IMGD 3000 - Technical Game Development I:
Tips for Final Presentations

by

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What/How to Present

- ☐ Each team has ~20 minutes!
  - ■ Time will fly
  - ■ ~7 min. presentation, ~13 min. demo
- ☐ Pitch
  - ■ Start small, and iterate
  - ■ Screen shots
- ☐ Everyone should participate
  - ■ Tech & Art
- ☐ Don't mumble/talk to projector
- ☐ Make sure screen shots are bright enough on projector
- ☐ Web page needs to be informative and catchy
  - ■ Judges will be given links to these prior to coming!
- ☐ Practice the presentation!

What/How to Demo

☐ Demo should be "click ready"

☐ Make sure your environment is bright enough!

☐ Have a written script of what you will do in the demo, e.g.,

- 1. Launch game
- 2. Show Options Screen (details here)
- 3. Load "Insane" level
- 4. Explain the HUD (details here)
- 5. Turn right, and fire weapon so we can see things

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☐ If you have something you REALLY want us to see, then have a short-cut key to get us there

☐ Practice the demo!!

☐ Have movie(s) ready in case things go bad!

On Presentation/Demo Day

- ☐ Come install your stuff on the laptop(s)
  - We have 3 "Mobile Workstations" reserved
  - NVIDIA Quadro 1600M GPUs

- ☐ Available starting at 11am each day
  - Paulo will email you the place
  - No IMGD Speaker this week

- ☐ Be professional
  - Dress up (?)
  - Be thorough
  - Don't use slang

Grading for Final Project

- **Four Milestones (~5%)**
  - 50/50: Presentation/Demo

- **General (~10%)**
  - Game Runs
  - Good Program Structure

- **Documentation (~20%)**
  - File & Function Headings, In-line comments
  - Detailed Proposal
  - External Document
  - Web site

Grading for Final Project (cont.)

- ☐ **Presentation (~30%)**
  - ■ Presentation
  - ■ Demo
  - ■ Team involvement

- ☐ **Playability (~35%)**
  - ■ Scoring
  - ■ AI / Multiplayer
  - ■ Movement Control
  - ■ Completeness
  - ■ Sound

- ☐ **Individual Contribution (~5%)**