

COMP397 – Web Game Programming

Final Presentation

Due Week #13 at midnight

Value 15%

Final Presentation

Maximum Mark: 100

Overview: Working with your partner (or on your own) you will present your final game project. Your presentation should include details contained in your **Game Design Document** (such as an overview of your game, your planning process, lessons learned, and future possibilities).

You must be prepared to present live. Use a slide deck during your presentation to keep you organized. Your presentation should be no longer than 10 minutes.

Your presentation will be evaluated on

- The quality of your presentation materials – body copy, spelling grammar, visual appeal
- Presentation style, timing, clarity, volume and comfort with the material.
- The quality of your game demo and your game concept.

This Project component replaces a **final test** in this course.

Note: Each team member must be present for the presentation to get credit.

Presentation Deliverables

Presentation Slide Deck / 70

Create a presentation document that includes the following slides

- **Title Page (1 slide)** - This slide must contain a Team name and Team logo. The name and logo must be original and unique.
- **Roles (1 slide)** - This slide must contain a mugshot of each member of your group along with their development role and their specific responsibilities for the project.
- **Influences (1 slide)** - This slide outlines other games that have played an influence on your decision to create your project.
- **Game overview (1 or more slides)** - This group of slides must describe the game type that was selected (Platform Runner / Shooter, Isometric Tower Defense, or Sandbox

Crafting Survival Game), the game setting (sci-fi, superhero, fantasy, historical, modern, etc.) and the mobile platform that is being targeted (Android and/or iOS)

- **Game Story (1 or more slides)** - Include your Story Synopsis here. You may use the "hero's journey" template provided in class as a base.
- **MDA (1 or more slides)** You must also outline the game **mechanics**, **dynamics**, **aesthetics** that will distinguish your game. **Mechanics** describe the rules of the game. **Dynamics** must detail how the player uses the rules. **Aesthetics** details the player experience and the feel of the game. Include a list of features that you wish to implement separated into needs and wants for your game.
- **Target Audience (1 slide)** - who are you designing this game for? what are the age ranges? What is the target ESRB rating?
- **Game Demo (1 or more slides)** - insert / embed the game demo video here or present your game live in the emulator
- **Lessons Learned (1 slide)** – You will discuss any challenges you had to overcome and things you might do differently if approaching this type of project again
- **Future Possibilities (1 slide)** – You will discuss where you could take your game if you had more time and future ideas for other projects based on lessons learned

Presentation Recording & Gameplay Video / 30

You will practice presenting by creating a presentation recording and gameplay video.

- Create a **Video** presentation with your favourite screen capture and streaming tool (OBS Recommended) and upload it to your Learning Management System.
- You must include your Presentation Slide Deck to frame your video
- You will **demonstrate** your game on the Device Simulator.
- Sound for your Video must at an appropriate level so that your voice may be clearly heard.
- Your Screen and Game Interface should be clearly visible
- Your Short Video should run no more than 10 minutes
- Your video should be publicly available, but it could be *unlisted* if you wish.

Presentations will be selected in random order.

SUBMITTING YOUR WORK

Your submission should include:

- Your presentation document in PDF format uploaded to your Learning Management System.
- Your presentation Recording and Gameplay Video uploaded to your Learning Management System.

This assignment is weighted **15%** of your total mark for this course.

Late submissions **will not be evaluated** as this represents your final evaluation for the course.