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
...
- 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%)