Presentation Guide — Super Bowl Shuttle: Andromeda Run

CSCI 310 – GUI & Game Programming | Dr. Chang
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Presentation Length: 8 minutes + 2 minutes Q&A

--- SLIDE GUIDE ---
1. Title & Overview
  - Show game name, screenshot, authors, and course info.
  - Say: “Our project is called Super Bowl Shuttle — Andromeda Run, built with Three.js and Cannon-ES.”

2. Game Story
  - Use the story from README: alien from Andromeda at the Super Bowl.
  - Funny tone: beer celebration → now must rescue friends before shuttle leaves.

3. Technologies Used
  - Three.js: rendering, camera, lighting.
  - Cannon-ES: physics and collisions.
  - OrbitControls: mouse drag look.
  - UnrealBloom: glow visual effect.
  - Modular JS files: clean separation (world.js, objects.js, hud.js).

4. Architecture / File Structure
  - Explain file breakdown (index.html, src/main.js, world.js, objects.js, hud.js).
  - Mention modularity and how functions create entities.

5. Gameplay Demo
  - Controls: WASD move, drag to look, R reset.
  - Goal: collect friends (green) avoid beer crates (red).
  - Use a short video clip or live demo.

6. Physics & Collisions
  - Explain Cannon-ES collide events.
  - Player collides with friend → +10 points.
  - Player collides with beer crate → lose life + knockback.
  - Emphasize zero-gravity motion logic.

7. Rubric Coverage & Hosting
  - Show checklist of requirements met (lighting, scoring, collisions, etc).
  - Mention hosted live via GitHub Pages.

8. Reflection & Future Work
  - Future ideas: particle bursts, background music, GLTF models, leaderboard.
  - Note modular design allows easy expansion.

9. Ideation & Roles
  - Slide before gameplay: explain ideation steps, theme decision, physics choice.
  - Slide after rubric: show team contributions (Martín – core logic, teammate – slides/testing).

10. Q&A Tips
  - Why Cannon-ES? Simple integration with Three.js.
  - How are collisions handled? Via collide event listener.
  - Could this run on mobile? Yes, needs touch control.
  - How is game hosted? GitHub Pages using import maps.

--- FILES TO USE ---