



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

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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!!
- Don't mumble/talk to screen
- Make sure screen shots are bright enough on projector
- Web page needs to be informative and catchy
- 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
- ...
- ❑ 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 laptops

- 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%)