Project Pitch

Date: Wednesday, March 2nd

Introduction

• Present game to independent panel. Get them to care about your game
  - Ex: Publishers (deep pockets)
    • But don’t need to do the marketing analysis
  - Ex: Professors (give you grade)
• Only 5 minutes (strict!)
  - One slide of intro
    • Title, names of developers
    • One-sentence description
    • Highlight innovative features (artwork, gameplay …)
  - Video of demo (next slide)
Video of Demo

• Camtasia for videos
  - Note, for home use, fraps cheaper
• WARNING! Camtasia only compresses video very slightly.
  - At 640x480 likely 300+ MB for 5 minutes!
• Compress with Virtualdub
  - http://sourceforge.net/projects/virtualdub/
  - 8:1, but 5 minutes of video still 50+ megs
• Install on computer ahead of time

Tips

• Don’t talk too much without visuals
• Don’t actually play game (use video)
• Relax and have fun