# CS 3540 – Game Demo

In this deliverable, you will prepare a two-part project presentation that includes a description of the idea behind your game and trailer video for your game. The entire presentation should be around **5 minutes**.

The first part of your presentation should use some presentation slides and should provide an overview of your game (the story and genre/key mechanics) and unique aspects of your gameplay/game development process. Most of this typically comes from the Game Design Document submitted as part of the final release. Feel free to share the unique aspects of your game/implementation. If you implemented something that was not covered in this class or used a new feature in Unity that was not shown in this class, that’d be a great thing to brag about! You can demo it at the end of the first part.

The second part of the presentation should show the trailer video you made for your game. You will need to make a trailer video for your gameplay. The trailer video should be about 1-2 minutes long. You can get as innovative as you like, but the bottom line is to provide a teaser of what your gameplay looks like, which is a common thing to do when games are released. It is possible to get cinematic camera views of your game (using Cinemachine), or simply play your levels for a short while and screen capture your gameplay. The trailer video will enable you to capture the most interesting aspects of your gameplay, which you may not have enough time to get to if you were to play your game locally during the presentation.

Here are some professional examples:

* <https://www.youtube.com/watch?v=HmvRfzH8eBs>
* <https://www.youtube.com/watch?v=2gUtfBmw86Y>
* <https://www.youtube.com/watch?v=VOIm3aVZ5q8>
* <https://www.youtube.com/watch?v=92Q7kIZF9cA>

Here are some more realistic examples from previous offerings of this class (which also illustrate the level of game polish expected):

* <https://www.youtube.com/watch?v=ipQV3hNmJZE>
* <https://www.youtube.com/watch?v=NhFXNU32ZKc>
* <https://www.youtube.com/watch?v=PGXGQHrS2Fo>

To record the gameplay, you could use the Unity Recorder package, which will be covered in the last module of the semester.

**What to submit**

Submit your presentation slides, your video link (upload it to YouTube, Google Drive, etc. and make sure it can be viewed anyone with the link) as a comment, and the MP4 file of your video.

In addition, you should post the link to your trailer under the Discussion forum for this deliverable, with post title Group # - Game Title/Name. This is needed to enable your classmates to watch and comment on your videos. You will later comment on other teams’ videos as well. Both are required.