Each team is required to make a presentation of the finished game as if to an external client. The client, who will be an experienced software engineer or games developer, will question the teams about their games and may ask to see the accompanying marketing and technical information on the website.

The presentation should assume that the client is interested in buying or marketing the product, and is thus aware of the requirements specified for the product (including the changes in Assessment 4). Whilst the client will be interested, in general, in major design decisions, the quality of the software, and the playability of the game, s/he is likely to be also interested in the potential market for, and extensibility of, the product.

The presentation will take place in a meeting room with access to the University computer network: within this constraint, teams can use any appropriate media, and any combination of team members may take part. The presentation should take at most 5 minutes.

Each team will be marked on the clarity and appropriateness of its presentation and its

interaction with the client. Marking is independent of the client’s award (the prize!) for what s/he considers the best product.

SECTIONS

Major design decisions

Quality of the software

Playability of the game (Very playable)

Extensibility + Potential market