3 Video document

Create a video to document the use of your in-game paper prototype and the GUI-Prototype.

Use a video-cut-software to add text annotations (to comment and report core features), insert transitions between different scenes and create a video-demo covering the selected game features.

4 Mockup Box-Cover

Create a game box cover from single images / texts or different layers (you may re-use your stuff from todays lecture). You can mix a hand-made foto (taken from your prototype elements) with post-processing using an image-program. Consider the following elements:

- core sentence
- key features
- sketches from characters
- in-game sketch (levels)

Don't care much about graphical design, colors, formats, etc. The content is, what is important here.