GAM100: Project Introduction Brief for Final Presentation and Submissions

THIS GAME IS COMING IN HOT!



Final Presentations

- Date: Tuesday 3rd Dec
- Time:
 - 0900 to 1330 (GAM100f19A)
 - 1400 to 1830 (GAM100f19B)
- Location: LT6C

- We will start PROMPTLY at 0900 hrs.
 - Presentation Order will be revealed on the day itself.

Next Steps: Pitch Presentations

• Procedure:

O Put all your slides into the following folder in N:

"..\Courses\2019Fall-Degree\gam100f19-(a/b).sg\ Public\GAM100(A/B)_Final_Presentations\"

- O Naming Convention: "GroupName_FinalPresentation"
 - x If you only have one file, put it into the main folder.
 - x If you have a bunch of files, create a sub-folder.

Next Steps: Pitch Presentations

• Procedure:

- 1 hr before the presentations, we will copy all presentation materials from N: into the Presentation PC from Pascal.
 - x If your slides are not in N: by then, there will be a penalty.
- Make backup plans.
 - **▼**Bring the presentation on a USB.
 - ▼One member of the team should bring a laptop. Just in case.

Content for Final Presentations

- Each team has 5 minutes to present their games.
 - The remaining time is for setting up, and for Q&A.
 - Introduction (30 sec)
 - Game Concept in a nutshell (30 sec)
 - 3. Core Features of Game (120+ sec)
 - 4. Key Takeaways and Learnings (60 sec)
- Structure the presentation FOR YOUR AUDIENCE.
 - Control your information!

Final Submission

- Submit the Final Game into Moodle:
 - Zip up all the documents.
 - O Max size = 512MB.

Final Submission: Group

 Follow the File Directory structure laid out in the Rubric!

- Make sure the following are included:
 - 1. Executable File
 - 2. Source Files
 - 3. GAM100 Project Rubric (Excel File)
 - 4. Slides for Final Presentation

Final Submission Deadline

• Deadline for final submission:

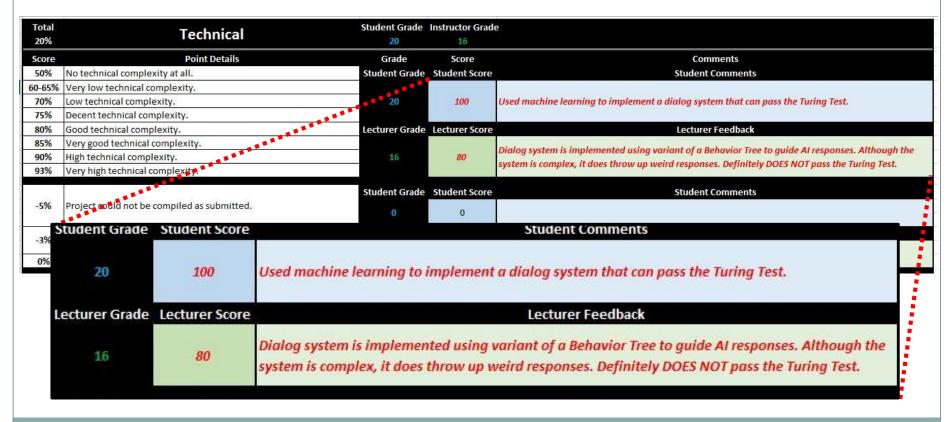
Tuesday, 3rd Dec 2019, 2359hrs.

Submission Folder

Item	Description
\SOURCE	Inside SOURCE create a folder that contains your Unity project. Comment all code, include copyright notices in each code file, and put who wrote the code near the top of the file. Make sure you do not put any .pdb files, .obj files, .pch files, or other build artifacts in this folder. The easy way to do this is to use the SVN export command to get a clean folder of your entire source tree without any extraneous files. Feel free to create additional folders (inside SOURCE) for unuse code, or any other content or code related files. Please note: We need to be able to open your Unity project.
\DOCUMENTS	A folder that contains a filled out version of these Rubrics done by the team (required), all design documents (optionals), your presentation materials (required), marketing materials (optional), post-mortem (optional), etc. All documents here must be in Microsoft Office or PDF formats. Any additional screenshots (optional), team photos (optional), etc. go here as well.
gamename eye	The executable for the game (a data folder will be created as well, make sure you include it at the same level as the game executable). Make sure you double and triple check that everything works as you would expect.
gamename_readme. txt	At the absolute minimum, put your game name, team name, class name (GAM100A, for example) and DigiPen email address at the beginning of the file. If you have a live game website, put the link to it after the emails. That's all that is required, but this is the only thing that will be read before your game is played, so if you need to say anything about controls, cheat codes/keys, bugs, known crashes, gameplay tips, whatever, say it here. Information about controls, gameplay, etc. should be in the game itself, but if it isn't (or is wrong/misleading in some way), then put it here. If it isn't obvious how to go to full-screen and back, tell us here.

How to Fill the Rubric

- You MUST fill in your comments.
- If you think you deserve the grade, you must justify it!



Final Submission: Individual

- In addition to the group submission,
 EACH ONE of you needs to submit the "GAM100 - Project Individual Report"
- The Excel file can be found in Moodle.
- Submit this INDIVIDUALLY.
 - DO NOT add it to the Zip file.

