



Alpha Presentation

GAM150



Alpha Presentation

⦿ When:

- Week 10
- Thursday 23th July , **1h30pm**

⦿ How: Instructor only

⦿ Where: MS Teams



Showcase Your game

All your features



Features

◎ 2 Minutes of **engaging** Gameplay

- Player Can Win/lose

◎ One program, **one Executable**

- .EXE, not from visual

◎ Simple Menu

- Start game
- Way to go back to the main menu from in-game

Features

◎ One Level

- feature complete

◎ Working Game Mechanics

- Physics, Collisions, Interactions, AI/Logic, Animations, Camera, etc.

◎ Basic Polish

- Textures, Particles system, Audio...

◎ Working Toolchain

Editor, Exporter/importer, Random generator... (if any)

Presentation

◎ **6 Minutes** per Team

- ~**30s**: Team presentation
- ~**4min**: Run the demo, with explanations
 - What is the game about
 - How do the different mechanics work
 - (optional) show the Editor
- ~**1min**: Plan for next steps & Final Version

◎ Rehearse. Test your game

◎ Don't assume we know your game

Submission guidelines: Presentation

◎ Presentation files:

- On Moodle, submitted by the **Producer**
- Zip named “**TeamName_Alpha_presentation**”
- With Exe / Data / **Ppt**

◎ Submission deadline

- **Friday 24th July, 11:55pm**

Submission guidelines: Project

◎ Projects Files

- On Moodle, submitted by the **Producer**
- Zip named “**TeamName_Alpha_code**”
- With MSVS project and All data
- The project must be ready to compile, with no errors/warnings.

◎ Submission deadline:

- **Friday 24th July, 11:55pm**

**4 Weeks to
Presentation**



Projects Deadlines

- ◎ Tentative, To be confirmed !!
- ◎ Final presentations:
 - **Tuesday 11th of August – 1:30pm**
- ◎ Project Submission:
 - **Monday 10th of August – 11:55pm**



Thanks!

Any questions?