Demo Guidance

1. Download your submitted game from Canvas.
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

Gameplay	Polish	Design	"Wow factor" Extra Credit
10	10	10	20