Project Pitch

Date: Monday, October 9th

WPI

Introduction

- Present game to independent panel. Get them to care about your game
  - Ex: Publishers (deep pockets)
    - But don't need to do the marketing analysis
  - Ex: Professors (give you grade)
- Only 4 minutes (strict!) (14 groups, 55 minutes)
  - We'll start promptly (for a change ☺)
- One slide of intro
  - Title, names of developers
  - One-sentence description
  - Highlight innovative features (artwork, gameplay …)
    - Indicate what *Art* is yours
- Demo video (next slide)

WPI

Demo Video of Game

- *Camtasia* for videos (*Recorder* and *Studio*)
  - Note, for home use, *Fraps* cheaper
- WARNING! Camtasia only compresses video very slightly.
  - At 640x480 likely 300+ MB for 5 minutes!
- Compress (after capture):
  - *Camtasia*
    - Import video files → drag to timeline →Produce video as... → (can pick any of QuickTime, Windows Media Player, Flash)
  - *Virtualdub*
    - http://sourceforge.net/projects/virtualdub/
    - Install in user space
    - Video → Compression → (Choose one, Microsoft?) → Save as AVI
- WARNING! At 8:1, but 5 minutes of video still 50+ megs
  - Install on computer ahead of time
    - Monday at 8:00am
    - Put it on Web space ahead of time Sunday night

Evaluation

- Gameplay
- Audio Art (may want sound effects)
- Visual Art
- Programming
- Overall

- Emphasize notable and where effort spent on above

Tips

- Everyone in group talking is a good idea
- Don't talk too much without visuals
- Don't actually play game (use video)
- Relax and have fun