



Road to Final

GAM150

A decorative network diagram in the top-left corner, featuring a complex web of interconnected nodes and lines. The nodes are represented by circles of varying sizes, some with concentric circles, and the lines are thin and grey. The diagram is partially cut off by the top and left edges of the slide.

1.

Schedule

When to deliver what



Final Milestone

◎ Final Project Submission:

- Tuesday 11th august, **11:55pm**

◎ Requirements:

- “*GAM150-Final Submission Checklist.pdf*” (moodle)



Code Contribution

◎ In the Final Project Submission

- Tuesday 11th August, **11:55pm**

◎ Requirements:

- “*GAM150-Final Code Contribution requirements.pdf*” (moodle)

Individual Code Contribution

- ◎ Affect **Final Grade**, not project
- ◎ Code Contribution **+10%** to **-40%**
 - Technical Lecturer Appreciation
 - ◎ Amount of work (~ 0-50 Lines of code: -40%)
 - ◎ Code quality



Final Presentation

© Final Presentation

- Tuesday 11th August, **1:30pm**

Video Submission

◎ Video Trailer Submission

- Tuesday 11th August, **11:55pm**

◎ **5% of final grade** for the team

- **+10% Documentation grade** for Product Manager

◎ Requirements

- “*GAM150-Video Assignment requirements.pdf*”(moodle)



Other Submissions

◎ Final Weekly Production reports

- **This Thursday**

◎ Individual Report Submission

- Tuesday 11th August, **11:55pm**



Game Gallery (optional)

◎ Game Gallery Submission

- Tuesday 11th August, **11:55pm**

◎ Requirement

- “*Game Gallery Requirements.pdf*” (moodle)

A decorative network diagram in the top-left corner, featuring a complex web of interconnected nodes and lines. The nodes are represented by circles of varying sizes, some with concentric rings, and the lines are thin and grey. The overall structure is organic and sprawling, resembling a molecular or biological network.

2.

Recommendations

Final Submission
recommendations

Submission verification

- ◎ Test the submission file on multiple machines
- ◎ Verify all contents against the [Submission Guidelines](#)
- ◎ Test the contents of the [INSTALLATION](#) folder
 - Does the project work on different machines?
 - Have you included all necessary libraries?
- ◎ Rebuild the project and test the executable
 - Project must build cleanly with no errors or warnings under **Release** and **Debug** modes, **x64**.



Early submission

◎ Better to submit earlier

- Sunday 9th August ;)

◎ Consider:

- Potential drawbacks of making last minute changes.
- Increased risk of penalties resulting from last minute changes.

A decorative network diagram in the top-left corner, featuring a complex web of interconnected nodes and lines. The nodes are represented by small circles, some of which are solid grey and others are hollow with a grey outline. The lines connecting them are thin and grey, creating a dense, organic structure.

3. **Final Presentation**



Reminder

© When: **Tuesday 11th August, 1:30pm**

© How: **Class Presentation**

© Where: **Online**



Presentation

◎ **7 Minutes** per Team

- **~1min:** Team presentation
 - Introduce yourself
 - Talk about the features that you “owned”
- **~4min:** Run the demo, with explanations
 - What is the game about
 - How do the different mechanics work
 - May include up to 2 minutes of non interrupted game play
- **~2min:** Post Mortem



Smile,
be **proud** of
your **achievement**



Thanks!

Any questions?