

CS50's

Introduction to Game Development

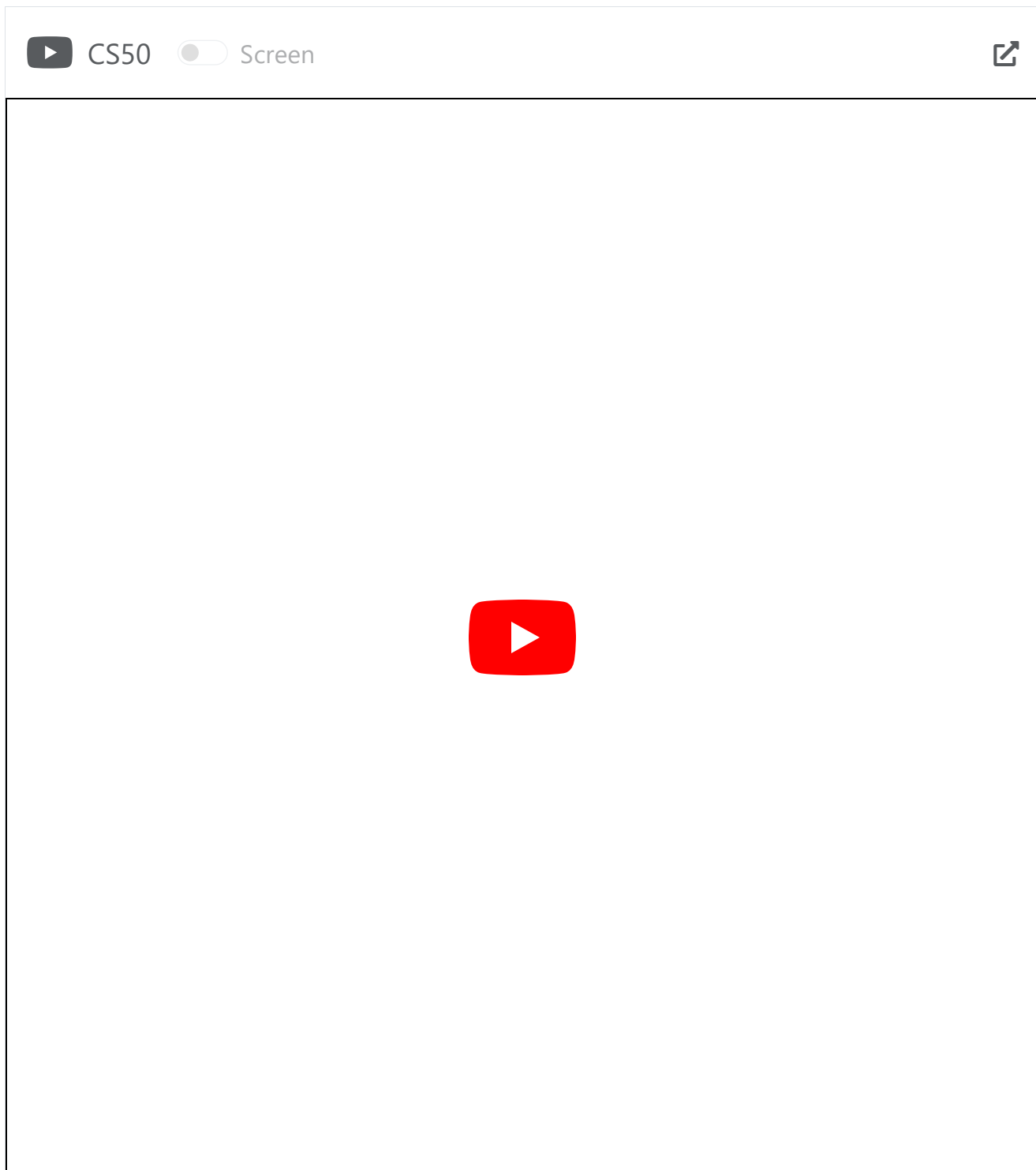
OpenCourseWare

Colton Ogden (<https://www.linkedin.com/in/colton-ogden-0514029b/>)
cogden@cs50.harvard.edu

David J. Malan (<https://cs.harvard.edu/malan/>)
malan@harvard.edu

f (<https://www.facebook.com/dmalan>) **G** (<https://github.com/dmalan>) **@**
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Week 4 Super Mario Bros.



☐ Watch lecture.

- [Notes](#)
- [Slides \(https://cdn.cs50.net/games/2018/spring/lectures/4/lecture4.pdf\)](https://cdn.cs50.net/games/2018/spring/lectures/4/lecture4.pdf)
- [Source Code \(http://cdn.cs50.net/games/2018/x/lectures/4/src4.zip\)](http://cdn.cs50.net/games/2018/x/lectures/4/src4.zip)
- [Subtitles \(https://cdn.cs50.net/games/2018/spring/lectures/4/lang/en/lecture4.srt\)](https://cdn.cs50.net/games/2018/spring/lectures/4/lang/en/lecture4.srt)
- [Transcript \(https://cdn.cs50.net/games/2018/spring/lectures/4/lang/en/lecture4.srt\)](https://cdn.cs50.net/games/2018/spring/lectures/4/lang/en/lecture4.srt)

⊕ Video

- Submit Project 4.