

Playtesting guidelines

- At 13:00 tomorrow, each group needs to have their game set up on a computer for testing (make sure the computer won't get locked!)
- We will make groups which have 1 member from each group
- The groups will move from computer to computer
- The person from the group responsible for the game will present the game for others
- Spend 5 minutes max per computer - as many as possible should try the game out
- speak out your thoughts aloud; group members pay attention - once you reconvene, everyone should bring the feedback they heard to the table

Presentation & delivery guidelines for Friday

12:30

- You will demo the games at Auditorium A111, 1st floor
- Prepare your game for presentation:
 - Executable file for distribution: USB stick / downloadable / embedded on a web page
 - be there to test it on the class PC beforehand
- Presentation, max 10 mins:
 - Look back to the concept template information, and explain how the game evolved
 - Walk the audience through the game
 - ‘Mini’ post-mortem: 3 things that worked, 3 things that didn’t