

# Game Author's Guide

## Introduction

### Before releasing a PunyInform game

#### General

- Why and how to create an IFID for your game
- Make sure Debug is turned off in release version
- Setting Release and Serial
- Check article property

#### Testing

- Using the debug commands
- Testing
- Consider creating a command file to play through the whole game automatically
- Ask testers to provide transcripts of playing sessions so that you easily can see they interact with the game world as you expect. You can also see opportunities to add missing or incomplete responses to non-essential actions
- (New debug command to check game for mistakes?)

#### Optimizations

- Abbreviations
- Tools to get even better abbreviations
- Assigning constants to strings so they can be reused
- Manual scope
- Simple doors