

Computer Games Laboratory

Milestone #6

DemoDay



Demo Day

Feb 4th, 16:00 – 20:00

Register until Jan 30th at <https://collab.dvb.bayern/display/TUMinfar/DemoDay>

Prepare:

- One-Minute-Madness slide
- Poster
- Playable demo

Final Release

Only if you don't attend the DemoDay! (tell us)

Brief summary of your entire project and game (~5 min)

Show your short trailer video

Live (!) demo of your game (at most 10 min)

- Highlight most interesting and novel aspects of your game
- Plan your demo!

Final Deliverables

By Feb. 5th on the wiki

- Conclusion chapter for report
- Trailer / gameplay video
- Compiled build of your game, if possible Linux and Windows (download link)
- (Demo Day poster)

Final Deliverables

By Feb. 13th via email (hao.wei@tum.de and erik.franz@tum.de)

Source code of your game (download link)

Overall individual project contributions, e.g.:

- Member A: 30%
- Member B: 40%
- Member C: 30%

→ Each team member sends a separate contribution email

→ Treated confidentially!