# Group 16 Presentation Plotting

Note: This is simply a guide as to what we intend to include in the presentation. The guide below may change when fully designing the presentation and/or after rehearsals.

1. Group 16 Intro
   1. Project Title
   2. Group Member Names
2. Brief Analysis
   1. Key aspects of the brief
   2. Solution to brief
3. Showcase of MVP
   1. Video footage of current mechanic
   2. Video footage of Proc-Gen Dungeon
   3. Video footage of AI
4. Genre Analysis
   1. Key mechanics of genre
   2. What players like and don’t like about rougelikes
5. Desired Emotions
   1. 4 Keys 2 Fun
   2. Fiero
6. Week 12 Deliverables
7. Ongoing Design and Programming Challenges
   1. Design
      1. Creation and design of the prefab rooms
      2. Enemy design/placement
      3. Scaling Difficulty within Proc-Gen Shell
   2. Programming
8. Open to Questions