

# Announcement

- Hats Off to graduates
  - Dinner Thursday 4/25, 5 – 9 p.m. Hacienda
    - Hats Off Dinner to Honor Graduates and Distinguished Alumni
  - Friday Forum: 12 noon, DMS 103
    - Hats Off Panel Discussion
  - Worth 2% of your semester grade
- BE THERE

# Project

- Schedule
  - Project presentation and Demo
    - Friday May 10 at 2:45 – 4:45

# Week 2 (Demos in class)

- April 29
  - Role statement for each team member
  - List of requirements
    - Assets
    - One paragraph description of game physics
    - One paragraph description of game AI
    - One paragraph description of game networking – if any
    - Optionally: One level with terrain or other immovable obstacles
  - Strongly encouraged to have:
    - Entities at initial positions in level, entity control
    - Camera at initial position and camera controls
- May 1
  - All of the above +
  - Well textured entities and terrain
  - Entity physics finalized
  - NPC AI alpha
  - Multi-player alpha (if applicable)

# Week 3

- Monday May 6 (30 points)
  - Initial game-play demo
  - Non-group members will play your game
  - Feedback
- Friday May 10 (70 points)
  - Final Game Demo. 2:45 – 4:45 p.m. Pizza/Soda
  - Non-group members will play your game and help with evaluation

# Quiz

- There will not be a quiz between now and May 10. Instead 2% for Hats Off, 3% for Game description.