



Project Pitch

Date: Friday, June 16th



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)
- About 10 minutes (4 groups, so 40 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)



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 if large



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

