

# P1: Prototype Presentation

## Overview

You will provide a seven (7) minute presentation outlining the status and plans for the project. All team members should participate. There will also be 1-2 minutes for questions from instructors and students afterward.

## Specification

The presentation will be evaluated according to the following criteria.

### Delivery

The presentation should be delivered in a professional, easy to understand, straightforward manner. Appropriate tone of voice, integration of media, speaker appearance, and presentation flow will be evaluated. Auditory and visual elements should match and be synchronized in a way that enhances the presentation.

### Project State

Students should cover all significant elements of the project's current state of development, including but not limited to all major features, modes, performance, and where applicable, the state of asset and AI development.

### Demonstration

A demonstration of the project's current state and usability should be included in the presentation. It should clearly display the project's features, and other elements, including their current state of functionality. The demonstration should be a live, user-case demonstration – that is, someone should, on the spot (not recorded), be using the application/framework/game in its current or very recent state.

### Deliverable Plan

The team should develop a general plan to complete the final deliverable by the deadline. It should include time allocated for completing and polishing each section of the application and should be laid out by task. It is not necessary to identify a specific individual who will complete a task, though you may add specifics as you feel it is appropriate / necessary. It is important to note that the function of planning in agile development is to provide guidance, but that such plans are only a roadmap; the final stages of development rarely, if ever, follow the plan exactly. Instead, the guidance such a plan provides is instrumental in providing structure to the project.

### Overall Impression

Software, like all tools, have subjective qualities that must be considered. In addition to the above criteria and adherence to project requirements as outlined in the design prototype specification, presentations will be evaluated according to best judgment by evaluators based on industry experience. This criterion exists to provide guidance to teams what falls outside of other criteria when necessary.

## Submissions

Wherever possible, teams will perform their presentations in live; other teams will submit a video link via Canvas.