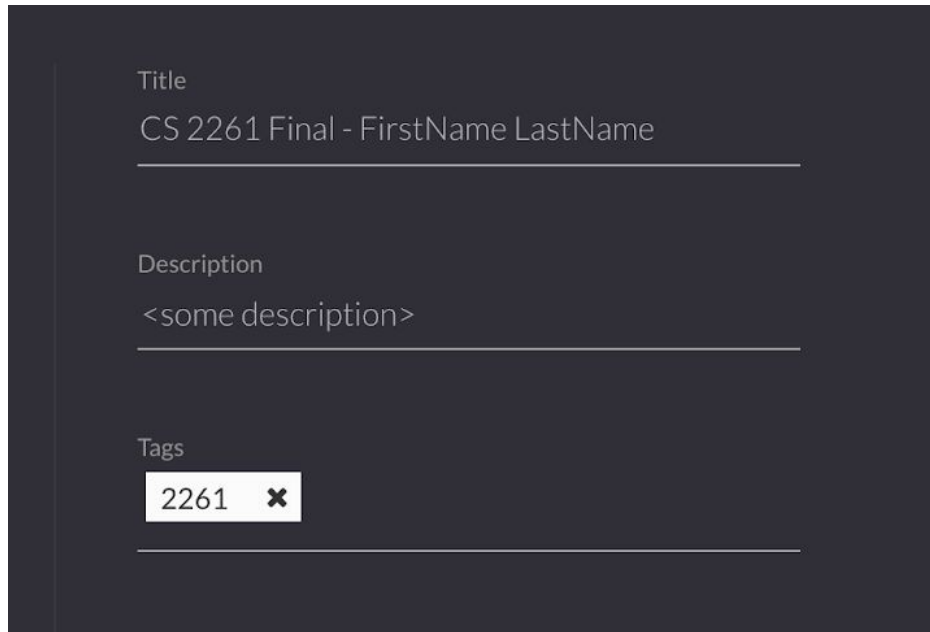


CS2261 Final Project Demo Guidance / Rubric

Kaltura Capture

To streamline the video submission process, we will be using Kaltura Capture. Download the software here: <https://mediaspace.gatech.edu/kalturacapture/launch/create>

Once downloaded, ensure you've enabled screen recording and audio. After you've filmed your final demonstration (see Demonstration Guidance below), stop recording, and you should see a new screen pop up. Fill out the form as follows:



The screenshot shows a dark-themed form with three main sections. The first section is labeled 'Title' and contains the text 'CS 2261 Final - FirstName LastName' followed by a horizontal line. The second section is labeled 'Description' and contains the text '<some description>' followed by a horizontal line. The third section is labeled 'Tags' and contains a white box with the text '2261' and a small 'x' icon, followed by a horizontal line.

The most important part of this form is **your name and the tag**. Ensure you've tagged your video with "2261." This is how we will find your video when it comes time to grade. Make sure to press "Save & Upload," and your screen recording will be published to Georgia Tech's MediaSpace. There's no need to submit a video link on Canvas. Submit your code either on Canvas or push your final PR on Github Classroom prior to recording the video.

Demonstration Guidance

In your screen recording, be sure to demonstrate the following:

1. Download your submitted game from Canvas or GitHub.
2. Tell us about your game in ~2 min:
 - a. Name
 - b. Premise
 - c. Gameplay gist
 - d. Show the splash screen and the instruction screens here.
3. Play your game:
 - a. Be sure to point out how you've met the technical requirements in the Objective Criteria below (especially for those that aren't immediately obvious).
 - b. Make sure you win/lose at least once.
 - c. Pause/resume at least one.

4. Activate your cheat and show how it affects gameplay.
5. Point out anything above/beyond that you're proud of and want to make sure we notice when considering the Subjective Criteria below.
6. Be open to questions (especially from the TAs/Instructor).

Grading Rubric

Objective Criteria:

Splash Screen	Instruction Screen	Main Game in Mode 0	Sprite 1	Sprite 2	At Least 1 Animated Sprite	Looping Sound	Other Sound	2 BGs or 1 XL BG	Pause	Win/Lose	Cheat
5	5	10	5	5	5	5	5	5	5	10	5

Subjective Criteria

Design / Gameplay	Polish	"Wow factor" Extra Credit
15	15	20