

THE GREAT ESCAPE

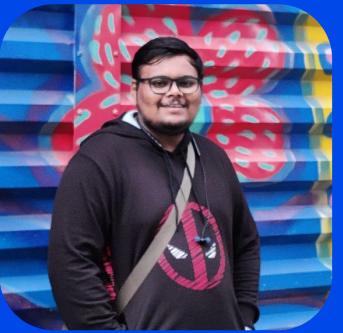


2D Puzzle Game
CS 691 - TEAM 4 - Sprint 2



ABOUT US

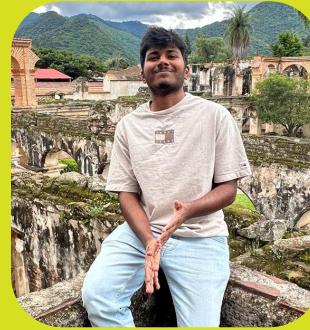
01



Aakash Akhilesh Patel
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UI and Game Asset Developer



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Game Developer



Hitesh Pulivarthi
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Narrative Designer

TEAM MEMBER ROLES AND RESPONSIBILITIES



Linlan Cai
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Scrum Master



Krits Chotechuanngchaikul
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Project Manager



Zhifu Chen
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Game Developer



Sarthak Mishra
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Sound Designer

PARTICIPATION

- Active participation and punctual attendance are crucial.
- Communicate in advance if missing a meeting.
- Catch up on missed topics before the next meeting.

COMMUNICATION

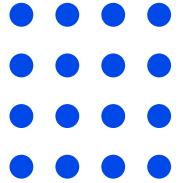
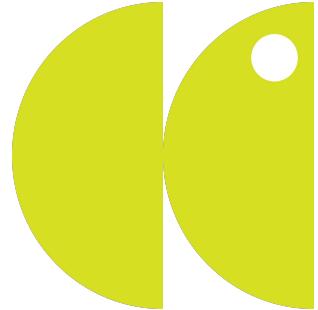
- Team communication via Slack and Zoom meetings.
- GitHub for task tracking and collaboration.
- Final deliverables shared and edited using GitHub, Slack, and Google Docs.

WORK DIVISION

- Equal division of project work among team members.
- Each member responsible for timely completion.
- Open communication encouraged for addressing challenges collaboratively.

TEAMWORK AGREEMENT

OUR PROJECTS 02



PROJECT DESCRIPTION

SETTING

A high school during a zombie apocalypse.



MAIN CHARACTER

High school girl armed with a chainsaw.

GAMEPLAY

- Blend of action, strategy, and puzzle solving
- Navigate through zombie-infested environments

KEY GAMEPLAY FEATURES

- COMBAT: Strategically attack zombies to survive
- PUZZLES:
 - Heartbeat Puzzle: Sync actions with the heartbeat rhythm.
 - Connecting Wires: Correctly connect wires to restore power.
 - Move Blockage: Move obstacles to clear paths.
- TASK COMPLETION: Complete specific tasks to progress through chapters.



PROFESSOR'S FEEDBACK FOR LAST SPRINT

OVERALL FEEDBACK:

1. In the slide titled 'Improvements Made from Professor Feedback', add bullet points detailing the feedback received and the implemented improvements.
2. Ensure that the 'Conceptual Architecture Diagram', 'Sequence Architecture Diagram', 'Test Cases', and slides are included in the presentation as per the checklist.
3. Ensure that your test cases include User Story IDs to link them with the corresponding stories, indicating which stories the tests belong to.
4. Ensure that you follow the order from the slide checklist present in your checklist workbook.

IMPLEMENTED IMPROVEMENTS

- Additional Slides: Included 'Conceptual Architecture Diagram' and 'Sequence Architecture Diagram' slides to provide a clearer understanding of the game's architecture.
- Test Cases Enhancement: Updated test cases to include User Story IDs, ensuring a clear linkage between tests and their respective user stories.
- Presentation Structure: Reorganized slides to follow the order outlined in the checklist workbook, ensuring a logical flow of information.

TECHNOLOGIES



Game Engine



CPT



Agile project management



Visual Studio

IDE



Programming Languages



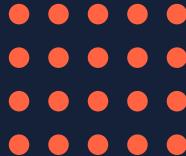
Team communication platform



Version Control

MINIMAL VIABLE PRODUCT

MVP



VISUALS

- **Pixel art style:** capturing a zombie-infested high school
- **Distinct environments:** classrooms, hallways, cafeteria

TECHNICAL ELEMENTS

- Dynamic layering and collision detection
- Optimized for performance with scalable design

GAMEPLAY MECHANICS

- **Combat:** Use a chainsaw to fight zombies
- **Puzzles:** Heartbeat, Connecting Wires, Move Blockage
- **Resource Management:** Manage health and ammunition

EXPERIENCE

- Blend of action, strategy, and puzzle-solving.
- Navigate and survive in a challenging zombie apocalypse.

TESTCASE

TESTCASE



COMBAT

Verify player can attack and eliminate zombies using the chainsaw. Expect zombies to be defeated.

PUZZLE

- Heartbeat sequences
- Connecting Wires
- Move Blockage

DIFFICULTY

Assess the increase in challenges with each chapter. Expect more challenging obstacles and enemies.

