**Game of Life:** bin/Debug, first file in there

**Office Warfare:** It’s directly in there, to the right of the trailer video

**PP4:** It’s the second file. Just underneath D3D11Sample.cpp

**PP4 Final:** It’s about midway down the page, just underneath PP4Final.cpp

**Flocking:** It's midway down the page

(Click the circle at the bottom right of the scrren, above fps, to use my implementation)

**Reversi:**  It's the thrid from the bottom

(Click Game and select options to change things. Click on the Players tab and select Student AI to use my implementation. Click on Difficulty tab to change the AI's difficulty)