



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

