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# TRC compliance: Various Tasks

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# TRC compliance: Icon and Installer

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## 3. Icon/Installer

3.1. Does the application use a custom icon for the final application's executable?

3.1.1. Is the custom icon legible in all the icon sizes?

3.2. Does the application have an installer?

3.2.1. When installation is complete are ALL files needed by the end user to run the application present?

3.2.2. Does the installer give the user the option of adding a shortcut to the desktop?

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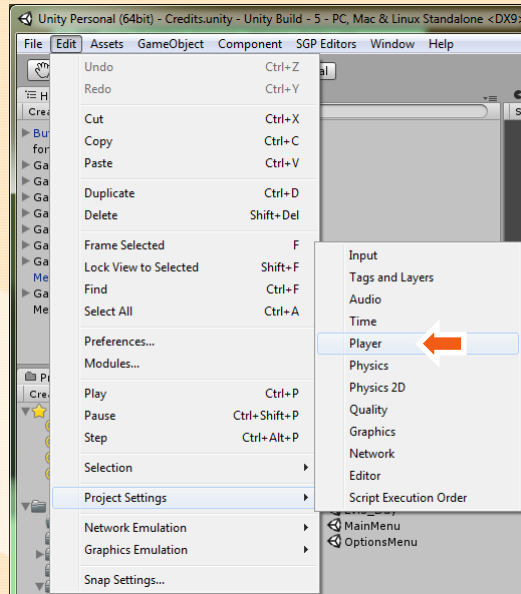
# Icons

Lets start with the icon

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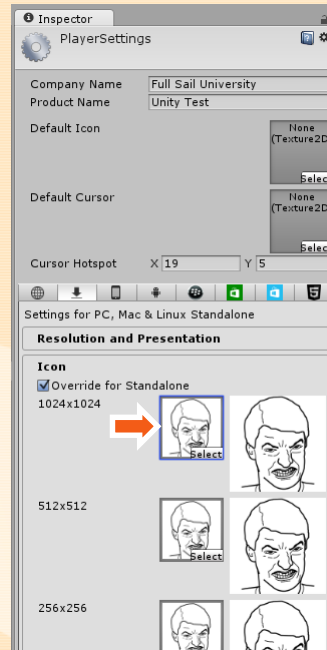
# Icons

- Open the player settings



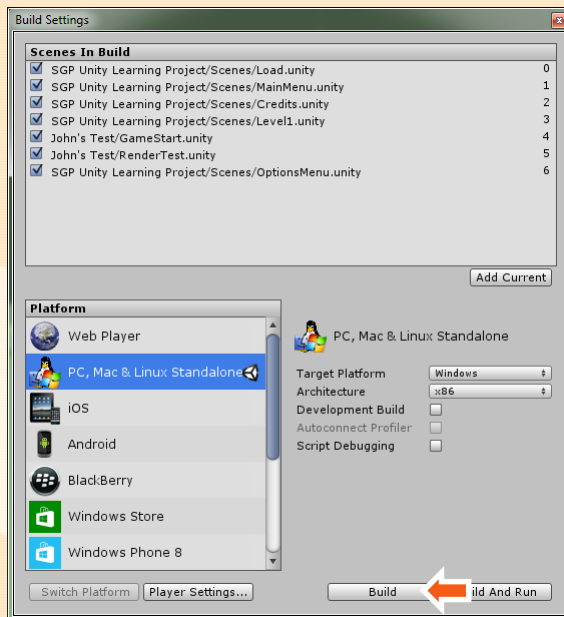
# Icons

- Select to override for standalone



# Icons

- The next time you build you will have an icon



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# Installer

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# Installer

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There are lots of options for creating an installer

- Manually creating one inc#/c++
  - Wasting time
- Using Visual Studio 2010 Setup and deployment application
  - No longer an option with visual studio 2012
- Using a installer creator application
  - Fairly standard at this point
  - Many are free to use even commercially



