PV266 – Game Development II
Task 6 – Final Presentations
spring 2024
Deadline: TBAL 2024

Summary of Goals:
- Presentation – hone your presentation skills
- Showcase the results of your efforts to the public audience and professional developers.

The Presentation

TODO elaborate this bit more…

- public presentation - hone your presentation skills
  - prepare a pitch presentation
  - rehearse
  - rehearse
  - rehearse
- To the broad public - invite your friends, and showcase your game.
- To game developers - impress the with your games, find an internship.
- hopefully at KUMST
  - Pitch presentations of all games

Live author playing/playtesting
  - on-site authors playing = each team will have a "booth" ready to live to showcase their game to the audience.