# Instructions for Final Project Delivery and Presentations

**1200 Fall 24**

1. There are 140 projects to be processed and graded. Please follow these instructions.
2. This is a repeat of the instructions found in the project description. It is suggested that you review that document.
3. Please place your team’s final delivery zip archive into your section’s UTD Box folder no later than 11/15 at 8:00 AM.
4. The game must be ready to run without modification. Any team’s submission that requires revision after 11/15 will receive a late penalty.
5. The zip archive will contain the team’s AsteroidsPlus project folder and the Features List document in Word format. The features list must be provided.
6. The features list will include only those features that are being delivered. Remove any features that are not being delivered. Add features that were added after the initial Features List submitted last month.
7. Be sure to follow the zip file naming convention given in the project description. “Team 99 Asteroids Game.zip”.
8. The game must run on a Windows 10 PC. Games will be unpacked from the zip archive and installed on the professor’s PC.

# Presentations

1. Presentations will be made on the professor’s PC.
2. Presentations will be made during class on 11/18 – 21 & 12/2 - 5 as needed.
3. Although not initially required, I would like all team members present for their team’s class presentation. Participation will be noted and if low participation occurs, a penalty for not participating in the presentation may be assessed.
4. Only the game will be demonstrated. No additional materials will be presented.
5. The team’s presentation will focus on demonstrating each of the features listed in the Features List. The presentation is finished after all features have been verified and graded.
6. Teams will be randomly called out to make their presentations.
7. Attendance will be taken during these dates. I would like to see everyone present to appreciate their classmates’ efforts.