

PV266 – Game Development II

Task 2 – Presentations

Spring 2022

Submission deadline: March 6th, 2022

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 five minutes
- **Target audience:** an audience that doesn't know your game.
- **The presentation should contain:**
 - main mechanics
 - intended visual theme, with some screenshots of a current state
 - scope of the game - number of levels, screens, enemies, etc.
 - What do you see as the biggest development challenge?
 - mechanics
 - visuals
 - balancing
 - other?

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

Deadlines:

- **Submission:** 6th of March
- **Presentations:** 7th and 9th of March
 - all students are invited to watch presentations in both groups