

Your project

- Finish the Breakout project
- 25 points - it's a lot
- You have a presentation to give at the end, which will be in the last period on Tuesday.
- Final due date is end-of-day Tuesday on the last day of class at 9PM.
- Has to be on Github

Grid

- (15/25) Does it work?
 - Did you implement hit detection for the paddle and the bricks?
 - Do you have lives and scores?
 - Does the game logic allow one to restart the game?
 - Does it run without crashing?

Grid (continued)

- (5/25) Is it fun?
 - Does it look good?
 - What creative visual features did you add?
 - What creative gameplay features did you add?
- (5/25) Did you sell it well?
 - Was your pitch convincing?
 - Was your pitch organized? Did it have a beginning, a middle and an end?
 - Did it run on time?
 - Were you prepared for demo day?

Your presentation

- 2 minutes flat
- Slide deck or live demo
- What did you do and why?

Demo day

- Everybody will try out each other's demo
- Your demo has to run!
- There *may* be popcorn
- We will have a final kumbaya