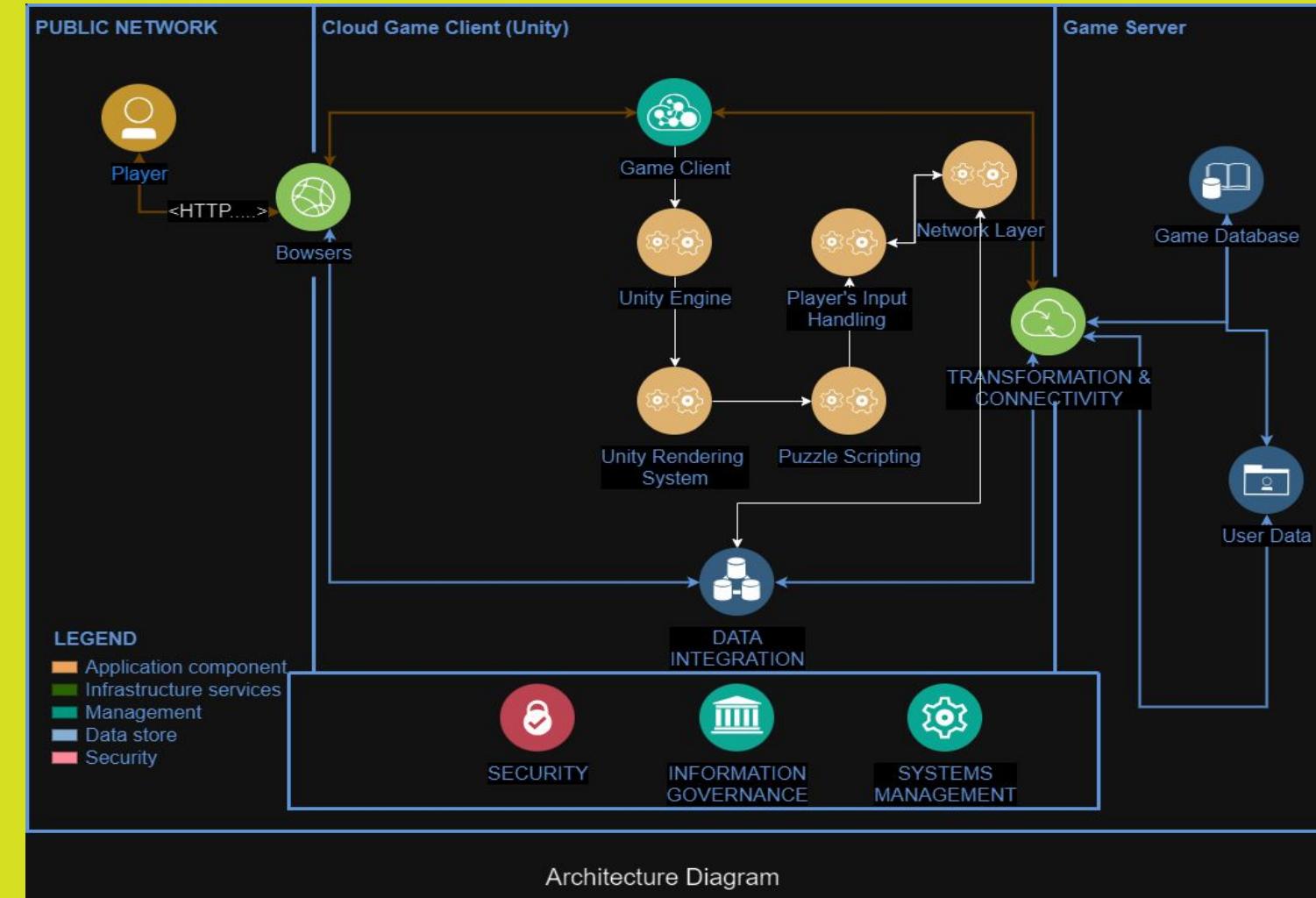
RESCUE TASKS

Rescue of NPC survivors. Expect NPCs to contribute to the story or provide assistance.

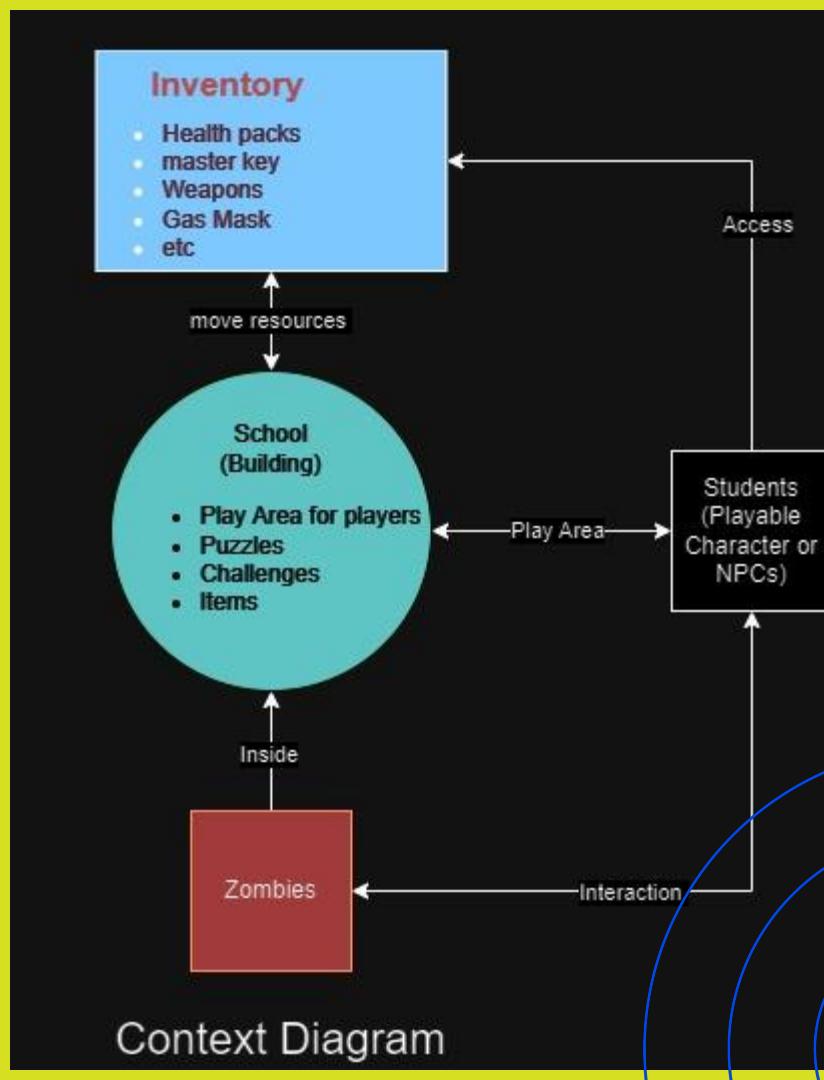
TASK COMPLETION

Verify completing tasks unlocks the next chapter. Expect progression upon task completion.

