



# Lecture 9

## Announcements

- Congratulations! You've finished what is typically considered EECS 494's toughest stretch.
  - It might not feel great now, but you may look back on this fondly. If it helps, [consider Walt Disney's perspective](#) ([and another related one](#)).
- [Switch console hacking and security model walkthrough](#).
- Iteration in Theater / Acting : Resident Evil 7 team iterates on their cutscenes by acting them out in person.
  - [Final finished cutscene](#) (warning: horror, violence, gore, and language)
  - [First iteration of scene](#).
  - [Making of Resident Evil 7 documentary](#)
  - [Also from Capcom : Devil May Cry 5 cutscene planning](#).
- Note: Begin recruiting process for your 3-4 p3 partners.
- Assignments Released
  - [p1\\_postmortem](#)

## Composition

- [slides](#)

## Game Design : Feedback Loops

- [Slides](#)

# Sid Meier's 48 hour Game Jam

- [Slides](#)