

# CS50's

## Introduction to Game Development

OpenCourseWare

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

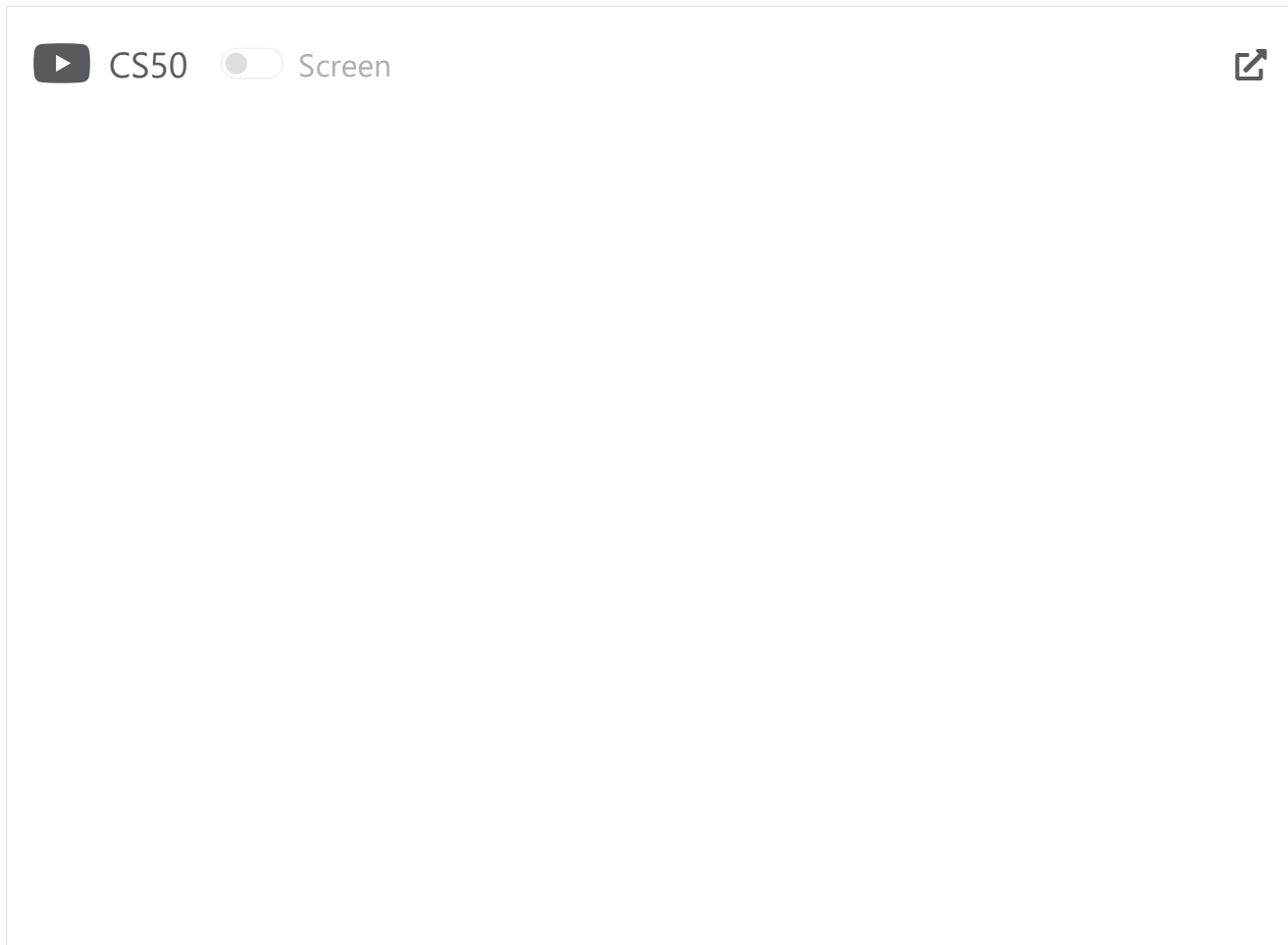
David J. Malan (<https://cs.harvard.edu/malan/>)  
malan@harvard.edu

**f** (<https://www.facebook.com/dmalan>) **G** (<https://github.com/dmalan>) **@**  
(<https://www.instagram.com/davidjmalan/>) **in** (<https://www.linkedin.com/in/malan/>)  
**ID** (<https://orcid.org/0000-0001-5338-2522>) **Q** ([https://www.quora.com/profile](https://www.quora.com/profile/David-J-Malan)  
/David-J-Malan) **5** (<https://www.reddit.com/user/davidjmalan>) **🎵**  
(<https://www.tiktok.com/@davidjmalan>) **📧** (<https://davidjmalan.t.me/>) **🐦**  
(<https://twitter.com/davidjmalan>)

---

## Week 8 Helicopter Game 3D

---



☐ Watch lecture.

- [Notes](#)
- [Slides \(https://cdn.cs50.net/games/2018/spring/lectures/8/lecture8.pdf\)](https://cdn.cs50.net/games/2018/spring/lectures/8/lecture8.pdf)
- [Source Code \(http://cdn.cs50.net/games/2018/x/lectures/8/src8.zip\)](http://cdn.cs50.net/games/2018/x/lectures/8/src8.zip)
- [Subtitles \(https://cdn.cs50.net/games/2018/spring/lectures/8/lang/en/lecture8.srt\)](https://cdn.cs50.net/games/2018/spring/lectures/8/lang/en/lecture8.srt)
- [Transcript \(https://cdn.cs50.net/games/2018/spring/lectures/8/lang/en/lecture8.srt\)](https://cdn.cs50.net/games/2018/spring/lectures/8/lang/en/lecture8.srt)

⊞ Video

- Submit [Project 8](#).