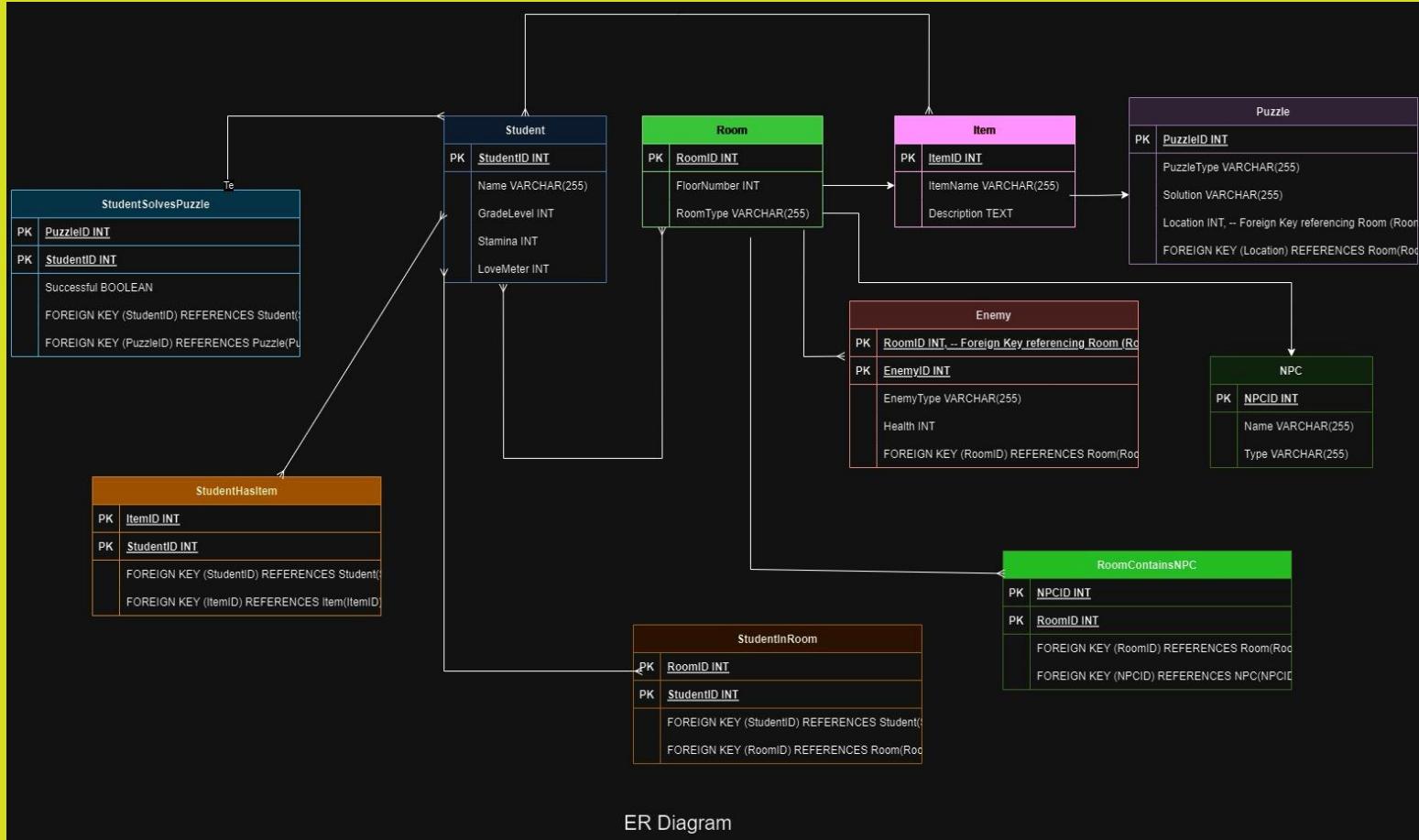
ARCHITECTURE DIAGRAM



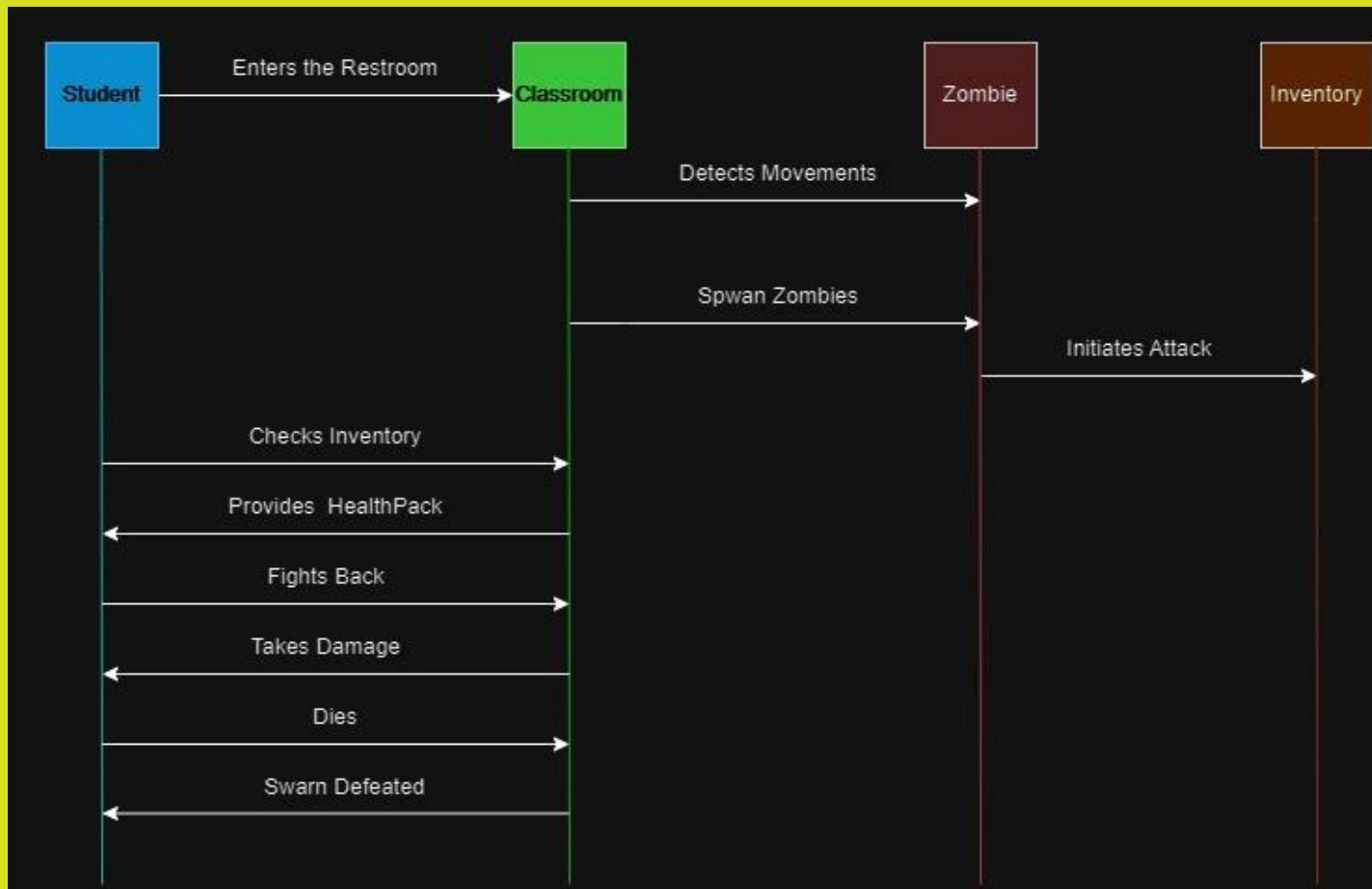
CONTEXT DIAGRAM



ER DIAGRAM

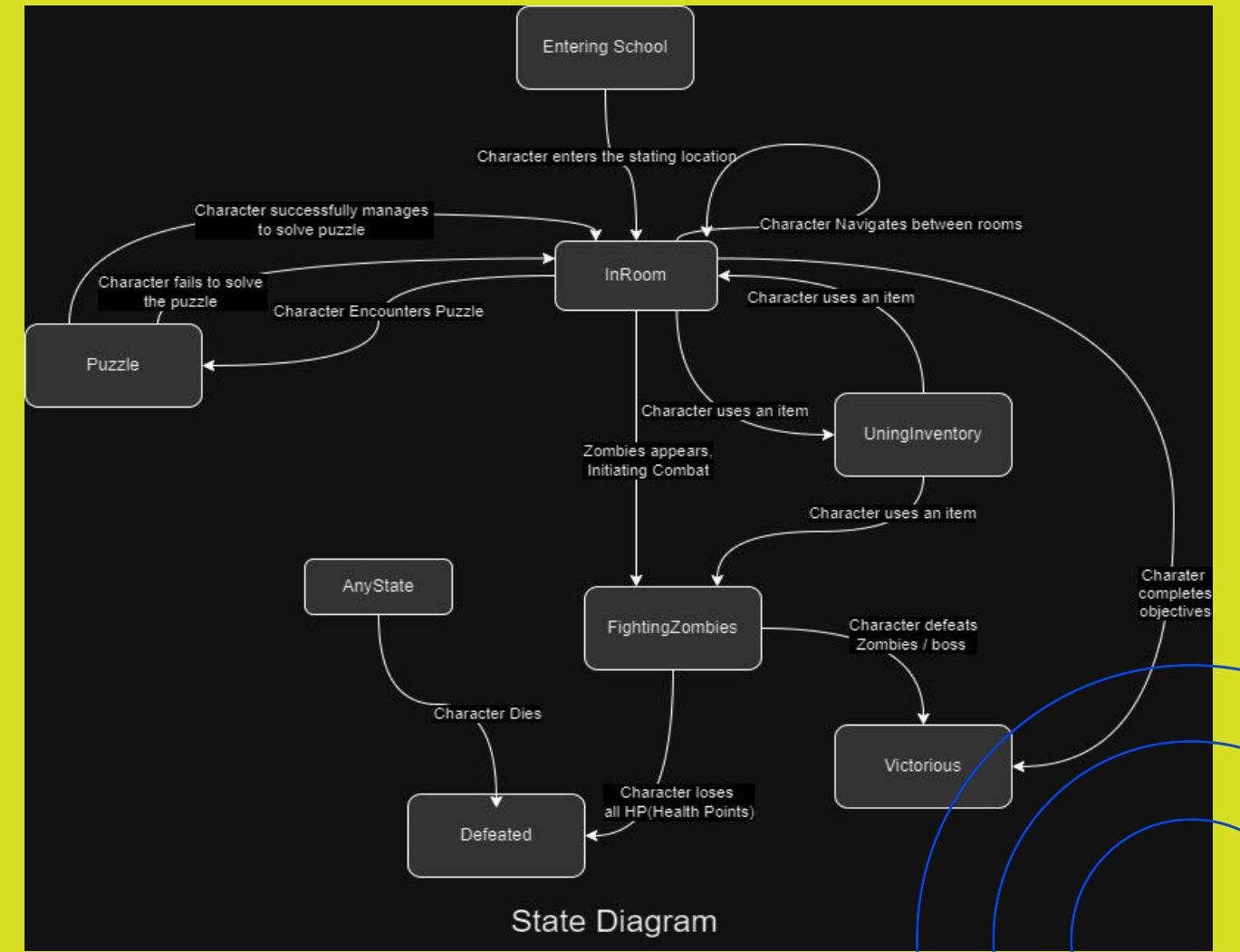


SEQUENCE DIAGRAM

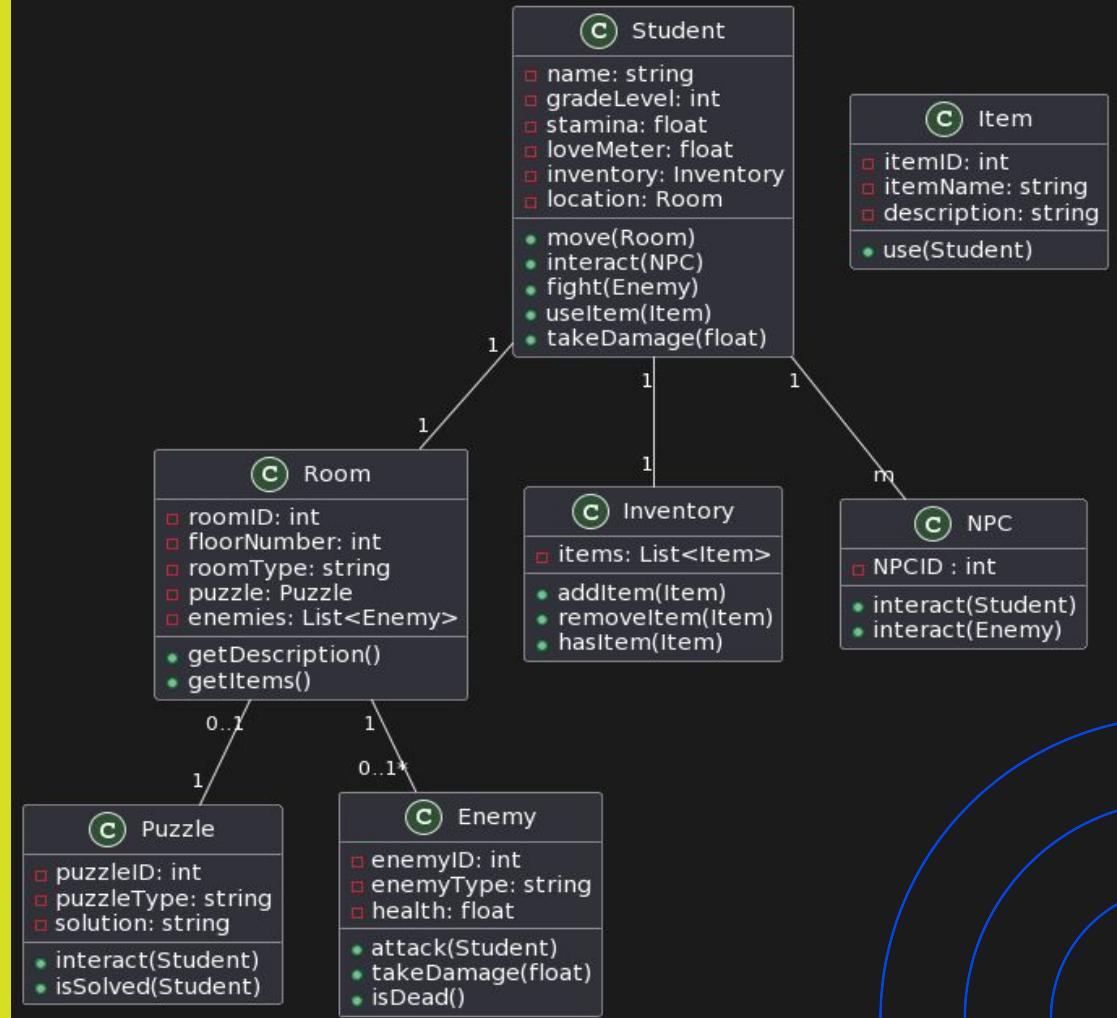


Sequence Diagram

STATE DIAGRAM



CLASS DIAGRAM



PRODUCT BACKLOG

In progress		
12 Estimate: 0 This is actively being worked on ...		
1	Sprint 2/ Diagrams #17	In progress
2	Sprint 2/ Backlog for next Sprint #19	In progress
3	Sprint 2/ Metrics #20	In progress
4	Sprint 2/ Recap #18	In progress
5	Sprint 2/Whole Map #13	In progress
6	Sprint 2/ Restrospective #21	In progress
7	Sprint 2/ Deployment and Installation Manual #25	In progress
8	Sprint 2/ Plan for sprint 3 #22	In progress
9	Sprint 2/Project Demo #23	In progress
10	Sprint 2/ Technical paper #26	In progress
