

Final Project & Presentation (Due 4/26)

On 4/26, you will give a short presentation, followed by group critique & feedback.

Presentation & Critique

Everyone will have 4 - 5 minutes to download your piece from itch.io and experience it. Then you will give a 5 minute presentation, followed by group critique & feedback. For the presentation, you should:

- Motivate the concept behind your project - why are you making what you are making
- Contextualize your project - share your references and why they are relevant

What I'm looking for

- Clear presentation that motivates & contextualizes your work
- Effort
- Milestones - did you stick to your scheduled milestones and make weekly progress?
- Risk-taking - did you go beyond the material we covered in class?
- Active participation in your peer's critiques

Technical Constraints

- Your project must involve scripting that you write. You can use free assets, but you cannot solely rely on them.
- Your project should not use the default Unity lighting setup.
- Your project should take advantage of the Unity features we have covered: lighting, physics, sound, animation, particles, image effects, user interface, etc. Pick the ones that are relevant for your project.

Submitting the Final Project

Before the start of class on 4/26:

- Upload windows & mac builds (or an Android build) of your project to an itch.io project page. Post the public link or secret link to #sharing.
- Direct message me your presentation slides/notes.
- Direct message me a zip of your Unity project.