

## MMI 716 - Game Programming Patterns

### Project Phase II Guidelines

**Due Date(s):** 25.04.2024 09:00 am (**Presentations**) and 29.04.2024 11:55 pm (**Reports**)  
**Weight: 7%**

Project Phase II Presentations should be prepared with a Powerpoint presentation to be presented in the class and a demo video of your game. Please try to address the following questions in your document and presentation.

**1. Summary of your Project Phase I Idea** (1 minute)

**2. Project Phase II Presentation** (5 minutes)

**Game components:** Describe the game components you are using in your game, if any, such as physics, audio, artificial intelligence.

**Design patterns:** Which design patterns are you using in your game? For which tasks?

**Progress and Completion Evaluation:** How much of the proposed tasks have been completed? What is the completion percentage of your project? What is your timeline for the completion of your project?

**Demo:** Demonstration of your game.

You will give a short presentation of your project idea in class. Presentation time is limited to 6 minutes per person.

Upload your reports to ODTUClass with a file name consisting of your name and surname followed by the string “\_Phase2”. For example: “Name\_Surname\_Phase2.pdf”.

Please use the report format: <https://www.unl.edu/writing/docs/example2.doc>

Do not copy and paste your project presentations as reports. Please provide a detailed scientific report including your progress on the Phase II phase of your project.