11	Sprint 2/SFX #29	In progress
12	Sprint 2/Puzzle #28	In progress
+	Add item	

PRODUCT BACKLOG

▼	Done 7	Estimate: 0	This has been completed	...
22	<input checked="" type="checkbox"/> Sprint1 - create slides #12		Done	▼
23	<input checked="" type="checkbox"/> Sprint2-create slides #30		Done	▼
24	<input type="radio"/> Sprint 2/ MVP #16		Done	▼
25	<input type="radio"/> Sptint 2/ Technologies #15		Done	▼
26	<input type="radio"/> Sprint 2/ GitHub Link #24		Done	▼
27	<input type="radio"/> Sprint2/ Create Main Character and Artwork #27		Done	▼
28	<input type="radio"/> Sprint 2/ Improvements made from Professor Feedback #14		Done	▼
+	Add item			

TIMELINE (LAST SPRINT)

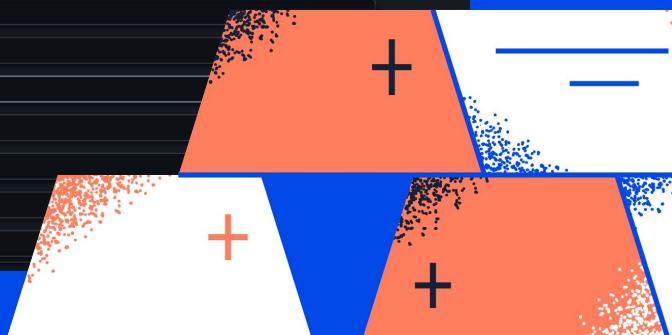
cs691

Backlog | Priority board | Team items | Roadmap | In review | My items + New view

