

Assignment: Presentation

Game Programming 1: Computer Games in 2D - 5SD804

Introduction

This is an **individual** assignment where the student will present the work they did during the course; The students is expected to adequately present with slides what they planned to do, what they managed to do, what hardships they came across and what valuable outcomes they gained from the experience. For the slideshow I recommend PowerPoint or Google Slides because these have the functionality to “*save to PDF*” which is needed for the hand-in instructions, but any presentation software can be used as long as it can be turned into a pdf.

Requirements

The presentation should be a minimum of 5 minutes and a maximum of 10 minutes long, during which time the student must;

- Explain what game they aimed to recreate, shortly describe what tools or methods they used to reverse engineer and create the project document and how that approach worked.
- The student should play the game (or let someone else play it) to display the result of their game project.
- Explain what the 3 hardest things they came across during their path from reverse engineering and creating a project document to creating the engine and game project. Why they were hard and how they managed to solve the hardship.
- Reflect on what they would change about how they did the project planning document, how they structured the game project, how they programmed the game and importantly why they would change those things, how would they change them and what would those changes lead to and why.
- And finally what their most worthwhile takeaways has been and why.

If your presentation is shorter than 5 minutes or longer than 10 minutes, you have not fulfilled the time requirement. But most probably you have also not fulfilled other requirements, for example you have probably failed to describe or reflect certain areas, or you are lingering to long on topics just talking randomly around them on a whim.

Also reflections similar to “*I should have started to work on the assignments in time...*” or “*I should have asked for help when I needed it instead of not asking for help at all...*” are not relevant to the course and should not be an insight; it is a blatant obvious fact.

The slideshow presentation doubles as a report for this course, this means that **everything the student explained, reflected or talked about must exist as comments in the slideshow** (not visible in the presentation slides). I will also accept a complementary **PDF** with text containing for example:

Slide 1 – Text...

Slide 2 – Text...

Etc.

A makeshift presentation created in haste the day before that does not adequately fulfill these requirements, or has not been thought through with relevant reflections will probably not pass. The text and comments should also be spell-checked and grammar-checked and if it is using programming keyword, make sure you use correct programming terminology.

Hand-in instructions

The presentation must be converted into a **PDF** file and handed in as a **PDF**, named correctly and uploaded to the student portal. The pdf should be named accordingly:

COURSECODE_DATE_STUDENTNAME_Presentation.PDF

If a complementary **PDF** for comments is created it should also be named correctly and uploaded to the student portal (The date should match presentation pdf). The pdf should be named accordingly:

COURSECODE_DATE_STUDENTNAME_Comments.PDF

Communication

If there are any questions or uncertainty regarding the assignment please contact the course responsible via a direct question on the course page on the student portal, or by sending an e-mail.

Important: Include the course code in the topic e.g.: " ***course code*** - Question about... ". Also make sure you are using your **student email account!**

Grade

This part of the assignment only has *Pass* or *Fail* by looking at:

- The content of the presentations in relation to the specific requirements described in the assignment description.

Plagiarism

At university, we are continuously engaged with other people's ideas - we read about them, we discuss them in class and we write about them in our assignments. It is therefore important that we acknowledge these people in our assignments/projects/papers that we submit for marks. If we do not adhere to these basic requirements, we are making ourselves guilty of a gross violation of the

academic standard. Academic dishonesty in any form including, but not limited to plagiarism and collusion, cheating in tests, examinations and assignments, theses and research papers, is regarded as a serious offence and will be dealt with in terms of the provisions of the University's Disciplinary Rules for Students.