End of quarter planning.
Upcoming deadlines

- **Friday, March 8**
  - Team status reports
  - Playtest plan due – see template on course website

- **Friday, March 15**
  - Sprint 3 ends
  - 9 full days until the end of Sprint 3
  - Will have 3 day grace until deliverables, and Sprint 3 report, which are due Monday, March 18.

- **Monday, March 18**
  - Final presentations
  - 7pm-9:30pm, Classroom Unit 1
Team meetings

- No regular class on Friday
  - Will meet with Militarium and Biogenesis instead

Today:
- Pixture, 3:30pm
- Asterogue, 4:30pm

Thursday
- We’re Screwed, 11am

Friday
- Militarium, 2pm
- Biogenesis, 2:45pm
- Siegebreakers, 3:30pm
- Lens, 4:30pm
Upcoming Events

- Art Open Studios
  - Friday, March 15, 2-4pm
  - Elena Baskin Visual Arts complex (next to Media Theater)
  - Will end class a little early that day so you can attend
  - Art students in Art 105 will be displaying prints from the class (i.e., art work made for your games)
  - http://art.ucsc.edu/news_events/winter-open-studios
Lab Cleanup Schedule

- This week: Lens
- Next week: Pixture

- Team duties:
  - **Vacuum floor once a week** (get vacuum from facilities)
  - Ensure overflowing trash cans are emptied to bin outside in 3rd floor courtyard (anytime during week)
  - By 5pm Monday and 5pm Friday (unless things get out of control, then more often):
    - Pick up food containers, bottles, etc.
    - Pick up stray craft materials, pens, etc and return to drawers
    - Clean off tables in conference rooms and big circular table
    - Report any major soda/food spills to me, so we can call cleanup crews
    - Put controllers/game boxes/etc. away (tidy up game area)
    - Report any cleaning materials needed
End of quarter expectations

- There will be a final, end of the quarter presentation of your game
  - Brief presentation 2-3 minutes, then a game demo
  - Expect one of your artists to discuss art direction for 1-2 minutes
  - Monday, March 18, 7pm, Classroom Unit 1

- At the end of the quarter
  - Your game must be functional, and demonstratable
  - Code developed by various people on your team must be integrated
  - Ideal: your game should show one level that is as close to “final” as you can get
  - Includes final art, final audio, final programming, etc.
Teams seeking artists for Spring

- Provide the following to Jude Pipes (judereg@ucsc.edu)
  - Brief description of your game (URL of website, if ready)
  - Kinds of art/skills you’re interested in
  - How much time/week is required
  - Meetings per week
  - Contact information for Art Director/Coordinator
Final presentation run-through schedule

- Next week will be focused on doing practice run-throughs on your presentations, and receiving feedback
- Goal is to have each team present twice before final presentations

- Monday (3/11):
  - 5 teams: 10 Days, Lens, We’re Screwed, Asterogue, Pixture

- Wednesday:
  - 4 teams: Militarium, Siegebreakers, Tearable World, Biogenesis

- Friday:
  - 5 teams: 10 Days, Lens, We’re Screwed, Asterogue, Pixture

- Monday
  - 4 teams: Militarium, Siegebreakers, Tearable World, Biogenesis