# Installer

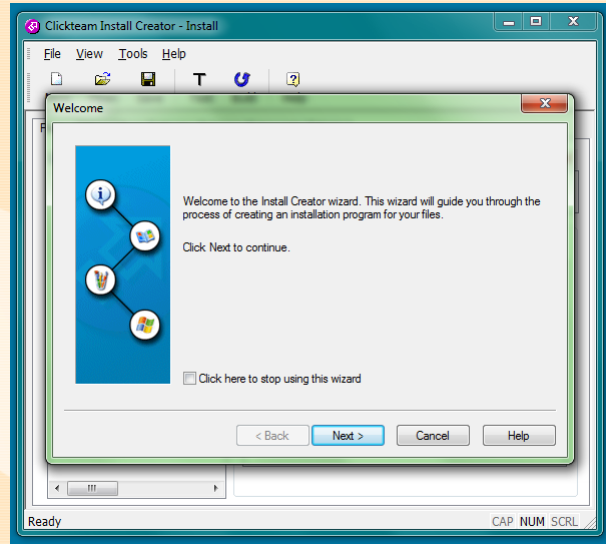
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Clickteam's installer creator is free and easy to use

- Download click team installer creator from
  - [http://www.clickteam.com/ install-creator-2](http://www.clickteam.com/install-creator-2)
- \*The free version of Install Creator is fully functional for both commercial and non commercial products. Installers built with this version contain an extra page when the install is complete, linking back to Clickteam to spread the word about Install Creator.

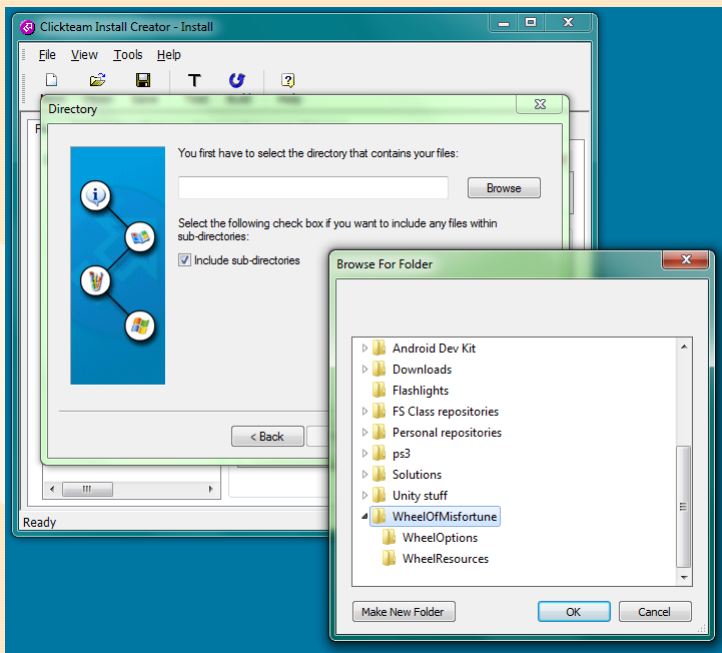
# Installer

Go ahead and use the welcome wizard to create the installer



# Installer

Select the folder that contains the game and resources you want to install



# Installer

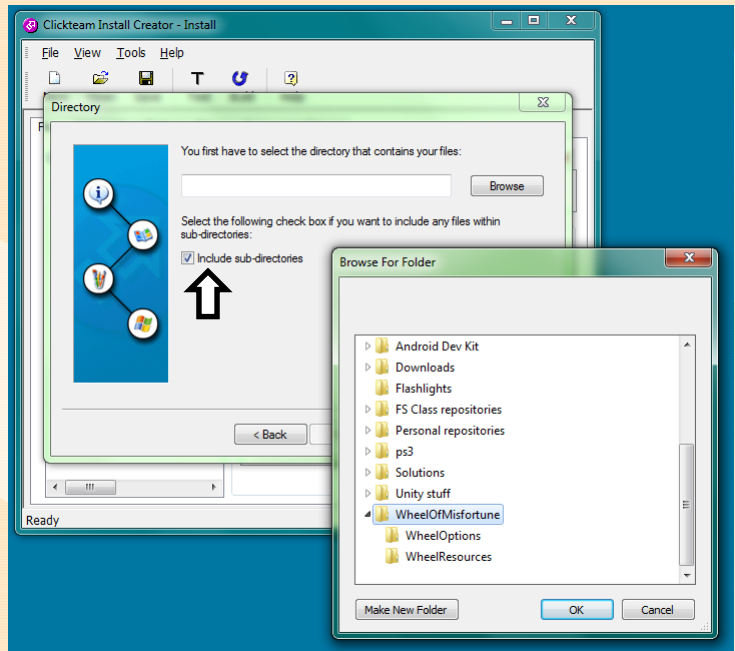
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Select the folder that contains the game and resources you want to install

