**Capstone Presentation Outline: Candy Rush Grand Prix**

**Thesis Statement**

In this presentation, we will demonstrate the progress of "Candy Rush Grand Prix," a go-kart racing game developed in Unreal Engine 5.3. The focus will be on showcasing the core gameplay mechanics, providing insights into the development process, and emphasizing the game's unique features.

**Introduction (1 minute)**

* **Hook:** Can a video game satisfy your sweet tooth and your need for speed?
* Introduce myself and the project, Candy Rush Grand Prix.
* Briefly describe the game concept: a candy-themed go-kart racing game inspired by Mario Kart.
* Outline the presentation's structure: core gameplay, development process, and future plans.

**Core Gameplay (2 minutes)**

* Explain the fundamental gameplay mechanics: racing, item usage, and track design.
* Demonstrate a short gameplay clip showcasing racing against AI opponents and using power-ups.
* Highlight the unique features of Candy Rush Grand Prix, such as the candy-themed aesthetic and power-up designs.

**Development Process (3 minutes)**

* Discuss the challenges encountered during development, such as AI behavior, track optimization, and balancing gameplay elements.
* Explain the tech stack utilized: Unreal Engine 5.3, Blueprint Visual Scripting, and relevant plugins.
* Briefly touch on project management tools and methodologies used.

**Demonstration (2 minutes)**

* Conduct a live gameplay demonstration, showcasing the core mechanics and recent development progress.
* Focus on demonstrating the integration of NPC karts and any new features implemented since the last update.

**Future Plans and Conclusion (2 minutes)**

* Outline the next steps for the project, including additional game modes, power-ups, and tracks.
* Discuss potential monetization strategies or future development opportunities.
* Summarize the key points of the presentation: game concept, core gameplay, development challenges, and future plans.
* Express enthusiasm for the project's potential and future development.

**Needed Materials**

* Laptop with Candy Rush Grand Prix project loaded.
* HDMI cable for connecting to the presentation display and audio.
* PowerPoint presentation with key visuals and supporting information (optional).
* Controller for live gameplay demonstration (optional, I have my own so I’ll bring it).

**Practice Methods**

* Rehearse the presentation multiple times, both alone and with a practice audience.
* Time the presentation to ensure it fits within the 10-minute time limit.
* Seek feedback from peers and mentors to improve the presentation's clarity and effectiveness.