

DM2199 Presentation Guidelines

Attire

Business casual

- Shirt & pants for guys
- Equivalent for girls

Location

N1.507

Presentation format

Total time: 20 mins (excluding 5 mins setup)

In the following order:

1. Video (~1 min)
2. Powerpoint presentation
3. Demo
4. Code walk through
5. Q & A

Please allow at least 5 mins for Q & A, i.e. complete 1 – 4 in 15 mins. Pace yourself with rehearsals.

Presentation notes

- You may use the lab PC or your personal laptop
- Run video and demo in **full screen**
 - Make sure resolution and aspect ratio is ok
 - You may test at M.307
 - Make sure the volume is just right
- Make sure you can reset your scenarios without the need to quit and restart
 - Every restart will be penalized

Powerpoint

This will serve as your final report. Use screenshots when necessary. It should contain, but not be limited to the following:

- Application overview and description (what is your application about)
- Screenshots (a few)
- Instructions to use or control your application
- Computer Graphics implementation summary page
 - Number of lights, type of lights, number of cameras used, number of OBJ files loaded, number of TGA files loaded, number of animations, etc.
- Features
 - Activities/interactions
 - NPCs and their behaviours
 - Scenarios or minigames
 - Misc features e.g. sound, UI, etc.
 - Bonus features: split screen, multiplayer, etc.
- Gantt chart
- UML diagrams where applicable
- New things learned
- Problems encountered and resolution
- Best and worst of SP2
- Things that could have been done in a better way
- Others

Code

Show each individual's code, highlighting these areas (questions may be asked on the spot):

- Key classes
- Area where segregation of data and code is done
- Comments
- Technical features, which were done only in SP2 (not in modules or previous semesters)