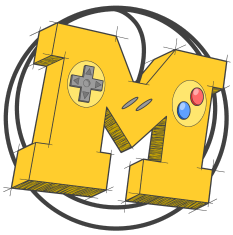

Lecture 10

P2 Example Games

- Should be available on AY's computer (also available on the assignment spec)

Announcements

- Q : Want a controller for project 2?
  - See me after class and we'll check some out for you.

- Peer evals also being graded. Most teams appear to have functioned well. A few reminders–
  - Ignoring your team until 1-2 days before the deadline is not ok.
  - Teams function well when…
    - Schedules are permitting (all teammates can contribute similar amounts of time)
    - Skills are complimentary / specialized (teammate weaknesses are covered by one another. Strengths multiply rather than add "Greater than the sum of their parts").
    - Objectives are aligned (a team of two "game-industry-desiring" students and two "let's just pass" students will generate animosity)
  - You have ~14 days until project 3. Ask around. Who wants to work in the games industry? Who has enough time to contribute? Who has too much time? Who had an incredible p1_gold?

- Human Tetris
  - If there wasn't the constraint of time (generating decision pressure), this wouldn't be an interesting game. Constraints make decisions more interesting.
  - If there wasn't a pool of water with which to embarrass defeated players, it wouldn't be a dramatic game. Drama isn't always fun or pleasant, but it makes experiences more engaging (anyone who's been through high school knows this).

Assignments Released

- P2 Gold Spike
- P2_research
- P2_project_management
  - You create all of the tasks this time.

Briefing : Project 2 (Rapid Prototype)

- slides
- P2_goldspike grading warning : Lots of points typically lost for not doing GOLD_SPIKE.txt correctly. Make sure to describe the ONE feature that is your gold spike. It's one feature-- do not describe your entire game in this document.
- Example game : GuruGuru by Qinye Li

Event-Driven Architectures : Pub Sub

Superior in several ways to Observer, Pub / Sub truly decouples systems from one another.

- **(Check course code repository for demonstration project)**
- Kind of similar to how email works (their systems don't care who's subscribed, if anyone. Your inbox doesn't care who sends, if anyone).
- Usage Slides
    - Commercial Usage Example : CanTakeDamage.cs in BTD
        - Publishes EventKO and EventDamageTaken
        - CharacterStatusCanvas (an entirely separate system) subscribes to EventDamageTaken, and uses them to render the opponent icon and health in the bottom-right of the screen.
            - These two systems (DamageSystem and UI System) don't care about one another! They are not coupled at all! Spaghetti avoided!
- Download the EventBus script here!
- Note : It is very common to start off with simple events, but then add additional data and details to event classes. For instance, if you create an "EventPushblockMoved" event, you will soon want to specify *which* pushblock was moved, and perhaps store a reference to the pushblock gameobject inside of the event.

Sid Meier's 48 hour Game Jam

- Slides