

Iteration #1 Demo Presentation Instructions

Goal: Demonstrate that your team is capable of completing their project to specifications and on time. While the software is not expected to be feature complete, all high priority risks should be mitigated.

For this presentation, one member of your team must demonstrate the working functionality that your team produced in the past iteration. The presenter will be responsible for demoing your software live in class. The demo must meet the following grading criteria:

- ❑ **Criterion: Demonstrate the progress that the team has made so far.**
 - ❑ **Demo all the features.** Include all the latest features in the demo. Don't leave any out. A big point of this exercise is to demonstrate all the wonderful progress that the team has made. Note that this criterion does not mean that you should skip re-demoing old features. It just means you shouldn't skip the new ones.
 - ❑ **Do the backend too.** Although UI features are a high priority, you may also demonstrate that backend functionality is working, even if it's not yet connected to the frontend. The key thing is to prove that the code runs and works! Along those lines, you may demo automated tests.
- ❑ **Criterion: Display the team's work in the best possible light.**
 - ❑ **Use a story form.** Any demonstration of UI must take place in the context of a cohesive story. That is, the presenter must describe one or more characters (with names, like Alice and/or Bob) and relate a story about the character using the software. The presenter must stick to this story format. The story and accompanying demo must be well thought out, and not leave the audience with the impression that the presenter is making it up as he/she goes along. Use realistic names for things and not made-up placeholders, like "foo" and "slafjsd".
 - ❑ **Give UI highest priority.** Since the UI is generally most interesting, you should lead with that.
 - ❑ **General audience.** Don't forget that not everyone is as familiar with your project as you are. To be on the safe side, explain it as if you are talking to someone who has never seen it before.
- ❑ **Criterion: Time limits.**
 - ❑ **Don't go too long.** The demo must be no more than 12 minutes long.
 - ❑ **Don't go too short.** Make sure that your demo isn't too short. If you can't fill 10 minutes, you're probably doing it wrong.

Additional criteria:

- ❑ **Don't forget to invite your customer(s) to the presentation.**
- ❑ **Don't forget to rotate presenter duties so each team member gets to present at least once.**