

GDD 325 Team Demo Video(s)

Due Date: Variable and Multiple

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

Create a video that demonstrates the current functionality of your game.

This will be expected for multiple sprints.

It typically is a major part of the grade for the Paired-Prototype Assignment and near-completion sprints. Always check the details of each sprint description

Details

As a Team Create a video capture of your game.

For most sprints this can be a highlight reel of the features completed (or in progress)

It can also be a presentation tool if organized correctly

Example:

Say: This is what the old menu looked like, now it has been updated to this

As the video crossfades from old to new

Example:

Say: Clicking on this [whatever thing] now causes [the correct thing to happen]

This code update was done by [whoever it was]

As the video shows the user clicking on said thing

Example:

Say: In these short scenes you see the artwork has been updated

from placeholders to finalized artwork. This artwork was done by [whoever]

As the video shows the various scenes and artwork

Most **often this video is live capture of the video game,**

however, **video recording of mockups can also be useful and used**

to highlight/demonstrate how the not yet implemented parts will fit/work with what is.

Turn-In

Only one member of your team needs to do this, as there should be only one video

Turn in the video as an MP4 file:

- Must be in MP4 format of
 - 16:9 ratio: 1280x720 pixels, video codec H.264, with audio as AAC
 - 640x360 pixels also ok if file size gets too big (record big then downsize)
- Unless otherwise noted in the sprint directions
 - 1 to 3 minutes
 - long enough to see all the working/worked on game features
 - might be just highlights
 - may have voiceovers or text drop-ins added into it

Recording Hint: Set your HTML game canvas and display size to 1280x720, set your recording region to that size, then overlay the recording selection box on your game screen.

Suggested Software

You are free to use whatever software your team has access to and is comfortable using.

However **the final video must be using video codec H.264 and audio codec AAC.**

It was suggested a way to test this is to drag it onto a browser (Firefox, Chrome, IE) window and see if it plays

The below are freely available and have proven adequate in the past.

ASIDE: It has been noted that computer systems with multiple monitors can cause problems with various video capture software. Using the primary monitor when doing video capture seems to help avert this problem.

Software Options:

Suggested Capture Tool: CamStudio 2.7 r316 (or similar)

Download from: http://www.majorgeeks.com/mg/sortname/video_editors.html

Suggested Conversion Tool: Handbrake (or similar)

Download from: <https://handbrake.fr/>

Suggested Video Editing

Windows has Movie Maker

<http://windows.microsoft.com/en-us/windows-live/movie-maker>

Mac has iMovie (often/used to come installed)

<https://www.apple.com/mac/imovie/>

YouTube.com or Vimeo.com may also be useful in some of this process.