Lecture 3

Announcements

- \<EECS 298 student progress\>

- Reminder– you can get some pretty cool stickers by getting one ending or another in the eecs494.com web game.

- Kojima experiments with a camera system for Metal Gear Solid (PS1)

- Please please please use Github for Desktop (with a gitlab repo. Github has limits you will run into). Unless you are a git master, it will dramatically improve your git experience.

- A particularly clever deployment of Augmented Reality.

- **Tips for P1**
  - How authentic to visuals / audio need to be? Not very.
  - Tip : Treat arrows and the flying sword as separate gameobjects. Instantiate them when you want one, and destroy them a few frames / seconds later (perhaps using a coroutine).
  - Monday : We'll be talking about architecture and how to make your codebases for P1 much nicer.

Assignments Released

- p1_milestone
- p1_research
- p1_pm

Fun P1 Bugs

- Slides (Examples shown not from anyone in this class)

Communication Tool : ShareX

- Why?
  - Communication being the most important factor of a team's success...
  - Record a gif, upload to imgur, and put link into clipboard within ~3 seconds.

- - ■ If a picture is worth a thousand words (and they can be), what is a gif worth?
    - ○ Also supports single images and videos.
    - ○ Free and Open-Source
  - [Link](#) (only for windows)
  - Mac alternatives?
    - ○ [Lightshot](#)?
    - ○ [Monosnap](#)?
  - Linux alternatives?
    - ○ [Flameshot](#)?

Unity Systems Tour (continued)

Note-- no need to take notes during this tour. Relax and pay attention to the spirit of these systems. What is their basic idea? What are they used for? When might they come in handy? You will be able to find these slides later when you need them (AKA, when project 1 releases).

- [Collisions and Triggers](#)
- [Input Management](#)
- [Coroutines](#) ([repo](#))

Raycasting

Demonstrate Applications of raycasting in a Stealth Example game.
- **Useful for Metroid (Zoomer implementation) and Zelda (Stalfos implementation)**
- Secret Snail Game : https://eecs494.com/examples/RaycastDemoWeb/index.html
- Secret Snail UnityPackage : http://bit.ly/2AD3lpN
- Example Usage-- Implementing slopes in a platformer : https://youtu.be/1wNfngvWs0g