PV266 – Game Development II
Task 2 – Presentations
Spring 2021

Summary: Prepare and present a short oral presentation of your game for other students

Detailed description: Prepare a presentation for other students:
- **Scope**: between three and four minutes
- **Target audience**: other students of this course. Expect that they already played a prototype of your game
- **Goals**:
  - present a vision for this semester
  - gather feedback
- **Presentation should contain**:
  - a short reminder of the prototype (very short video or few pictures)
  - main changes since initial GDD (skip parts that did not change, state reasons for changes). Examples granted:
    - scope of the game - is it now smaller? larger? Why?
    - visual theme
    - mechanics - what was omitted, what was added
  - What do you see as the biggest challenge for development for this semester?
    - mechanics
    - visuals
    - balancing
    - lack of knowledge, experience with Unity or other tools
    - other?

Deliverables: presentation slides (pdf of powerpoint-like format)

Deadlines:
- **Submission:** 28th March
- **Presentations**: 29th and 30th March
  - all students are invited to watch presentations in both groups