- Only the ones that are going to be installed (no code, no project files, no debug files...)
- Build of the game and the resources it loads only

# Installer

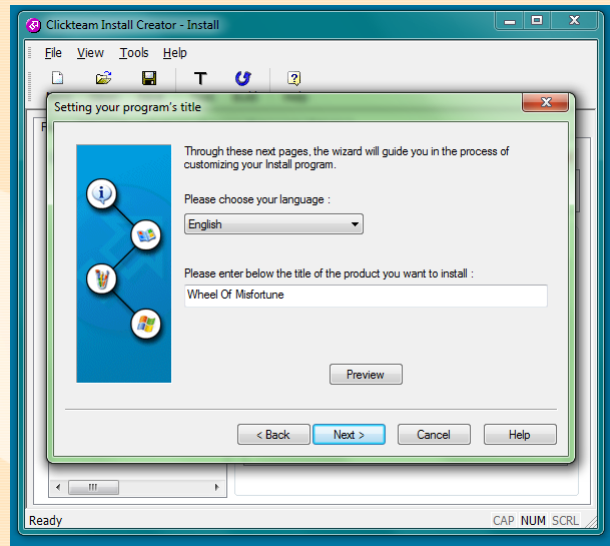
Make sure this is checked so you don't waste time adding each individual folder later



# Installer

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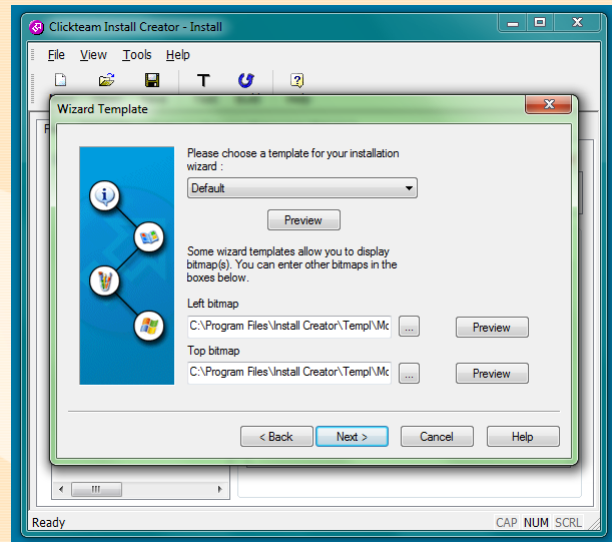
## Name the project



# Installer

Set up optional bitmaps...

- There are lots of options you can change
- Lets skip ahead a few pages

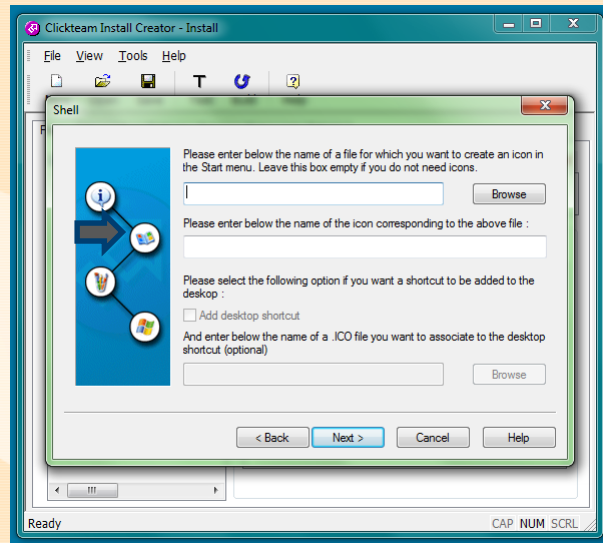


# Installer

You do have to set up shortcut links here

- Select the game's main .exe here
  - Give a name for the shortcut

- ◆ Check the box to create shortcut
- ◆ Don't add a custom icon
  - ◆ We did that in unity

