Exercises 9.4

1. The process and requirements to publish a mobile app are as follows. First off Know You’re Game, find an art style that the masses will recognize. Make your game stand out. Make a type of game your familiar with. Hardest part is making a game you know nothing about the genre so try to go with something you like. A game you know the basics about and you know what keeps your interest and something you could improve upon. Next Choose Your Software, you need to know the different software’s you can use to create your game. For instance UDK (Unreal Development Kit), Unity, Maya or 3D max are some software programs you can choose to design your game. If you’re new to making game apps or know little about coding you can use software like Game Salad. Game Salad uses a behavior based logic system (Drag and Drop system) which can help mobile app creators build a game without any prior knowledge of coding. If you use game salad you should still learn a Programming language once you get into more complex games. C# (C-Sharp) is widely used programming language. 2d or 3d which do you think would be most effective for your app and which would be easier to do the most with what you want with your game. Choose one that best suites the games needs. Compare the different engines and find what works for you. Research game development tutorials and articles.
2. A) A receipt for the Software product entitled Tour OF Duty is being exchanged for copyrights and everything with it from Spark Entertainment’s Inc. Craig Allen to Activisions company

b) The areas of contracts the Development team needs to be aware of are simple. They need to be aware of the cost, milestones, the Contract and both game products. Which teams are working on which products and what the income they will receive for each of the products during each process milestone.

c) The purpose of NDA(1) is basically just keeping confidentiality on the copyright and not disclose any information. Basic copyright disclosure. NDA(2) IS a NDA specifically for a BETA testing group and doing so signing that you must keep all information and everything from the software used to the mechanics must be confidential information. Just a simple contract to keep the game being in Beta test from not to be leaked out or for other companies to steal the information.