



Course Number:

VGP230

Course Title:

2D Game Programming

Instructor:

Jordan Lacey

Title:

Final Game Demo and Presentation

Date Assigned:

Week 7

Due Date:

Week 11

Description:

The final project game demo and presentation will consist of:

- A 5 to 10 min presentation for your final game. You should have a PowerPoint ready including AT LEAST the following slides:
 - Title screen (your name, game title, fancy art)
 - Introduction/Summary
 - Example: "*Starcraft is a science fiction real-time strategy game revolving around three factions, the Terrans, the Protoss, and the Zerg...*"
 - Gameplay/Features
 - Example: "*In Street Fighter, you have to beat all opponents by spamming your fireballs...*"
 - Controls
 - Example: *Movement: WASD, Attack: Mouse click*
 - One thing that you've spent a lot of time on getting it to work and that you're happy with, this section should be a bit more technical. You can provide diagrams to help explain the concept or system you've implemented (unique to your game, don't give something that I've shown everyone on how to do already).
 - Example: "*The AI system of tower defense works like this. I have set up a bunch of way points...*"
 - Example: "*The inventory system works by keeping a linked list of generic pointers to items...*"
 - One thing that you have trouble with or simply don't have time to get to yet. This might be something that you plan to add on to your game in the future.
- Game Demo - Play your game for a bit. Maybe do a walkthrough of one level, a boss fight, etc.
- Conclusion and Q&A

Deliverables:

On Week 11, you will be showcasing your final game to the class and giving your presentation. Note: your game must be able to run. Your powerpoint and final project should be handed in on Omnivox (more details will be provided on how to hand in your project).