Today

• Noah on the rest of what comes after prototype 3
• A little about slides
• Presentations of selected round-3 prototypes, w/ questions from Dexter Lohnes and Vinit Agarwal
• Dexter and Vinit speak — from 170 to a design job
Don’t forget pitches for greenlight teams Thu

In classroom unit 2
Tell your friends!
After Thursday

• By section (Oct 31/Nov 1) you should have a version of your greenlight pitch prototype to show, either iteration of earlier prototype or start on a new one

• Tuesday Nov 1 class — visit from Mary Flanagan (different room)

• Draft greenlight presentations and short design docs due by 8pm Wed Nov 2
Greenlight presentations

• To make a greenlight presentation you must have a full team (8–10 CMPS 170 students) or permission for a different-size team

• To make a greenlight presentation you must have a convincing plan for all assets. This will be discussed in later slides
Greenlight presentations

• You want to convince the judges that your idea is:
  • innovative — makes a contribution
  • engaging — people will play
  • tractable — possible for your team, with your resources, in the time available
Greenlight presentations

• Presentations likely 4–5 minutes
• You can turn in PDF, Keynote, or Powerpoint slides
• You are encouraged to use video of your prototypes. Turn in slides with embedded video and turn in videos separately
Greenlight presentations

• As always, start with something exciting (not introducing your team members)
• Have a structure, signpost while speaking
• Don’t put everything you’re saying on slides
• End on a high note, about what makes your idea exciting (not “Um, er, I guess that’s all we have to say”)

Greenlight presentations

• Show you know related games (you’ve done your homework)

• Show you’ve learned lessons from prototyping and identified challenges

• Refer judges to design docs for more — use team name and images to help judges remember presentation when looking at design doc
Greenlight presentations

• What is the version of your game that you hope to build?

• What is the most basic version of the game that pays off the ideas — which you will create as a first step (the “minimum viable product”)?

• Address potential difficulties head on (plans for looming technology, asset, or game design challenges)
Short design docs

• Put a recognizable image (from pitch) on cover, together with team name
• A one-sentence version of your idea
• A one-paragraph version of your idea
• Your platform and controller
Short design docs

• Fundamental gameplay — core mechanics, what’s new?

• Primary audience — no game should be pitched at “everyone” (e.g., Angry Birds)

• Lay out your entire team (8–10 170 students, plus any outside people) and their areas of expertise. What makes you able to do this idea?
Short design docs

- Give details on fictional world and characters, if important
- Give description of level progression, tech trees, character skill building, or other ways game unfolds over time
- Review what has been learned by prototyping in more detail than pitch — what challenges identified?
Short design docs

• A page on similar games, w/ screenshots. Show you know them and are different
• A page on art style, w/ images. Show you know the look and can accomplish it
• A page on assets, plus appendices
• Should be ~7 pages, not counting appendices and cover
What to say about assets

- You need a believable account of how you will deal with your asset needs
- Team members
- Existing assets you can/have license(d) (or with open licenses)
- Procedural/programmer art (w/ samples)
- Be realistic about your needs
What to say about assets

- Believable accounts are backed up with an appendix:
  - letters of commitment from non-170 team members,
  - samples and license agreements,
  - descriptions of procedural techniques to be used
Leading up to greenlight pitches

- Practice presentations in class Thu (3 Nov) — bring printed design doc drafts, 3 copies
- Teams can meet with Noah Fri (4 Nov)
- Final practice in section (7/8 Nov)
- Presentations in class (8 Nov)
- Each team should have a team member available after class (6–7pm) to answer judge questions
Slide design
Slide design

- The most important thing is legibility!
- Slides are part of your presentation, which is a performance meant to convince
- There are many different schools of thought — and techniques that require different skills
- Recommended that you have a team member do some research on good slides
Slide design

- Follow basic typography rules — e.g., don’t use more than a couple fonts on any slide, probably in whole presentation

- Follow basic color rules — e.g., don’t use green on red unless you are trying to make our eyes hurt
Slide design

- One popular approach is “assertion/evidence”
- Identify the main points you are making in your presentation
- Put each assertion on a separate slide
- Create visual evidence for each assertion: photos (real or metaphoric representations), diagrams, charts or flowcharts
Iron

- An abundant metal, makes up 5.6% of earth’s crust
- Properties:
  - Shaped, sharpened, welded
  - Strong and durable
- Accounts for >95% of metals used
- Iron ores discovered in 1844 in Michigan’s Upper Peninsula
- Soon found other ores in upper Wisconsin and Minnesota
Iron ores make up 5.6% of the earth’s crust and account for 95% of the metals used.

Is strong and durable

Can be shaped, sharpened and welded
Some Resources

• “Tell ‘n’ Show” presentations: http://www.slideshare.net/ellenfinkl/tell-n-show-presentation/1/yes

• http://www.techrepublic.com/article/10-slide-design-tips-for-producing-powerful-and-effective-presentations/6117178

• *Presentation Zen: Simple Ideas on Presentation Design and Delivery*
Questions?
Short break
Round 3 Prototypes
Dexter and Vinit