COMP101Y

Innovation

BOHN: Sriram **B**atchu, David **O**nwonga, Richard **H**o, Mark **N**ay

Sriram and David will present the poster

* For pictures at bottom explain what they are doing and how you get from left to the right screen(explain what you do on the right screen and what each variable affects) and also the end game button on the home screen. Game features
* Sriram:
  + Explain how we developed the game and briefly talk about the challenges we had to encounter while developing our game.
  + Also talks about the different benefits of playing the game and what the player may learn from it.

Mark and Richard will present the demo

* Richard will present the slides, including the beginning and the end slides
  + Will explain the game’s purpose and general overview
  + He’ll show the end game screen and show how inputs occur with in-game screens
* Mark will explain the scoring systems and how the week/semester system works
  + Break down stress, wealth, etc. and how they add together to create a final score
  + Explain how the game knows when a week is over and when the semester ends

As a team, prepare an outline of your presentation for tomorrow

- (at the top of the doc) Identify your class, section, team, and team members

- List/outline of talking points for a < 3 minute pitch.

- Refer to the requirements in the rubric for your pitch

- Talk about every section of the poster

- Talk about issues (and how they were resolved) from your exec summary

- Outline/diagram your team will take through your game in a < 3 minute demo

- Identify every screen and navigation required to demo the game tomorrow