

### **1. Don't let Zane talk so much**

During our first presentation to the teachers and class we had Zane do all the presenting. The feedback we received was to not just let him do all the talking. Given this during our second run at the proposal we all made sure to take a turn at presenting for the areas that we were in charge of.

1. Major Design stuff - Zane and Micheal
2. Art and Aesthetic - Anesu and Bradley
3. Programming and Game engine - Josh and Ashley

### **2. All of us should talk more**

In our first presentation we let zane do most of the talking as we were all very nervous about talking/ presenting in such a 'public' manner, we soon got over it in our next presentation and adapted for everyone to talk as a group rather than the one man zane army we had before, thanks zane.

### **3. Make our presentation slides more consistent**

Our first run of slides the backgrounds and colors were all over the place and this was commented on as being distracting. We therefore made sure that during our final presentation our slides followed a consistent color palette.

### **4. make our presentation slides less wordy**

It was commented on that we had a lot of words on our slides and that it was distracting from what we were saying. During our first run at the proposals this was definitely the case. During our second run we really tried to cut back on the wordiness of the slides. Though from the feedback from the special guests we probably should cut back even more and been more confident that we could get our point across.