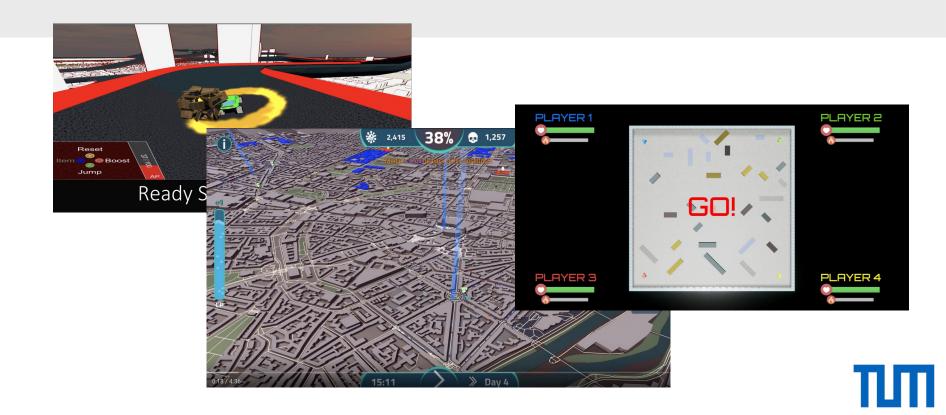# Computer Games Laboratory

TUM I15

Final Release Milestone (July 25th)

- Brief summary of your entire project and game (~5 min)

- Show your short trailer video

- Live (!) demo of your game (at most 10 min)
    - Highlight most interesting and novel aspects of your game

- Short discussion and questions afterwards (~5 min)

    → Make the presentations understandable for people who did not attend previous milestone meetings

Demo Day Presentation (July 26ᵗʰ)

- Register your group by yourself in time

- Prepare One-Minute Madness slide/video and demo poster of your game

- In FMI Magistrale, setup: around noon, begin: typically 15:00

- Details will eventually be announced by email and at http://in.tum.de/demoday

Conclusion Chapter

- Changes from playtesting results, summary of final state

- Personal course impression (every member individually)
  - 1. What was the biggest technical difficulty during the project?
  - 2. What was your impression of working with the theme?
  - 3. Do you think the theme enhanced your game, or would you have been happier with total freedom?
  - 4. What would you do differently in your next game project?
  - 5. What was your greatest success during the project?
  - 6. Are you happy with the final result of your project?
  - 7. Do you consider the project a success?
  - 8. To what extend did you meet your project plan and milestones (not at all, partly, mostly, always)?
  - 9. What improvements would you suggest for the course organization?

 TUM

Final Deliverables

- By July 25th on the wiki

  - Conclusion chapter for report

  - Trailer / gameplay video

  - Compiled build of your game, if possible Linux and Windows (download link)

  - (Demo Day poster)

Final Deliverables

- By July 31st via email (georg.kohl@tum.de and erik.franz@tum.de)
  - Source code of your game (download link)
  - Overall individually project contributions, e.g.:
    - Member A: 30%
    - Member B: 40%
    - Member C: 30%
    → Each member sends a contribution email
    → Treated confidentially!