

## Group Project Phase 4

For Phase 4, your group will be presenting your project to the class. The presentation should be a slide show containing the following information:

- What went right in the project? What tools/processes made the job easier?
- What went wrong in the project? What were your biggest challenges?
- Each member should present what they contributed to the project.
- What feature was added in Phase 3 and describe how it was implemented.
- Any special features that were added in addition to the requirements of the project.

The presentation should contain a code sample and a live demo. It should be approximately 15 minutes in length.

The final project should be in a complete and running state with all tests passing. Requirements from these sections should be met:

Player  
Death  
Gameover  
Pickups  
Flyer Enemy  
GUI  
Bosses (if chosen in phase 3)  
Environment (multi direction scrolling/secret areas only in phase 3)  
Scoring  
Sound and Music

Deliverables:

- The slide show
- Microsoft project file or use of the SourceForge tickets feature.
- Meeting minutes and agendas.
- The project in a working state in the repository for download. (By 12/5/14)

The schedule for presentations is as follows:

12/1 : Groups 1,2,3 and 4

12/3 : Groups 5,6,7

This file is subject to change.