***We Code You Play***

Component II: Concept Presentation

**Overview**

Deliver a three minute concept presentation pitching your company's game. Each slide is a visual aid for you use as part of your pitch. In contrast to the game description which included no images, presentation must include minimal text. Your pitch is a visual representation of what you wrote in the game description as part of Component I of “We Code You Play” project. Address in the presentation the following questions  
  
1) What is the story behind the game?

2) Describe the type of game. Is it a side scroller game? fighting game? shooter game? etc  
  
4) Describe how the player will interact with your game. Mouse, Keyboard, Both?  
  
5) What are some of the challenges / obstacles in the game?  
  
6) How do you win? How do you lose?

**Requirement**

**Presentation**

1) Title slide must state the name of the game, your company name, and the members of your team. Include engaging graphics to wow the audience!

2) Body of the presentation must incorporate the game story and gameplay that you described in Component I of the “We Code You Play” project. The number of slides is dependent on how your team decides to pitch the game. Typically a slide per major conflict / level would be sufficient.

3) Conclusion slide must “seal the deal” on the pitch of your game as well as thank the audience for their time and attention. Brief restate the story of the game and the ultimate outcome.

**Content**

1) Slides must contain minimal text. The idea behind the concept presentation is that you will talk to the audience and describe the game story and gameplay with the assistance of the slides.

2) Generally slides should be rich in graphics as they are your visual tools to assist in describing the game story and gameplay. Make sure the slides support what you want to pitch.

3) No animations allowed. No heavy text slides.

4) In the note section, discussion what you team will be discussing on that slide.

**Delivery**

1) Each team member must speak during the presentation.

2) Presentation must be around 3 minutes. Practice will ensure you stay within the three minute mark.

3) Make sure you thank the audience for their time and attention.

**Rubric**

Presentation

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| --- | --- | --- |
| **1** | **3** | **5** |
| Insufficient or inappropriate slides that hinder the understanding of the concept or gameplay of the game being presented. Overuse of text on slides. Minimal use of graphics. | Slides generally support the presentation. Minor overuse of text on slides. Adequate use of graphics. Minor gaps in understanding the concept and gameplay of the game. | Each slide contributes to the flow of the presentation. Presentation are filled with graphics that help paint a “picture” of the game. Presentation is aesthetically pleasing. Minimal use of text. |

Content

|  |  |  |
| --- | --- | --- |
| **1** | **3** | **5** |
| Missing discussion on several topics of overview, goals, objective, challenges and outcome. Lacking significant explanation of gameplay. Audience is left wondering the purpose of the game. Missing or insufficient notes that do not portray what will be discussed on each slide. | Lengthy overview. Missing discussion on one of the topics of goals, objectives, challenges and outcome. Vague explanation of gameplay. Notes generally support the concept or gameplay being discussed on each slide. | Brief overview of the game story. Thorough discussion of gameplay in conjunction with presentation. Goals, objectives, challenges and outcome were adequately discussed. Notes included on all slides that accurately depict what is being discussed on the each slide. |

Delivery

|  |  |  |
| --- | --- | --- |
| **1** | **3** | **5** |
| Flow of presentation included several awkward breaks. Concepts and gameplay discussion appeared random. Members spoke softly and minimal rehearsal is apparent. No passion or confidence could be felt in the presentation. | Flow of presentation generally supports the discussion of the concept and gameplay of the game. Several members spoke during the presentation. Some passion and confidence was felt during the presentation. | Flow of presentation supported the discussion of the concept and gameplay of the game. All members contributed to the presentation. Members spoke clearly and voices projected so audience could hear. Passion and confidence could be felt in the presentation. |