

Milestone #5  
CpSc 481/681: Sensor Enabled Game Construction  
Computer Science Department  
Clemson University  
**Final Sensor-Enabled Game Presentation**  
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This fifth and final milestone is due at 6:30 PM on Saturday, May 3rd, 2008, when you will present your finished game in class.

The requirements for this presentation are straightforward: demonstrate your *working game*. This requirement is the most important one. However, there are two other contributions that will enable us, and you, to show off and market your accomplishment: a web page detailing the important aspects of your game contribution, and a movie capture of your game that demonstrates the salient features of your game.

The following list provides some guidelines which, although they are not absolute, indicate the kind of contribution that we are looking for in your fifth milestone presentation:

1. A working game: playable, score, theme, levels.
2. Web page.
3. Movie capture.
4. Incorporation of sensor technology.
5. Nice models, animation, text, sound.

Also, many of you are working in a group. However, we will evaluate each of you individually during your presentation based on what you have accomplished toward meeting the requirements for this milestone. So please try to make it clear what each participant has accomplished in achieving the fifth milestone goals.

Please be sure to submit all deliverables, including the compressed web page and movie capture, using the `handin` command as assignment #5. A `handin` command for our section (section 2) of 481 is:

```
handin.481.2 5 <filename>.tar.gz  
handin.481.2 5 <filename>.tar.bz  
handin.481.2 5 <filename>.zip
```