



FINAL PRESENTATION

COURSE EVALUATIONS

- Please complete the course and TA evaluations at your earliest convenience
- This is one of the best ways to get feedback to improve this course, the instructor and the TAs.
- We're always looking for ways to get better so please take a few minutes to complete it.
- **Course Evaluation:**
 - <https://courseevaluations.utoronto.ca/>
- **TA Evaluation:**
 - <https://www.teach.cs.toronto.edu/taeval/>

UBISOFT PRESENTATION FEEDBACK

- Overall feedback was excellent!
- What's your feedback?

MARKS

- Alpha & Beta marks are up on Quercus
- Playtesting report marks will be ready for next week

FINAL MILESTONE

- Final presentation:
 - Wednesday November 27th 6:00 PM – 9:00 PM
 - Arrive by 5:45 PM
 - I will leave my office at 5:15 for those who want to walk
- Held at Zynga Toronto
 - 110 Spadina Ave, Unit 900
 - Bring the signed NDA
- Present final game

ZYNGA PRESENTATION

- Similar format as Level Up
 - All teams present at once
 - No formal presentation or slides required
 - Elevator Pitch
- Bring your own hardware
 - At least 2 laptops with a working copy of the game
 - Spare controllers just in case
 - Headphones if needed
 - No speakers!

ZYNGA PRESENTATION

- Things to figure out ahead of time
 - Who will talk to judges
 - Who will take notes
 - We might have time to see each other's games
 - Plan accordingly; hourly schedule
- Executables
 - No running games inside Unity
 - Make sure the build is not a debug build
 - Start Screen

ZYNGA PRESENTATION

- Ask for feedback from the judges
 - Have a few questions ready
 - Follow up on their thoughts
 - Not enough time to engage in a full discussion, so be mindful of your responses.
- Learnings for Level Up
 - What went well?
 - What went poorly?
 - How can we improve for Level Up?

FINAL DELIVERABLES

Due **Wednesday December 4th 6:00 PM:**

- Peer evaluations
- Video Trailer
- Game executables
 - Mac
 - PC

GAMEPLAY TRAILER

- Minimum 90 seconds of gameplay
 - Can be longer if needed
 - Be creative
 - Submit a Google Drive or Dropbox Link

PEER EVALUATIONS

- We need to collect feedback from everyone
- Evaluate yourself
- Evaluate everyone else in your group
 - Centennial, UofT CS and UofT Music
- Evaluation Link: <https://forms.gle/cBxBFrivB8YBze4H9>
 - We will start accepting evaluations the day after the Zynga presentation

QUESTIONS?

CSC404: Video Game Design © Elias Adum