

# Computer Games Laboratory

## Milestone #6



# Demo Day

7. Feb 2023, 16:00 – 20:00

Register by yourself by 4. Feb 2023

<https://wiki.tum.de/display/infar/Demo+Day>

Prepare

- One-Minute Madness slide
- Poster
- Playable demo

# Final Release

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
- Plan your demo!

# Final Deliverables

By Feb. 8th 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 Feb. 15th 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!