## overview

In class on **Tuesday December 11**, you will submit the final version of your game, give a short presentation about key features of your game and demonstrate your game in class. The **presentation** part of the project is worth **3 points**. The **game itself (and demonstration)** part of the project is worth **8 points**. In addition, you will submit the **group assessment**, which is worth **3 points**.

## final presentation

The final presentation is worth 3 points and will be given in class on Tuesday December 11.
1-2 members of the project group will give the presentation.

Create 2-5 slides (using keynote or powerpoint or some other presentation software) that explain the key features of your game. Imagine that you work for a game development company, and you have an idea for a game. You have to pitch your idea to your boss, who will decide whether or not the company should develop your game, beyond the prototype you have already created—and will demonstrate, as below.

The presentation and demonstration should take approximately **5 minutes**. Each group will sign up for a 10-minute time slot on Tuesday December 11, between 10am-2pm. During your time slot, your group will give your presentation—show your slides and talk about them, and then demonstrate the game. Regardless of who is doing the talking, it is expected that all 3 group members will be able to answer questions about the game and that all 3 group members will be present during the designated time slot.

## game code and demonstration

The game code and demonstration are worth 8 points. The demonstration will be given in class on Tuesday December 11, as part of the presentation (above).
1-2 members of the project group will give the demonstration.

Plan out your demonstration so that it shows off the key features of your game. You might find it helpful to "script" your demonstration, so that the group member giving the demonstration will remember to show off the important aspects of your game as agreed by everyone in the group.

## submission

Submit your big game project using the electronic submission system.
- You will need to submit your final game code, which includes any Blender source files, plus any external asset files (e.g., sounds).
- Include a copy of your presentation slides in your zip file.
- As usual, zip all your files (game code, assets, presentation) together for submission.

## group assessment

The group assessment is worth 3 points. Each group member must submit an assessment form *individually*. The group assessment form is provided in a separate handout.

This part should be submitted in hardcopy, in class on Tuesday December 11.