P2: Post-Mortem Presentation

Overview

You will provide a 10-minute presentation outlining the final status of your project while completing a live demonstration, as well as an overview of what went well and a reflection on challenges and possible solutions. As this is a technical post-mortem, you should expect questions throughout and should plan content accordingly.

Specification

The presentation will be evaluated according to the following criteria.

Delivery

The presentation should be delivered in a professional, easy to understand, straightforward manner. Appropriate tone of voice, integration of media, speaker appearance, and presentation flow will be evaluated. Auditory and visual elements should match and by synchronized in a way that enhances the presentation.

Project State

Students should cover all significant elements of the project's final state of development, including but not limited to all major features, modes, performance, and where applicable, the state of asset and AI development.

Demonstration

A demonstration of the project's final version and usability should be included in the presentation. It should clearly display the project's features, and other elements, including their completed functionality. The demonstration should be a live, user-case demonstration – that is, someone should, on the spot (not recorded), be using the application/framework/game in its final state.

Discussion of What Went Well

Presentations should include a description major challenges that the team successfully tackled. Possible topics include communications and mechanisms thereof, source collaboration / versioning, task distribution, and/or any other major aspect of the development of the project over the semester. Descriptions should not merely be a listing but a detailed description – including what the challenge was, why things went well, at how the team overcame the challenge. Teams should address at least three successes in their presentations.

Reflection on Difficult Challenges

Reflecting on how process could be improved is a critical element of the post-mortem process. The topics that might be covered in reflection are like those that might be considered when discussing what went well but will vary by team. In the same vein, these challenges should be discussed in detail – the challenge itself, why it difficult for the team, and how the team might resolve this sort of challenge in future work. Teams should address at least three such challenges in their presentations.

Submissions

Wherever possible, teams will perform their presentations in live; other teams will submit a video link via Canvas.