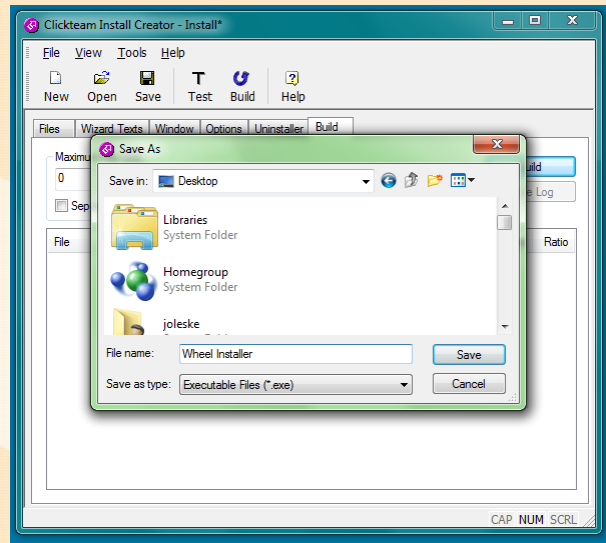




# Installer

Keep going until you finish the wizard

- Save off the setup file
  - This will zip everything up for you



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# WebGL

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## 13.2. Web Player

If the web player is a supported target platform the following requirements apply

13.2.1. Is the application hosted on a non-local server that can be accessed from any computer connected to the internet?

13.2.2. Is the application fully playable from a non-local server?

13.2.3. Is the application fully playable from inside a frame on a webpage?

13.2.4. Does the application maintain a frame rate of 30 frames per second or higher while played in a browser?

# Platform support

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- Making the build is the easy part
- Hosting adds complications
  - Read their limits and work within them

## itch.io

- 1GB total project
- 100MB per file

## Kongregate

- Maximum file size of 50MB
- Maximum width of 800 pixels

## simmer.io

- ???
- Not defined thought documentation

## Newgrounds

- 250MB
- Submit a maximum of two uploads per day

## Your own host option

- Completely DIY
- No limits

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# Daily Stand Up meeting

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# Stand up meeting

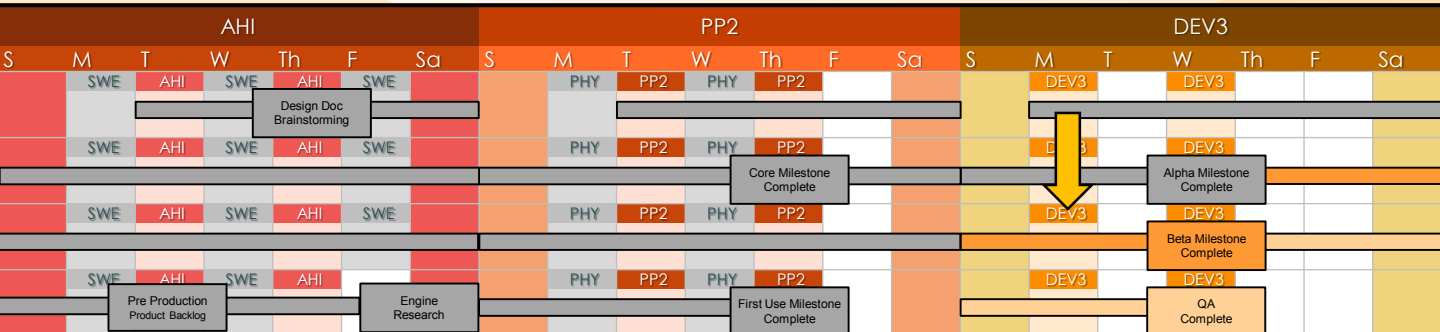
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Keep everyone informed

- What did you do?
- What are you about to do?
- What stands in your way?

Update the task board (trello) while working

- The burn down chart will be updated automatically as hours spent get entered



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# Prepping for Sprint Review

(end of lecture portion)

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# Sprint 4: Beta

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## Sprint Goals

- All assets are in their final, non placeholder form
  - (sprites, particles, animations, sounds, music...)
- Final game progress
  - (all levels, challenges, modes...)
- All target platforms functioning
  - (PC, web player, tablet)
- Various finalizing
  - Final Credits
  - Installer created

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# Code Freeze

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# Code Freeze

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A time where no changes are permitted to the codebase to allow for integration and ensure the quality and integrity of the build

## Code freeze To Dos

- Did the entire team meet for final integration?
- Does each team member have the same version of the game on their computers?
  - All work committed and merged
  - Each local copy fully updated
- All work has been confirmed to have been integrated
  - Peer checks on userstories completed
- Was a build exported and shared with the team ?
  - In the "Milestone build" folder
- Did each team member complete a play through of the build and signed off that the build is ready to present?

# Hold each other accountable

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- Code freeze no later than 5pm Tuesday.
- If someone is not done with their work we make the build without that work.
- Everyone needs to be able to come into class at 9am and be productive.
  - Milestone review
  - QA start