Final Project Milestone & Presentation

Your **final deliverables** and **presentation** are both due at our scheduled final exam period (see SIS for exact date/time).

There are 4 requirements for the final milestone: a **group presentation**, your final **game code**, one last round of **peer evals** and an **individual write up** detailing the work you did for this project.

**Presentation**

I expect your group to have a power point presentation, which touches on the following areas:

* Introduction
  + What was the game you set out to create?
  + What kind of problems did you foresee?
  + What were the big features you had hoped to implement?
* Team members
  + Who is on your team and what did they contribute to the overall project?
* A post mortem style wrap-up (the bulk of the presentation)
  + How did it go? Where did the game end up?
  + Did you need to make any changes to the design/architecture/plan as you went?
  + What went right with the project/group/game/code as a whole?
  + What went wrong? What unexpected problems did you face?
  + What would you do differently if you were to start this project over?
* Actually show off your game

The power point shouldn’t have walls of text. Give a few bullet points that remind you of the topics above. Email me if you have any last minute questions!

**Individual Write Up**

Each of you is required to submit a write-up detailing the work you’ve done on this project. This is an individual deliverable. Below are some guidelines for what to include in this write-up. Even though they’re presented in bullet-point form, your actual write-up should **not** just be a series of bullet points.

* What part(s) of the game/engine did you work on?
* What challenges did you face as you planned and eventually implemented your part(s)?
* Which things were especially difficult? How did you overcome that difficulty?
* Which things were easier than expected (if any)?
* Based on what you learned from the project and from the course, and from the work you put into your game, how would you approach your specific area(s) differently in the future?

**Final Milestone**

Your final code-related milestone is to finish your game, whatever that means to your group. This is a group deliverable.

**Final Peer Evals**

You’ll also need one last round of peer evals. Make ‘em count. This is an individual deliverable.