PV266 – Game Development II
Task 3 – Presentations
Spring 2024
Submission deadline: March 12th, 2024 (including)

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

Detailed description:
- **Scope**: between four and six minutes.
- **Target audience**: an audience that doesn't know anything about your game.
- **The presentation should contain**:
  - Basic introduction – a few sentences.
  - Explanation of main game mechanics.
  - Intended visual theme, with some screenshots of the current state.
  - The planned scope of the game, including the 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:** 12th of March (including)
- **Presentations**: 13th of March