

# PV266 – Game Development II

## Task 2 – Presentations

Spring 2023

Submission deadline: March 5<sup>th</sup>, 2023

**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:** 5<sup>th</sup> of March (including)
- **Presentations:** 6<sup>th</sup> of March
  - all students are invited to watch presentations in both groups