Filter by keyword or by field

February 2024 March 2024

Date	Description
19	Sprint 2/ MVP #16
20	Sprint 2/ Technologies #15
21	Sprint 2/ GitHub Link #24
22	Sprint2/ Create Main Character and Ar... #27
23	Sprint 2/ Improvements made from Pr... #14
24	Sprint 2/ Diagrams #17
25	Sprint 2/ Backlog for next Sprint #19
26	Sprint 2/ Metrics #20
27	Sprint 2/ Recap #18
28	Sprint 2/Whole Map #13
29	Sprint 2/ Restrospective #21
1	Sprint 2/ Deployment and Installation ... #25
2	Sprint 2/ Plan for sprint 3 #22
3	Sprint 2/Project Demo #23
4	Sprint 2/ Technical paper #26
5	Sprint 2/SFX #29
6	Sprint 2/Puzzle #28
7	Sprint 2/ MVP #16
8	Sprint 2/ Technologies #15
9	Sprint 2/ GitHub Link #24
10	Sprint2/ Create Main Character and Artwork #27
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15	Sprint 2/ Recap #18
16	Sprint 2/Whole Map #13
17	Sprint 2/ Restrospective #21
18	Sprint 2/ Deployment and Installation Manual #25
19	Sprint 2/ Plan for sprint 3 #22
20	Sprint 2/Project Demo #23
21	Sprint 2/ Technical paper #26
22	Sprint 2/SFX #29
23	Sprint 2/Puzzle #28



SPRINT 3 BACKLOG

1	⌚ Sprint 3/Agenda #40	Backlog
2	⌚ Sprint 3/ Team Member Roles and Responsibilities #41	Backlog
3	⌚ Sprint 3/ Improvements made from Professor Feedback #42	Backlog
4	⌚ Sprint 3/ Project Description #43	Backlog
5	⌚ Sprint 3/ Team working agreement #44	Backlog
6	⌚ Sprint 3/ Personas #45	Backlog
7	⌚ Sprint 3/ MVP #46	Backlog
8	⌚ Sprint 3/ Technologies #47	Backlog
9	⌚ Sprint 3/ Algorithms #48	Backlog
10	⌚ Sprint 3/ Diagrams #49	Backlog
11	⌚ Sprint 3/ Sprint 3 Recap #50	Backlog
12	⌚ Sprint 3/ Product Backlog #51	Backlog
13	⌚ Sprint 3/ Sprint Summary #52	Backlog
14	⌚ Sprint 3/ User Stories and Acceptance Criteria #53	Backlog
15	⌚ Sprint 3/ Test Cases #54	Backlog
16	⌚ Sprint 3/ Metrics #55	Backlog
17	⌚ Sprint 3/ Retrospective #56	Backlog
18	⌚ Sprint 3/ Project Demo (current sprint #57)	Backlog
19	⌚ Sprint 3/ Github link #58	Backlog
20	⌚ Sprint 3/ Live Demo #59	Backlog
21	⌚ Sprint 3/ Map #60	Backlog
22	⌚ Sprint 3/ Puzzle #61	Backlog
23	⌚ Sprint 3/ Artwork #62	Backlog
24	⌚ Sprint 3/ NPC #63	Backlog
25	⌚ Sprint 3/ SFX #64	Backlog

ACCEPTANCE CRITERIA & USER STORIES - 1

<p>● User Story 9 / 999 ... Estimate: 0</p> <p>CS691_CapstoneProject #6 As a player, I want to engage in crafting, so that I can create useful items and tools.</p> <p>CS691_CapstoneProject #3 As a player, I want to encounter environmental hazards that require puzzle-solving skills, So that I can progress in the game.</p> <p>CS691_CapstoneProject #7 As a player, I want to encounter dynamic events that affect the game world, So that the game feels dynamic and unpredictable.</p> <p>CS691_CapstoneProject #11 As a player, I want to encounter unique landmarks and locations, So that the game world feels rich and diverse.</p> <p>CS691_CapstoneProject #5 As a player, I want to encounter unique zombie types that require different strategies to defeat, so that the game remains challenging and engaging.</p>	<p>● Acceptance Criteria 9 ... Estimate: 0</p> <p>CS691_CapstoneProject #31 Scenario: A player encounters a puzzle and to solve that puzzle an item needs to be created from the crafting table to reach the next level. Given the availability of crafting materials, When the player accesses the crafting menu, Then the player can combine materials to craft items like weapons, tools, and consumables.</p> <p>CS691_CapstoneProject #32 Scenario: Puzzles in-game area. Given environmental hazards that block the player's path, When the player examines the hazards and finds clues, Then the player can solve the puzzles and overcome the hazards.</p> <p>CS691_CapstoneProject #33 Scenario: A horde of zombies invades a previously safe area. Given the game's dynamic event system, When the player is in the affected area, Then the player must adapt to the new threat and find a way to survive.</p>	<p>● User Story 9 / 999 ... Estimate: 0</p> <p>CS691_CapstoneProject #6 As a player, I want to engage in crafting, so that I can create useful items and tools.</p> <p>CS691_CapstoneProject #3 As a player, I want to encounter environmental hazards that require puzzle-solving skills, So that I can progress in the game.</p> <p>CS691_CapstoneProject #7 As a player, I want to encounter dynamic events that affect the game world, So that the game feels dynamic and unpredictable.</p> <p>CS691_CapstoneProject #11 As a player, I want to encounter unique landmarks and locations, So that the game world feels rich and diverse.</p> <p>CS691_CapstoneProject #5 As a player, I want to encounter unique zombie types that require different strategies to defeat, so that the game remains challenging and engaging.</p>	<p>● Acceptance Criteria 9 ... Estimate: 0</p> <p>CS691_CapstoneProject #34 Scenario: High School Location Given the presence of a variety of locations within the game world, including a high school. When the player explores the high school location, Then the high school should have its own distinct story, perhaps related to survivors who sought refuge or a pivotal event that unfolded during the zombie apocalypse. And Then the location should present specific challenges, such as navigating dark and narrow hallways, solving puzzles related to the school's layout, or encountering unique zombie types that might be tied to the school setting. And Then the high school should offer rewards upon successful exploration, such as valuable resources, clues to progress in the main storyline, or potential new survivors to recruit. And Then the environment within the high school should reflect its narrative, showcasing elements like makeshift barricades, survivor notes, or remnants of previous events that contribute to the overall immersion.</p>
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ACCEPTANCE CRITERIA & USER STORIES - 2

environmental hazards that require puzzle-solving skills, So that I can progress in the game.

CS691_CapstoneProject #7
As a player, I want to encounter dynamic events that affect the game world, So that the game feels dynamic and unpredictable.

CS691_CapstoneProject #11
As a player, I want to encounter unique landmarks and locations, So that the game world feels rich and diverse.

CS691_CapstoneProject #5
As a player, I want to encounter unique zombie types that require different strategies to defeat, so that the game remains challenging and engaging.

CS691_CapstoneProject #35
Scenario: The player encounters a zombie that explodes upon death damaging nearby surroundings. Given the variety of zombie mutations in the game, When the player faces these unique zombies, Then the player must use caution and strategy to defeat them without causing additional harm.

CS691_CapstoneProject #36 ..
Scenario: The player enters a room with multiple exits and zombies approaching. Given the player's current position and the zombie locations, When the player plans their route carefully, Then the player successfully avoids the zombies and reaches safety.

CS691_CapstoneProject #8
As a player, I want to strategize my movements, So that I can avoid being overwhelmed by zombies.

CS691_CapstoneProject #9
As a player, I want to uncover the history of the game world, So that I can understand the events leading up to the zombie outbreak.

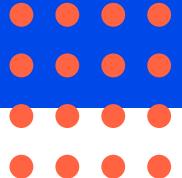
CS691_CapstoneProject #4
As a player, I want to encounter NPCs with their own goals and agendas, So that the game world feels alive and reactive.

CS691_CapstoneProject #10
As a player, I want to encounter unique boss battles, So that I can test my skills against powerful foes.

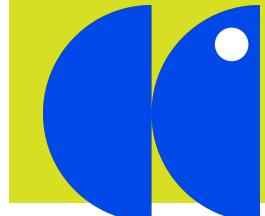
CS691_CapstoneProject #37
Scenario: The player finds a series of old newspapers detailing a government cover-up. Given the player's exploration, When the player reads the newspapers, Then the player learns about the conspiracy behind the outbreak.

