Project Demo 2

Overview

For the second demo of your team project you will demo a desktop version of your app. For this demo you do not need any networking nor multiplayer. All code may be contained in a single program, though it's strongly recommended that you follow and MVC architecture and communicate to the model using JSON strings to make it easier to add networking for demo 3.

You may use any language, or combination of languages, to build this app. Tools such as Unity, Unreal, and Electron are allowed, however you cannot use any "magic" networking solutions for demo 3 so plan accordingly (Ex. Unity's Network Manager is not allowed. Your team must write the networking code for your project and be able to explain that code and the messages send over the network).

Submission

In addition to your in-lab demo you must the following to earn a grade for this part of the project. All must be submitted before your lab section begins:

- A link to your repository
    - If you have multiple repositories submit all links
    - If your repository is private provide access for both of your lab TAs
- A YouTube link showing usage of your running app
    - Less than 1 minute
    - No commentary required
    - Your videos will be used by course staff to settle grading decisions outside of your demo. Your video will not be shared with the class
- Peer and Self Evaluations
    - Since this is a team submission you will report the level of work completed by each member of the team
    - Project points will be distributed based on these evaluations

Demo

For this demo run your desktop app on your laptop and show its functionality to your TA(s). You will demo your app as a team. The app can be ran in your development environment (eg. You can run from your IDE)

Grading Rubric

	0 points	8 points	17 points	25 points
Execution	App does not run or a GUI is not displayed when ran	App runs, but nothing meaningful is displayed on the GUI	App runs and displays some meaningful components, but it is clearly not the intended app	App runs and properly displays the GUI for the app
Usability	The app does not respond to user inputs	The app responds to user inputs, but with no correlation to the intended action	The app responds to user inputs, but not completely as intended by the app (ex. Directions are inverted)	The app properly responds to all user inputs
Clarity	The idea of the app is unclear and would not be understood without explanation from the team	The idea of the app is somewhat unclear or needs minor explanation from the team	The idea of the app is clear as a single user experience, but unclear how it will become an MMO	It is immediately clear to the user how the app will be used as an MMO when multiplayer is added
Testing	Testing does not exist	Some testing exists, but there is an issue noticeable to the user that makes at least one feature of the app unusable	Some testing exists, but there is a minor issue noticeable to the user that negatively impacts the user experience (and all features are usable for their intended purpose)	Some testing exists and there are no issues that are noticeable to the user