obtain a mouse for this course (a two-button mouse with scroll wheel).

- If your partner drops midway through project 1, you will need to carry on without them. For your troubles, you will receive a grade bump, and be extra prepared for future projects (but please expect a tougher first month as a result).

- (extra credit) IGDA this Thursday (tomorrow)

- Submission Tips
    - Please re-download your submission to verify you submitted what you think you did. Every semester, 2-3 people get 0s because they submit the wrong assignment.
    - 20% penalty if turned in < 24 hours late. 100% penalty if turned in later. Canvas provides the timestamp-- do not cut it close. Upload a “safety build” a few hours before the deadline.

- The toughest one-month stretch of the course begins Monday. You can do it!
    - (no lecture Monday, but the project will open up and teams will be created at 10:30am EST).

Course Logistics

- slides

Briefing : Project 1 (Classic Game Project)

- Slides
- Zelda motorbike Demo
- Zelda slomo Demo
- Metroid Custom Demo

Assignments Released

- P1 Team Registration

- (soon) Project 1 : Classic Game Project
    - P1 Milestone
        - Due next Monday
        - Very similar to t1 / t2-- you are provided a template and guide that takes you 50% of the way through your objectives.
    - P1 Research
    - P1 Project Management
        - Your projects should be set up and accessible some time tonight, so long as you registered via the p1 team registration form.
        - (perform jira mini-demo)

Unity Systems Tour

Note-- no need to take notes during this tour. Relax and pay attention to the spirit of these systems. What is their basic idea? What are they used for? When might they come in handy? You will be able to find these slides later when you need them (AKA, when project 1 releases).

- Collisions and Triggers
- Input Management
- Coroutines (repo)