CS691_CapstoneProject #38
Scenario: Player interactions with NPCs (Non-Playable Characters) Given NPCs with dynamic behavior and goals, When the player interacts with these NPCs, Then the NPC's actions and reactions affect the game world and the player's journey.

CS691_CapstoneProject #39
Scenario: The player encounters a mutated zombie with enhanced abilities. Given the unique boss design, When the player must use agility and quick reflexes to defeat the boss and progress in the game.



PERSONA



03

PERSONA 1

Jonas Kahnwald



- **Age:** 26
- **Occupation:** Software Developer
- **Gaming Background:** Enjoys puzzle-solving games and strategy games.
- **Playstyle:** Experimental, enjoys finding unique solutions.
- **Gaming Environment:** Dedicated setup with a powerful PC, prefers a quiet and dimly lit room.
- **Motivation:** Unraveling unique scenarios and discovering in-game secrets.
- **Preferred Platform:** PC and PS
- **Social Aspect:** Shares insights and strategies with the gaming community, engages in online forums.
- **Feedback Style:** Provides detailed feedback on game mechanics.
- **Aspirations:** Mastery in puzzle-solving and unlocking unique scenarios.

PERSONA 2

Ted Mosby



- **Age:** 35
- **Occupation:** Lead Game Designer
- **Background:** Experienced in game design, specializes in puzzle and narrative-driven games.
- **Inspirations:** Draws from literature, psychology, and media for innovative game design.
- **Adaptability:** Prioritizes dynamic difficulty adjustments for a broad audience.
- **Challenges:** Focuses on creating games that adapt to players' evolving skills.
- **Player Engagement:** Actively connects with players through community forums and social media.
- **Creative Process:** Starts with a strong narrative and refines gameplay mechanics based on feedback.
- **Future Plans:** Plans to expand the game with new content, challenges, and mechanics.

PERSONA 3

Martha Nielsen



- **Age:** 23
- **Occupation:** College Student (Environmental Science)
- **Gaming Background:** Prefers exploration and adventure games, enjoys single-player and co-op experiences.
- **Playstyle:** Relaxed, focuses on exploration and immersion, loves uncovering hidden details.
- **Gaming Environment:** Plays on a console in a cozy living room, values comfort.
- **Motivation:** Seeks engaging stories to escape from daily routines, values captivating narratives.
- **Preferred Platform:** Primarily uses a console, occasionally a gaming laptop.
- **Social Aspect:** Shares gaming experiences on social media, participates in online gaming communities.
- **Feedback Style:** Provides constructive feedback, focusing on user-friendly interfaces.
- **Aspirations:** Aims to complete the main story and fully explore the game world.



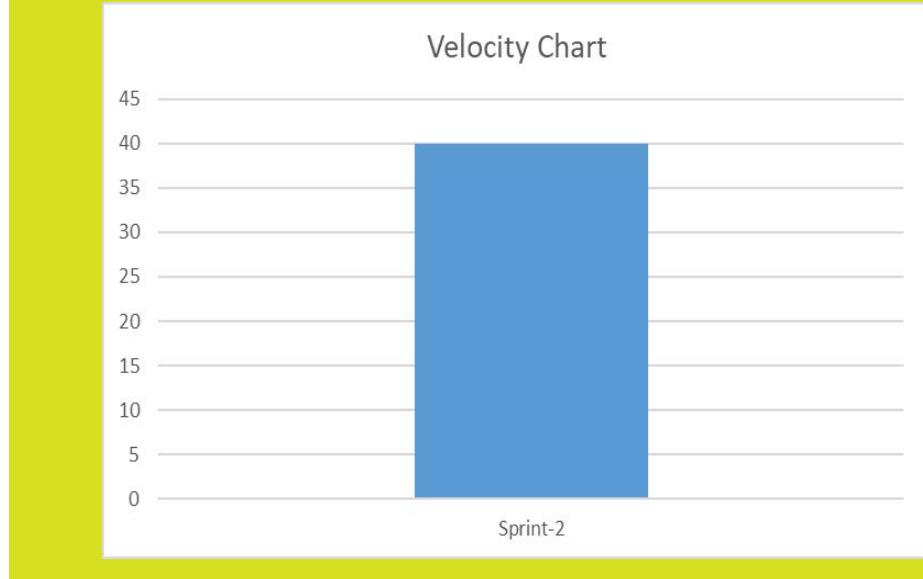
METRICS



04

TEAM VELOCITY

Sprint-2 Backlog consists of 45 story points.
Out of which we were able to complete 40 story points.
Our current team velocity is at 40 story points per sprint.
The team velocity for our previous sprint was 23 story points per sprint.

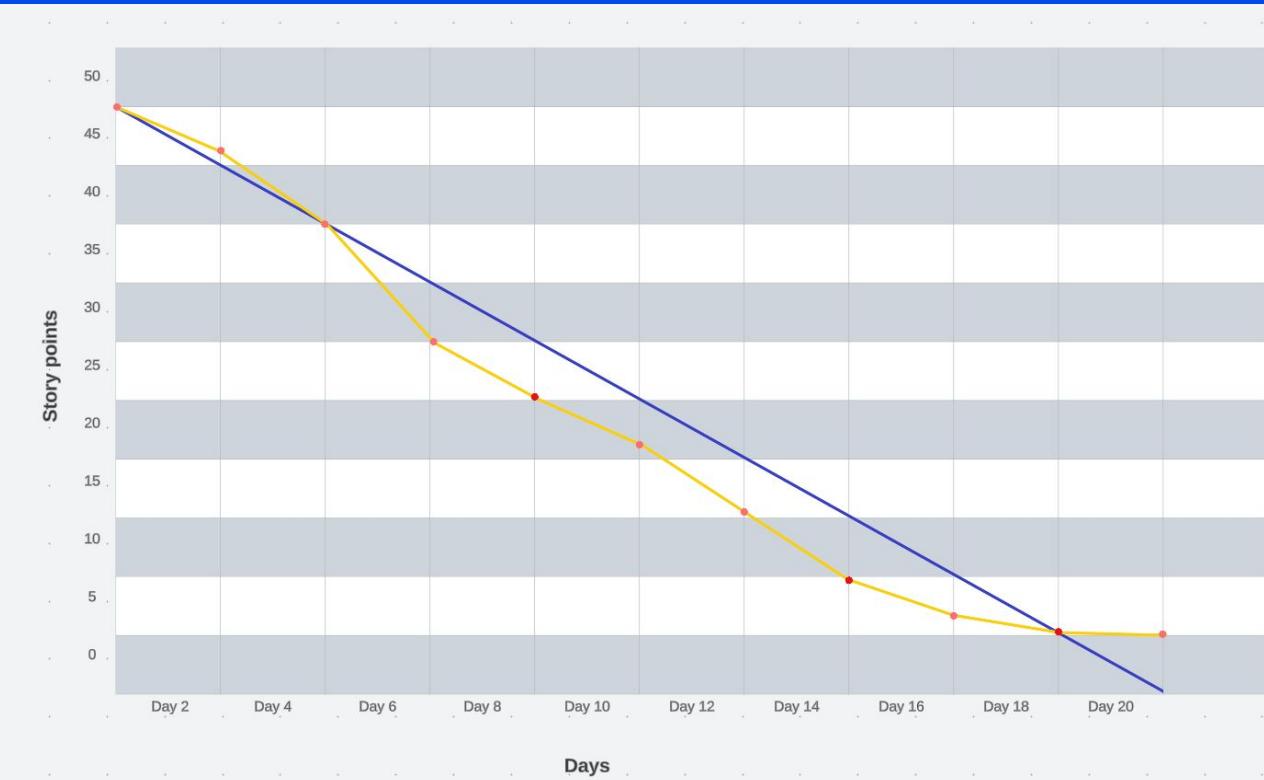


BURNDOWN CHART

Burndown chart indicates our progress throughout the sprint.

