**Presentation Requirements**

The presentation is in Pecha Kucha format. The presentation must include the following elements (not necessarily in this order and not necessarily headers for presentation), and you can include more than what is on this list.

* Name of game, team, and team members
* Overview: brief summary of game
* Initial design concept
* Challenges of implementation: technical and non-technical
* Current core mechanics, dynamics, and aesthetics
* What is going well (5 +/- 2)
* What could have gone better (5 +/- 2)
* Lessons Learned (5 +/- 2)

File format in PowerPoint, Prezi, or other interactive media (Pecha Kucha style presentation). Submit presentation to Canvas: Team Number\_Game Name\_Show.

Questions to ask yourself

1. Are you proud of your game. If yes, what is so good about it. If not, what is wrong with it?
2. What was the single most frustrating part of the project?
3. How would you do things differently next time to avoid frustrations?
4. What was the most gratifying part of the project?
5. Which methods or processes worked particularly well?
6. Which methods or processes were difficult or frustrating?
7. If you could do it over again, what would you change?