Name:

Date:

Video Game Technical Design Week 3 Assignment Version: 2.0

Faculty of Video Game Design & Development + Internship

Choose one of the 5 one pager GDDs and create a power point
presentation pitching the game to the class. The presentation should
be between 3 to 10 min long and cover all points in the outline.

Video Game Digital Media
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Evaluation:

SECTION	SCORE
Title **High Concept** **Story Outline** **Gameplay** **Platform** **Development time** **Summary** **Any Licensing needed**	**14/15**
Speaks Clearly / Good Volume **Provides Eye Contact with group** **Good timing** **Generates Interest from peers** **('I would play that')**	**4/5**
TOTAL	**18/20**

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You read from your slides too much and miss talking about development time.