

# GDD 325 Sprint 2 – Minimal Expectations

**Due Date: October 19**

*All items and details (dates, typo fixes...)  
subject to change – always check with  
instructors, and watch the deadlines for  
dropboxes in D2L (Learn@UW-Stout)*

## Overview

This is a minimal list of expectations. Doing the minimal will typically only get you a C  
Things that get better grades: Completion of extras, getting ahead of schedule, exemplary execution...

## Details

### Design Document

A separate assignment document provides details of what this should address.

### Team Presentation (circa 10 minutes)

- Remind audience of who you are and game pitch and purpose
- Mention version control and how it works for artists and programmers
  - Who is build manager? Who is testing manager?
- Sound, music, voice options? style?
- Show any artwork not in game
  - Identify what will be put in game and where/when
  - Identify any artwork taken out or no longer going into the game (and why)
  - Identify any concept art as concept art, explain why still working on concept art
    - What happened that requires changes or additions
- If demo is lacking 'completeness' do an updated walk through/reminder of the game
  - Revisit your updated **mockup** of what the game will look/behave like when done
  - Mockup sets the stage for actual game demo
    - High level mechanics, scoring, end game in mockup
    - Low level detail in the game demo
- Game demo
  - Run the game
    - Each team member talks about his/her contributions as it plays

### Teammate Evaluations

Each individual must turn evaluation on every other team member

## Turn-In

Turn in the presentation (pptx) to the appropriate D2L dropbox.

Turn in the mockup (if possible) else turn in a MP4 video of the mockup being demonstrated

Turn in game code zipped – html, javascript, css, images...

Turn in updated documents (pdf) – team rules, design doc...

Turn in concept artwork (if not already in the design doc... where it should be)

**Turn in teammate evaluations (each person on team, separate dropbox from above)**