Team Final Project: Demo

You have worked hard to build a program that solves a meaningful problem, now it is time to share your work with the world! Presenting your ideas and your work is a valuable skill that will serve you throughout life. In this phase, you will show what you have been working on to the class in a short demo.

Unfortunately, time is short, so you must be fast and stay on track. Each team will have 3 minutes to show their program in action. Be concise! Practice your presentation (preferably in front of an audience) in advance. **Once your code is working, do not change your "production" copy; live demos are the first places where things go wrong!**

During the presentation, you should show the game running, save the state, and load the state back in, demonstrating that your program meets all of the requirements. If your program does not yet meet the requirements, you will not get full credit, but you should still present the functionality that is there and explain why the other components are not!

Procedure

Again, time will be short. Teams will present in group order, so Group 1 will go first and Group 11 will go last. When the team before you is presenting, you should be standing to the side, ready to go!

Grading

The intent of the team project is to implement a complex application using object-oriented principles. You will be graded accordingly. **This assignment will count as 15% of your team project grade (effectively, 3.75% of your final average for the class).**

Presentation machine identified in advance	/ 3
Selected game described	/ 3
Demonstrate game play	/ 6
Demonstrate save and load	/ 3
total	**/ 15**