It also shows the number of completed story points and number of incomplete story points.

From the Burndown chart, we covered 20 story points in our 1st week and 10 more story points in our 2nd week.

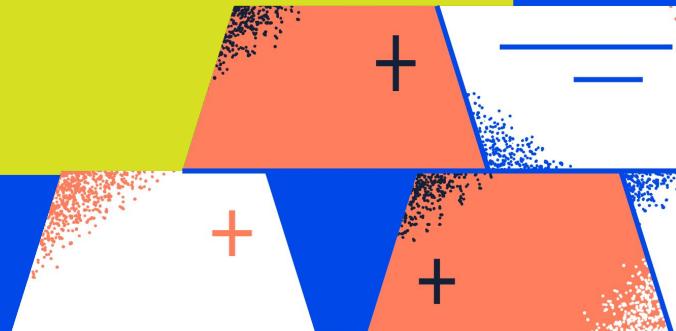


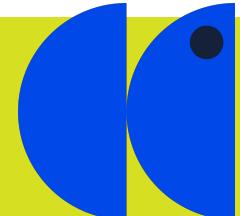
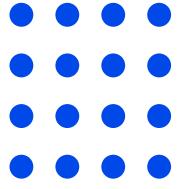
Completed/Committed Ratio

We have committed to complete 45 story points out of which we were able to complete 40 story points.

So, our committed story points = **45** and completed story points = **40**.

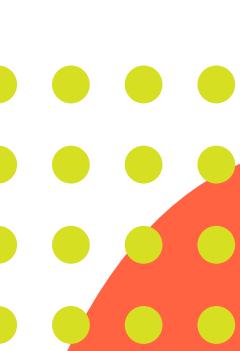
Completed/ Committed Ratio = **88.89%**





RETROSPE CTIVE

05



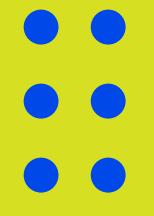
What went well

- Deliverables on time.
- Good Collaboration despite remotely.
- Started arrange the work beforehand.



What held us back

- The work is done should be discussed in the meetings.
- Meeting time.



What we will improve

- We should establish a better availability window for the meeting.
- Setting up the test case for our project.

NEXT SPRINT

- 1

- ● **Sprint 3/ SFX**
#64 opened 5 hours ago by kkkkkkkkkk13
- ● **Sprint 3/ NPC**
#63 opened 5 hours ago by kkkkkkkkkk13
- ● **Sprint 3/ Artwork**
#62 opened 5 hours ago by kkkkkkkkkk13
- ● **Sprint 3/ Puzzle**
#61 opened 5 hours ago by kkkkkkkkkk13
- ● **Sprint 3/ Map**
#60 opened 5 hours ago by kkkkkkkkkk13
- ● **Sprint 3/ Live Demo**
#59 opened 5 hours ago by kkkkkkkkkk13
- ● **Sprint 3/ Github link**
#58 opened 5 hours ago by kkkkkkkkkk13
- ● **Sprint 3/ Project Demo (current sprint)**
#57 opened 5 hours ago by kkkkkkkkkk13
- ● **Sprint 3/ Retrospective**
#56 opened 5 hours ago by kkkkkkkkkk13
- ● **Sprint 3/ Metrics**
#55 opened 5 hours ago by kkkkkkkkkk13
- ● **Sprint 3/ Test Cases**
#54 opened 5 hours ago by kkkkkkkkkk13
- ● **Sprint 3/ User Storie and Acceptance Criteria**
#53 opened 5 hours ago by kkkkkkkkkk13

NEXT SPRINT

- 2

- Sprint 3/ Sprint Summary**
#52 opened 5 hours ago by kkkkkkkkkk13
- Sprint 3/ Product Backlog**
#51 opened 5 hours ago by kkkkkkkkkk13
- Sprint 3/ Sprint 3 Recap**
#50 opened 5 hours ago by kkkkkkkkkk13
- Sprint 3/ Diagrams**
#49 opened 5 hours ago by kkkkkkkkkk13
- Sprint 3/ Algorithms**
#48 opened 5 hours ago by kkkkkkkkkk13
- Sprint 3/ Technologies**
#47 opened 5 hours ago by kkkkkkkkkk13
- Sprint 3/ MVP**
#46 opened 5 hours ago by kkkkkkkkkk13
- Sprint 3/ Personas**
#45 opened 5 hours ago by kkkkkkkkkk13
- Sprint 3/ Team working agreement**
#44 opened 5 hours ago by kkkkkkkkkk13
- Sprint 3/ Project Description**
#43 opened 5 hours ago by kkkkkkkkkk13
- Sprint 3/ Improvements made from Professor Feedback**
#42 opened 5 hours ago by kkkkkkkkkk13
- Sprint 3/ Team Member Roles and Responsibilities**
#41 opened 5 hours ago by kkkkkkkkkk13
- Sprint 3/Agenda**
#40 opened 5 hours ago by kkkkkkkkkk13

GITHUB



PROJECTS

DEMO



06

PROJECT DEMO



ROOF MAP

THANK YOU!
THANK YOU!
THANK YOU!
THANK YOU!
THANK YOU!

THANK YOU!

HOW TO USE THIS PRESENTATION

GOOGLE SLIDES

- Click on the "Google Slides" button below this presentation preview.
- Click on "Make a copy."
- Start editing your presentation.
- You need to sign in to your Google account.

POWERPOINT

- Click on the "PowerPoint" button below this presentation preview.
- Start editing your presentation.
- Download and install the fonts used in this presentation as listed on the next page.

CANVA

- Click on the "Canva" button under this presentation preview.
- Start editing your presentation.
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TABLE OF CONTENTS

01

ABOUT US

Elaborate on what you
want to discuss.

02

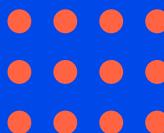
OUR PROJECTS

Elaborate on what you
want to discuss.

03

STATS &
NUMBERS

Elaborate on what you
want to discuss.



WELCOME



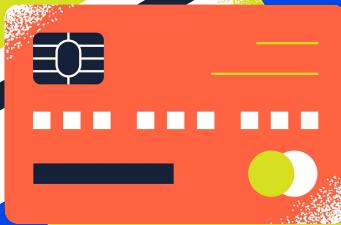
I'm Rain, and I'll be sharing
with you my beautiful
ideas.

Follow me at @reallygreatsite

MAIN SECTOR EVENTS

Briefly elaborate on what you
want to discuss.





WRITE AN ORIGINAL STATEMENT OR INSPIRING QUOTE

- Include a credit, citation, or supporting message

TEAM

Elaborate on what
you want to discuss.



MEMBERS

NAME

Title or Position

NAME

Title or Position

NAME

Title or Position

NAME

Title or Position



CLIENT NAME

Elaborate on what you
want to discuss.



CLIENT NAME

Elaborate on what you
want to discuss.



CLIENT NAME

Elaborate on what you
want to discuss.



OUR PROJECTS 02

Elaborate on what you
want to discuss.





ADD A MAIN POINT

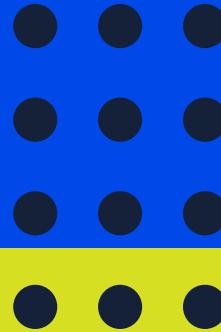
Briefly elaborate on what you want to discuss.

