

COMP397 – Web Game Programming

Final Presentation

Final Project add-on

Due Week #14 (April 22nd, 2016) @ class time.

Value 10%

Presentation

Maximum Mark: 32

Overview: Working with you partners (or on your own) you will present your final game project. Your presentation should include details contained in your external document (such as an overview of your game, your planning process, lessons learned, and future possibilities). You must be prepared to present live. Use a slide deck during your presentation to keep you organized. Your presentation should be no longer than 5 - 7 minutes. **Note:** Each team member must present for the presentation to get credit.

Instructions :

Your presentation will have the following requirements:

(16 Marks: Materials, 16 Marks: Presentation Value)

1. Your presentation should include a **Title page** with your **team logo** and a screenshot of your game (2 Marks: Materials, 2 Mark: Presentation Value).
2. You will include an **overview slide**. You will use this slide as a backdrop to summarize what your game is about, what kind of game it is and where you got your idea (2 Marks: Materials, 2 Mark: Presentation Value).
3. You will include a **planning slide** to describe your original plan for the game. This may include wireframes, how you generated your ideas, and how you sketched out your code requirements (2 Marks: Materials, 2 Mark: Presentation Value).
4. You will include an **instruction slide** on how your game is played. This will include details of the type of controls your game uses (mouse or keyboard) and how the player scores points (2 Mark: Materials, 2 Mark: Presentation Value).
5. You will **demonstrate** your games functionality. Each game scene should be highlighted (i.e. the **Start Menu Scene**, the **Instructions Scene**, each **Game Play Level** and the **Game Over Scene**) (4 Mark: Materials, 4 Marks: Presentation Value).
6. You will include a **lessons learned** slide. This will detail challenges you had to overcome and things you might do differently if approaching this type of project again (2 Marks: Materials, 2 Marks: Presentation Value).

7. You will include a **Future Possibilities** slide. This will discuss where you could take your game if you had more time and future ideas for other projects based on lessons learned (2 Mark: Materials, 2 Mark: Presentation Value).

SUBMITTING YOUR WORK

Your submission should include:

1. Your presentation document.

This assignment is weighted **15%** of your total mark for this course.