IT 484/584

Spring 2013

**Group Presentations of the Project**

Group presentations will take place on Wednesday, May 1 and Friday, May 3. Each group should plan to take approximately 15 – 20 minutes. There will be 4 or 5 presentations on Wednesday, with the remainder being done on Friday.

The following are **absolutely required** of all students in the class:

* Every person in your group must take part in the presentation.
* You must be present in class for **all** presentations unless you have a valid documented excuse. You must provide hard copy documentation of the reason for any absence.

Failure to do either of the above will result in the individual receiving no credit for the presentation portion of their project.

As for the content of your presentation, I would suggest you follow the guidelines I talked about in class this morning.

* Don’t spend much time discussing things such as requirements or use cases unless you have done something non-standard or beyond the basic requirements of the game.
* Do include an overview of your design and detail of areas you wish to focus on, such as your “automated player”.
* Discuss the strategy used in the 1-player version of the game.
* Include a summary of your major testing activities and their results.
* Tied to the testing, discuss any major problems you encountered with the development and how your group handled them.
* Demonstrate your system. Include both the 1-player and 2-player versions in your demonstration. Carry out your demonstration long enough so that you provide evidence of valid scoring and functionality of your automated player.

The order of the groups will be:

1. Brian B., Travis, Phil, Joe
2. Brian S., Candace, Wayne
3. Robin, Saiket, Manish, Anjaneya
4. Russell, Chisomo, Lin, Matt
5. Tim M., Paul
6. Thomas, Khang, Kevin, Maheshbabu
7. Samin, Rashmi, Raunak
8. Sadeem, Nitesh, Hlao, Tim H.