

# CMPT 276 Project- Presentation

## Presentation schedule

July 27<sup>th</sup>: Badger, Drake, Eft, Fawn, Gibbon, Hedgehog, Heron, Ibex

July 31<sup>st</sup>: Jackalope, Koala, Lynx, Meerkat

Aug 3<sup>rd</sup>: Narwhal, Ocelot, Pangolin, Quetzal, Ringtail, Salamander, Tahr, Warthog

## Presentation objective

Each group will have a strict 12 minutes to present their work. I will mention when 2 minutes are left.

Your main objective is to show off your game and the features you have created for the game to impress the audience. In order to do so, a guided demonstration of your work should be the core of your presentation.

You can also consider:

- Giving insights, based on software engineering principles, into the design of your coding project: how modules interact with each other and so on.
- Emphasizing challenges encountered and lessons learned in your process.
- Compare your work with other implementations, highlighting superior features.
- Explaining what future work you will do for the final submission.

## Presentation advice

- Be wary of the short time limit. Each presenter should not use up too much of the time. Practice by presenting with a timer.
- Show that you have practiced for the presentation by speaking eloquently and clearly. Speak to the audience with an energetic tone.
- Focus on the most impressive parts of your project.
- Slides should be simple and concise; do not show things that you are not going to talk about. (You are not required to have slides.)

## Grading

Grading is based on the overall quality of your presentation. It is not based on the quality of the product you are demonstrating.

Individual students can get bonus grades for remarkably strong presentations, so remember to introduce yourself.