Lecture 1

Iterative Design and Scott's Story (20 min)

A true champion of iterative development and feedback utilization, Scott's tale is an inspiring classic for anyone in a creative field-- a real-life testament to the iterative design process and the value of calmly-taken feedback.

- [Slides](#)
- [90-minute Interview with Scott Cawthon](#)

Instructor Bios (10 min)

- [Slides](#)

Announcements

- Welcome to EECS 494: Introduction to Game Development! We hope you've had a nice break!
  - Special Note : Physical attendance isn't mandatory (aside from playtesting sessions beginning halfway through the semester).
  - Special Note : Find lecture recordings on canvas immediately after lecture.

- The course Piazza and Canvas site are up. If you can't access them, email us at eecs494staff@umich.edu ASAP (**homework begins today**).

- Office Hours begin today
  - View the office hour schedule on the course canvas site home page.

- (If Waitlist) : 494 typically experiences 8-12 drops per semester.
  - Room won't be so full for very long (many students watch recordings from home).
  - **While on waitlist, keep up with assignments–** Students who don't complete tutorial_1 and tutorial_2 assignments will be assumed to have dropped course, and won't receive a team for project 1.
  - If your partner drops midway through project 1 (waitlist a potential cause), 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](#)

What is EECS 494? (30 min)

As an MDE, EECS 494 concerns itself with more than just teaching engineering tools and concepts. It's almost certainly one of the final classes you take here at Michigan-- it has the obligation of preparing you for real-world competition, resource economics, interdisciplinary communication, and audience / user expectations, among other topics. Please expect a diverse and occasionally high-level approach to lectures.

- Slides

Assignments Released

- Utilize AI assistants on these two assignments at your own peril (you should use them later on in projects).
  - tutorial_1 (Super Roll-a-Ball) (ETA: 3 hours)
  - tutorial_2 (Flappy Bird : Multiplayer Edition) (ETA: 4 hours)
  - ec_personal_intro (check piazza - due Monday)

(if time) Workshop: Unity Demonstration

- Supplement