Presentation Suggestions:

* Fix the font transitions
* 15 seconds over
* Ensure we're excited when presenting
* Don't read through the features. Expand upon them and know their list.
* Expand upon the feature list to show what the gameplay is like.
* Expand upon what the curse really is. No one understands what it means.
* Video doesn't show what the curse is about.
* Talk about what is going on in the demo.

Alpha Test Day:

* Distribution
  + We need testers that can handle 3D gaming on computers
  + Place on CD and download section
* Questions? 20 Questions
* Webbased survey option

Meeting Notes: