Final project expectations

Expectations for your games

▶ You will have at least a "proof of concept" game (that might be part of a level, or a whole level)

▶ You will have created some of your own art, sprites, rooms, sound, music, and so on

▶ If the game is in twine, they will be complete and playable. It will also make use of, where thematically relevant, some of the more complex twine "tricks" such as finding a hidden object, using a counter, adding sound/music, or referring to a player's name that they input – there are a lot of other things you can do in twine, these are just a few, and you'll have to code them in.

Expectations for your online presentation

- ▶ You will have 10 minutes (FIRM – We have a plenty of GROUPS!)

- ▶ Show your game/demo it

- ▶ Describe your design process and each group members' contributions

- ▶ Make sure each group member contributes equally (as much as possible) to speaking time re: presentation - in other words, make sure you divide up speaking roles

- ▶ Outline challenges and opportunities (or what worked/what didn't work and why). AND yes, I do know this is challenging when people are in different time zones and working full time or being the primary child are giver, so aside from those very real everyday challenges!

- ▶ In as specific terms as possible, talk about your purposes in creating this game and its intended uses (and could you maybe use it in your work context)?

- ▶ If you could do this over and had the time/energy to do so, what would you do differently?

- ▶ Any other key "take aways" from the process!