**Pitch Structure**

Galaxian 2019:

Structure:

1 minute – outline and introduction

1 minute – team introduction and roles

1.5 minutes – the track of the enemies – screenshots of the game

2 minutes - We should talk about game performance because Graham does Haskell

1 minute - Experience in programming in C++

2.5 minutes - Reasons to choose us – game developing experience,

Team work

Interest in gaming

1 minute – summary of key points

Source collectors:

Kejia Wu

Xuanhao Li

Rostering:

Structure:

1 minute – outline and introduction

1 minute – team introduction and roles

4 minutes - How we’re dividing the system – part for employee

Functions to add – automated email delivering and auto rostering

3 minutes - Reasons to choose us – website developing experience,

Team work

Experience of using rostering

AI knowledge

1 minute – summary of key points

Source collectors:

Nicole Millinship

Liam Orrill

Intensive care support:

Structure:

1 minute – outline and introduction

1 minute – team introduction and roles

4.5 minutes - How we’re dividing the system – part for users, part for administrator

How to create the virtual assistant

Making sure its responsive – testing on different devices

2.5 minutes - Reasons to choose us - website developing experience,

Importance of the project – children in intensive care

Team work

1 minute – summary of key points

Source collectors:

Teana Rashid

Gurjyot Kaur