Lecture 17

Announcements

- [Progress on the Interactive 3D Art Course (daily model gallery)](#)
- The [Get-A-Job Guide](#) is here for you. Take particular note of the academic opportunities / lab opportunities.
- [Castlevania + AI](#)
- [Roles every indie developer must know.](#)
- [Product exhibition at youmacon 2023](#)
- A quick tip for your upcoming internships and new-employee onboarding periods.
  - When your mentor says "come to me with any questions!" your mentor is secretly hoping you won't do this very much, because it's a pain (interns / new hires require high investment, and don't always yield much return).
  - Instead, set up a "round robin" list of all of your new team members. When you have a question, ask the "current" team member and then move the pointer to the next team member. This creates a rotation.
  - Congratulations! (1) Your questions are answered, and you are productive (2) Your mentor loves you, as you didn't ask very many questions yet found productivity (3) You now know and have impressed your other team members.

P3 Sample Game

- [Mission O-Possumble](#) ([trailer](#))
  - Exceptional style / consistency
  - Embedding of UI content into the game world and gameplay
    - The baby possums used to be a counter / UI number. They were then added into the game itself to form a chain.

Mini : The LineRenderer Component

Easy to use, but expressive.
- [Documentation](#)
- [Example 1 (vision areas)](#)
- [Example 2 ("Click Feedback" effects)](#)

Teamwork and Politics

- [slides](#)