# Presentation 2 Notes

What is our game?

* Brief synopsis of game genre, theme etc…
* Timing mechanic
* First turn
* Time, Tap, Progress

What does the player do?

* Brief synopsis of what each player does within the game
* How do they interact with each other?
* Core Game Loop

Latest Alpha Build

* Screenshots from latest build

Theme

* Explain what our theme is and back up thematic decisions
  + Refer to work carried out in “Justification for Game Theme” document

Concept Art

* Insert various samples of concept art
  + Both for player character (i.e. the ducks themselves), as well as various arms

The importance of Playtesting

* Playtesting Feedback and how iterative cycle impacted latest build

Where’s the fun?

* Describe how game mechanics/theme relate to appropriate theory on fun; 4 keys 2 fun

Features of Game

* Brief synopsis of all game’s current features and any currently planned for later builds