

big game project presentations and demonstrations

In class on **Tuesday December 11**, you will present your game to me, using both a powerpoint-style presentation and a demonstration of the game. See the handout entitled "BIG GAME PROJECT, final submission" (distributed in class on Nov 13 and posted on the class web site for that day) which contains details about what is expected.

- The presentations and demonstrations will take place in the lab (5301 N), using the big screen Mac computer at the front of the classroom.
- I will open the lab from 10am, so you can come early and solve any last-minute issues with your group.
- Each group has a 15-minute time slot, which includes time to load your presentation and code on the front machine and set up anything. I STRONGLY SUGGEST THAT YOU PUT EVERYTHING ON A MEMORY STICK (do not count on downloading from the web onto the presentation computer, in case there are network problems in the lab).
- **After your group's presentation**, you will be asked to participate in a 15-minute user study to help one of my research students. This will involve testing some software and answering a few questions. The study will take place in my office, one group (3 students) at a time. Please help us by participating!!
- After you have participated in the study, you are welcome to come back to the lab and watch your classmates' presentations.

when to present

<i>start time</i>	<i>game</i>	<i>group members</i>
10.15am	<i>Zee</i>	Eric, Lawrence, Natalie
10.30am	<i>Wreck-It</i>	Da, Karen, Zeeshan
10.45am	<i>Gas Guzzler</i>	Billy, Christian, Penina
11.00am	<i>Trapped!</i>	Joseph, Lauren, Wei
11.15am	<i>Potty Emergency</i>	Ibraheem, Julius, Michael
11.30am	<i>Roll!</i>	Brett, Jessica, Xuan
11.45am	<i>Master Blaster!</i>	Jay, Jordan, Sal
12.00pm	<i>Don't Get Caught</i>	Andy, Colene, Vytas
12.15pm	<i>Angry Feet</i>	Cynthia, David, Simon

what to submit

- You should submit your presentation in PDF format online.

ONE presentation submission per group!

- You should attempt to submit your game, in a zipped archive containing all blender code + assets, online as usual. If the size of your zip file is too big (over 25Mb), then you can try to share the file with me using Dropbox or you can try to email me the file or give me the file on a memory stick in class on Dec 11.

ONE game zip archive submission per group!

- Include in your game zip archive a **README** file that explains how to start up and play the game.
- Don't forget to submit the **group assessment** portion, which must be submitted individually. This is also due on Dec 11 and can be submitted online (an xls version will be posted on the web page) or given to me in class (hardcopy) on Dec 11.

ONE group assessment submission per PERSON!

- **All parts can be submitted up until midnight (11:59pm) on Tuesday Dec 11.** The usual late penalties apply. *LATE SUBMISSIONS RECEIVED AFTER DEC 17 (11:59pm) WILL NOT BE ACCEPTED OR COUNTED TOWARD YOUR GRADE.*