

GDD 325 Sprint 3 – Minimal Expectations

Due Date: March 11 – mp4 game play video
March 28 – presentation, game files...

*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...
Some sprints require each individual to turn in teammate evaluations. Read the below details closely.

Details

Team Demo/Presentation (circa 10 minutes)

- Remind audience of who you are and game pitch and purpose
- Discuss sound, music, voice options, style, selections
 - **Audio must be in the game** (with option to disable)
- Show any artwork not in game
 - **Cutscenes? Intro video? End video?**
- If mechanics are still being worked in actual code (which would be very bad at this late date)
 - Rough mockup of what game will look/ behave like when done
- Game demo
 - Must have an MP4 video of the game being played
 - Can use the video OR do a live run of the game
 - Each team member talks about his/her contributions as it plays
 - Should be prepared to show live version of the game if asked

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 a MP4 video of the game being demonstrated

Include 2nd MP4 video of mockup run through if necessary

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

Turn in artwork not in the game

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