



Lecture 21

Announcements

- [Extra Credit Opportunity : EECS 440 XR Showcase Tonight at 7pm in Visualization Studio](#)
- Office hours will officially conclude following the showcase (no office hours tonight either).
 - All needed communications should be possible via email afterwards.
 - Please don't request a grade bump without explicit reference to course policy.
 - Such emails will be ignored or responded to with [a default email](#).
 - Regrade requests are always OK (Provide specific reasoning for reconsideration. [Read the syllabus](#)). If we missed something, speak up– our job is to ensure an accurate grade (not necessarily a passing one).
- Evals are available now– please fill them out for extra credit (and to help the course!). Thank you!

(if available) Final Trailer Viewing (You all did it!)

- Remember to credit your freelancers. Update your trailer on itch.io if necessary (no late penalty).

SIMD and GPU Programming (finish)

(non-covid semester) Exhibiting

- [Slides](#)

Student Game Publishing

- Our work is often more impactful than we realize.
 - Consider submitting to student game competitions ([IndieCade](#), [IGF](#), etc).
 - Consider submitting to publishers ([use this guide](#)).
- [Yolked!](#) ([old trailer](#), [new trailer](#), and [press writeup](#)).

Showcase Logistics

- [Slides](#)

Your new Tools (Course Summary)

- [Slides](#)

End of Dungeon

- [Video](#)

Systems Demonstration : Selection System

- Note to Austin : Should be a "Lab_Selection" scene in TowerDefenseSystem.
- [Selection System Runescape Example.](#)
- Required Patterns

- Inheritance
 - [The parent class](#)
 - [One derived class : Examine](#)
 - [Another derived class : Attack](#)
- Composition
- Singleton
 - [Messy Source Code](#)
- Code/Data Separation
- (Long-Term Investment) This is the kind of technology that may be re-used on many games, saving tremendous time and resources.