COMP2068 – Advanced Web Programming

Presentation 1
Final Project add-on

Due class #14 (December 11th, 2014) @ class time.

Value 10%

Presentation   **Maximum Mark: 17**

Overview: Working with a partner (or on your own) you will present your final game project. Your presentation should include details contained in your external document (such as an overview of your game, your planning process, lessons learned, and future possibilities). You may use **PowerPoint**, **Keynote** or **Prezi** as presentation platforms. Your presentation should be no longer than 10 minutes.

Instructions :
Your presentation will have the following requirements:
(8 Marks: Materials, 9 Marks: Presentation Value)
1. Your presentation should include a **Title page** with your **team logo** and a screenshot of your game (2 Marks: Materials, 1 Mark: Presentation Value).
2. You will include an **overview slide**. You will use this slide as a backdrop to summarize what your game is about, what kind of game it is (e.g. tile based adventure, strategy game, retro-arcade game, etc.) and where you got your idea (1 Marks: Materials, 1 Mark: Presentation Value).
3. You will include a **planning slide** to describe your original plan for the game. This may include wireframes, how you generated your ideas, and how you sketched out your code requirements (2 Marks: Materials, 1 Mark: Presentation Value).
4. You will include an **instruction slide** on how your game is played. This will include details of the type of controls your game uses (mouse or keyboard) and how the player scores points (1 Mark: Materials, 1 Mark: Presentation Value).
5. You will **demonstrate** your games functionality. Each game state should be highlighted (i.e. the Start Menu State, the Play State and the Game Over State) (3 Marks: Presentation Value).
6. You will include a **lessons learned** slide. This will detail challenges you had to overcome and things you might do differently if approaching this type of project again (1 Marks: Materials, 1 Marks: Presentation Value).
7. You will include a **Future Possibilities** slide. This will discuss where you could take your game if you had more time and future ideas for other projects based on lessons learned (1 Mark: Materials, 1 Mark: Presentation Value).

SUBMITTING YOUR WORK
Your submission should include:
1. Your presentation document or link (Prezi) and/or a screencast with your presentation.

This assignment is weighted **10%** of your total mark for this course.

All Assignments are due at the beginning of class.
Late submissions:
- 10% deducted for each day late.