Presentation Notes

Demonstration:

Quick build 10 rooms

Be sure to find powerups and purchase them

Fight both bosses

Use both spells

Game Design:

Talk about Powerups

Talk about Boss Design

Talk about resolutions due to playtesting e.g.

Easier game

Incentive to kill enemies

Software Design:

Talk about hud

Talk about top down gameplay

Talk about random level generation

Talk some more about random level generation

Get questions

Smile

Try to act like you aren’t freaking out.