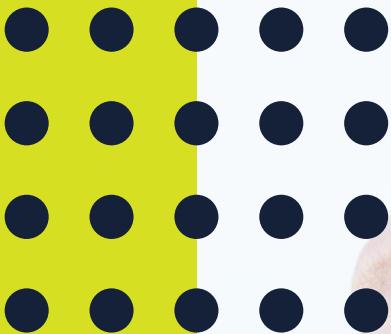


ADD A MAIN POINT

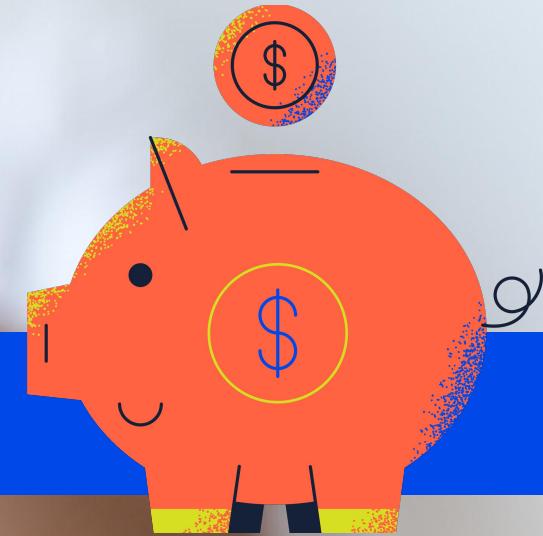
Briefly elaborate on what you want to discuss.

ONLINE PLATFORMS





A picture is worth a thousand words



HOT

NEWS



FIRST NEWS

Elaborate on what you want to discuss.

SECOND NEWS

Elaborate on what you want to discuss.

THIRD NEWS

Elaborate on what you want to discuss.

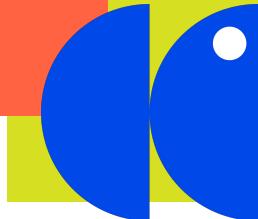
FOURTH NEWS

Elaborate on what you want to discuss.

STATS & NUMBERS

03

Elaborate on what you
want to discuss.



UPCOMING EVENTS



FIRST EVENT

Presentations are
communication tools

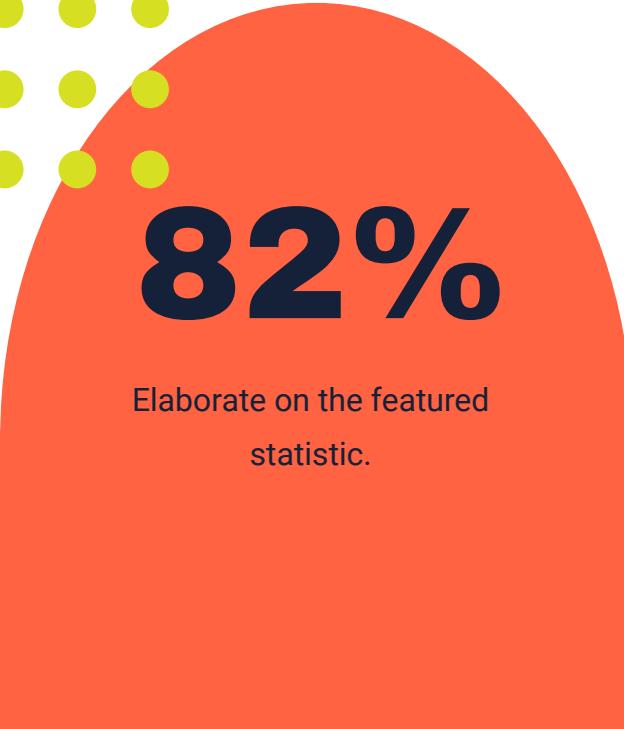


SECOND EVENT

Presentations are
communication tools

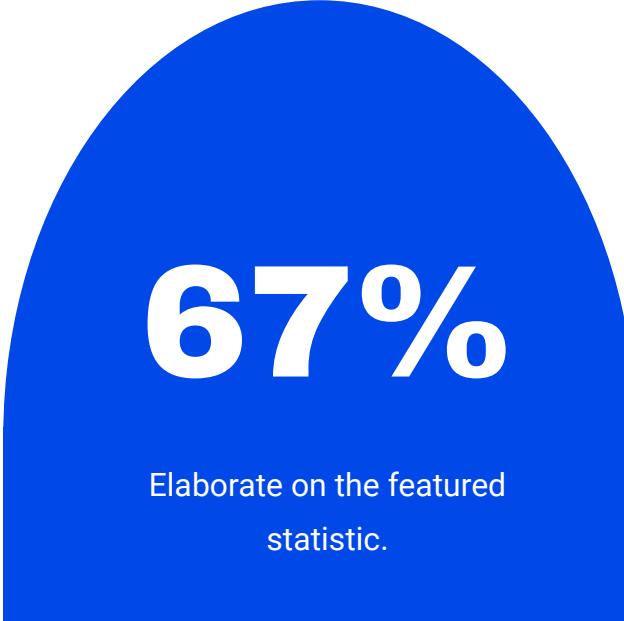
PERCENTAGES

Elaborate on the featured statistic



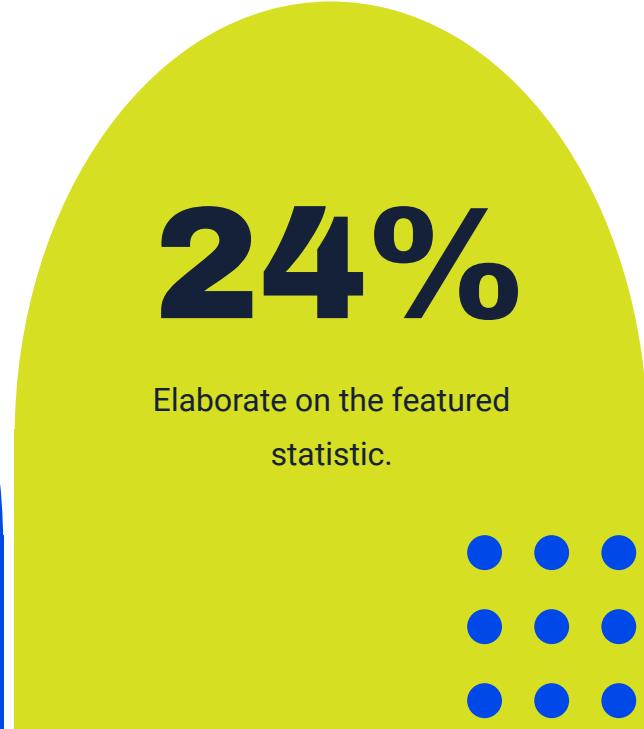
82%

Elaborate on the featured
statistic.



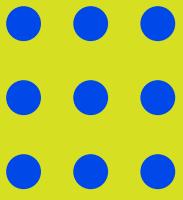
67%

Elaborate on the featured
statistic.



24%

Elaborate on the featured
statistic.



S

STRENGTHS

What are you doing well?

What sets you apart?

What are your good qualities?

W

WEAKNESSES

Where do you need to improve?

Are resources adequate?

What do others do better than you?

O

OPPORTUNITIES

What are your goals?

Are demands shifting?

How can it be improved?

T

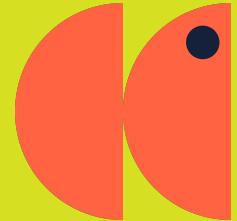
THREATS

What are the blockers you're facing?

What are factors outside of
your control?

THANK YOU!

Write a closing statement
or call-to-action here.



CREDITS

CREDITS



CREDITS

CREDITS

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HAPPY
DESIGNING!

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