CMSC 498M Project Presentation Schedule
CSIC 1122, Mon, May 10, 2010

3:30 – 3:45   William Ardanuy, Jason Covey, Wade Curtiss, Jason Young
3:45 – 4:00    Matt Barr, Calvin Grunewald, Austin Myers, Dan Sugarman
4:00 – 4:15   Nicholas Bishop, Andrei Krotkov, David Zhang
4:15 – 4:30    Kok Hoong Chong, Chris Speck, Andy Stoll
4:30 – 4:45   Chip Vaughn and Michael Craft
4:45 – 4:55   Chris Giles
4:55 – 5:05   Thomas Igoe

Class Presentation:

1. Professional-looking presentation of your game’s features
2. Demo of your game

Submission:

Email me a link to a project web page with following items by midnight May 10:

1. Project name and team members
2. Description of the Game (storyline (if any), characters (if any), Game features)
3. Technical Challenges (and how your team overcame them)
4. Information on compiling/installing/running the program
5. Player Guide
6. Task Distribution (who did what)
7. Link to a video showing the game in action (check out www.fraps.com)
8. Link to your presentation
9. Conclusions (Lessons Learnt – what you thought you did right and what you would change if you could go back and start over).
10. Link to source + data (this could be a separate link in an email to me).