**Tasks/plan for the presentation/game so far:** With these tasks, everybody will have at least something to say and do, which I think is very important considering Kirill kept going on about sharing workload/ making everyone feel involved in the groups. Also, on Thursday we will present to 2 staff in a room somewhere, so no need to print loads of flyers or do that subscribe thing online. Also, the MAX time is 20 minutes for the presentation, so make sure you don’t talk too long or waffle. Lastly, I believe the game demonstrations are on Friday’s lab, and on Thursday, we are merely presenting/selling our game.

**Bruno** - Make flyer/poster (and print it in colour) with game logo and a a few mysterious sentences enticing people to the game. Also, send some bullet points so you can talk about an idea of yours which is featured in the game.

**Apostolos** - Main coder and whom the group would fail without. Considering the amount of work done coding, no need to do anything for presentation, unless you want to or maybe you could answer tricky coding questions… apparently Kirill will play all games.

**Josh** - Presenter host, basically selling the game in a animated way by introducing game and concluding powerpoint. Making the main descriptions and room layout/map in which people can suggest additions to if wanted in order to talk about one of their ideas.

**Aleksandar** - A slide or two about combat system in the game and how it benefits the game. Also, a slide with an idea of yours you liked which is implemented into the game.

**Plamen** - Talk about an idea of yours in the game. for example the difficultly levels or other ideas which we will inevitably come up with this weekend. (not too much, but you said you don’t like presenting) Hope this is ok, if not just say so.

**Laurent** - Talk about an idea of yours in the game, for example about big spiders in basement, or how you thought that sanity levels etc adds to the game experience.. (not too much, but you said you don’t like presenting) Hope this is ok, if not just say so.

**Ben** - Making the presentation. I will talk about the adventure aspect, and the clues and give info on the game in general and the storyline behind it etc. Basically talk about how the game works as a whole and how we went about the project etc.

So these are just points which are expanded upon the points made in the canteen, in which everybody seemed to be happy with as of then. Hope these are good starting guidelines and give the group an idea of where we are heading with the game. Obviously, they can be tweaked a bit as we know more detail about game and stuff, but these are the general areas of what people will be talking about.

We will be practicing a full run through of the presentation on **Wednesday 21st, at 11:10.** This is assuming nobody is going to computer club. But if anyone wants to obviously go and we will present at 13:10 instead.

Also, the final game (bar a few tweaks) should be ready by then, so we can also run through that and play it so we all know lots of information about it and can look more knowledgable when answering questions etc on Thursday/Friday.

Considering we are running through the presentation on Wednesday 21st, please send me all information that you want included in the presentation by **Tuesday 20th (early evening) at latest** so I can make it for the next day.

I think thats everything we discussed today, but I basically wanted to make a plan on paper so everyone’s on the same page. In terms of the game and ideas, we can Skype whenever or Facebook. and also do final stuff on Monday and Tuesday.

Also, Aps, sorry that you kind of have to do the coding of the game yourself, but none of us I think are at your level. Hopefully though, you can just code ideas and add in what we have all brainstormed etc so you shouldn’t have to do much in terms of the story, descriptions etc. Also, you can relax in the presentation :)

If anyone disagrees with this or feels I have missed anything, just say and also say if its ok, basically give opinion. Anyways this was a long post haha lol.