1. Develop/Test your game in the engine (or text editor) of your choice


2. Compile your game so that it produces an HTML file or a ZIP file containing an HTML file
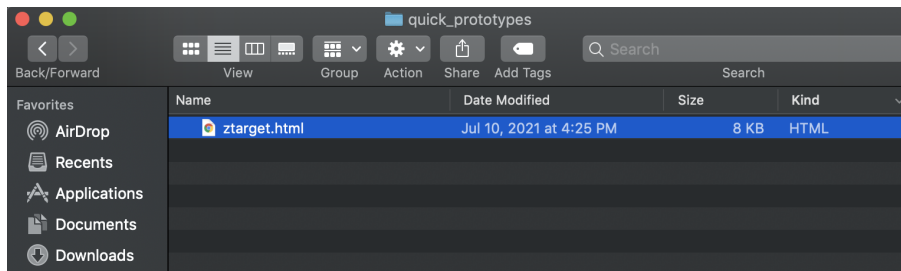
Various game engines have different ways of exporting:
- **Unity**: Goto the 'Build' menu and select WebGL and build it (manual: https://docs.unity3d.com/Manual/webgl-building.html)
- **Pico-8**: In the console type, 'export [NAME OF YOUR GAME].html' (if you get the error message to make a label file, run the game, and press F2 to take a screenshot). Then type 'folder' and drag the .html and .js files somewhere else (i.e. Desktop).
- **Godot**: Export the game using the HTML web option (tutorial: https://docs.godotengine.org/en/stable/tutorials/export/exporting_for_web.html)
- **Construct**: Export the game and use the 'Web' option (tutorial: https://www.construct.net/en/tutorials/publishing-web-10)
- **GameMaker2**: The HTML5 export option is hidden behind a subscription (sorry!)
- **Scratch**: this custom exporter has been used for Scratch games: https://sheeptester.github.io/htmlifier/ (YT tutorial: https://www.youtube.com/watch?v=9lJIHOiebTs)
- **HTML5/JS**: (it's already in the correct format!)
- Most other niche engines (Puzzlescript, Bitsy, Twine, etc.) already export to HTML or have guides to export the game.

3. Test your game in the browser to make sure it runs correctly without any bugs
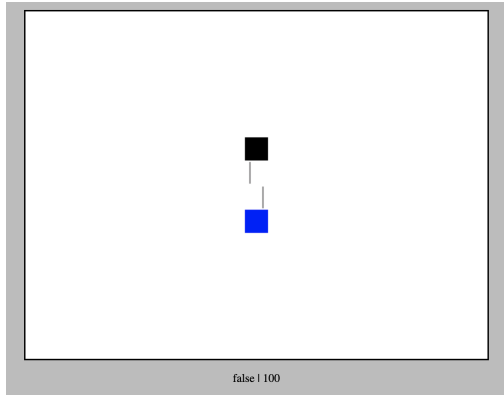
4. Rename the main *.html* file that runs the game to **index.html** and zip all of the necessary files together if they aren't already (i.e. sprites, js files, assets, etc.)
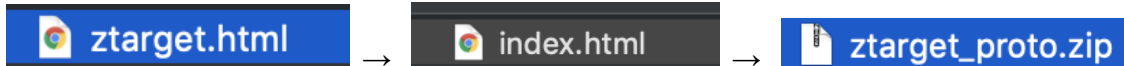
5. Login to your itch account and select 'Upload new project' from the dropdown menu
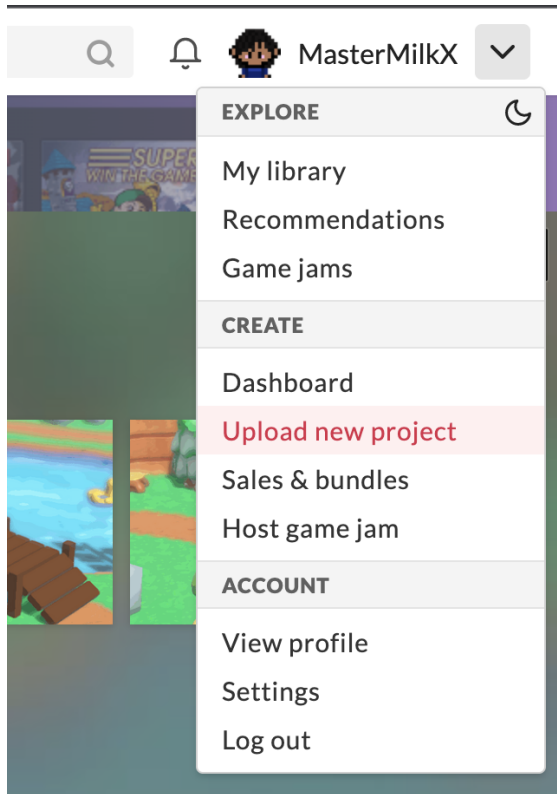
6. IMPORTANT!
    Give your game a name and select 'HTML' under the 'Kind of Project'
    dropdown
    (If you do not change the game to this, you won't be able to play it in the browser)

Make sure everyone can find your page
Review our quality guidelines before posting your project

Title

Z-target

Project URL

https://mastermilkx.itch.io/z-target

Short description or tagline
Shown when we link to your project. Avoid duplicating your project's title

prototype for a z-targeting system

Classification
What are you uploading?

Games — A piece of software you can play ▼

Kind of project

Downloadable — You only have files to be downloaded ▲

Downloadable — You only have files to be downloaded

HTML — You have a ZIP or HTML file that will be played in the browser

Flash — You have an SWF that will be played in the browser

Java applet — You have a JAR that will be played in the browser

Unity ≤ 5.3 — You have a Unity3d file that will be played in the browser

Pricing

Upload Cover Image

The cover image is used whenever itch.io wants to link to your project from another part of the site. Required (Minimum: 315x250, Recommended: 630x500)

Gameplay video or trailer
Provide a link to YouTube or Vimeo.

eg. https://www.youtube.com/watch?v=5JEaA47sP

Screenshots
Screenshots will appear on your game's page. Optional but highly recommended. Upload 3 to 5 for best results.

Add screenshots

7. Click the 'Upload' button under Uploads and select the zip file you created for the game

Upload files or 💠 **Choose from Dropbox**   Add
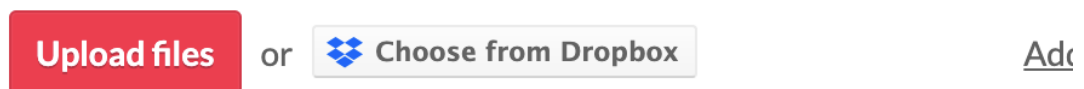
File size limit: 1 GB. Contact us if you need more space

8. IMPORTANT: Select the option 'This file will be played in the browser'
(Again, if you do not select this, you will not be able to play your game)

Uploads

Upload a `ZIP` file containing your game. There must be an `index.html` file in the `ZIP`. Or upload a `.html` file that contains your entire game. Learn more →

Any additional files you upload will be made available for download. You can apply a minimum price to the project after uploading additional downloadable files.

ztarget_proto.zip   More...   Delete file

3kb · Change display name   **Click this option!**

Executable ⌄   for   ☐ ⊞   ☐ 🐧   ☐ 🍎   ☐ 🤖

☐ This file will be played in the browser

☐ Hide this file and prevent it from being downloaded

TIP *Use butler to upload game files: it only uploads what's changed, generates patches for the itch.io app, and you can automate it. Get started!*

Upload files   or   ✦ Choose from Dropbox   Add External file ⑦

File size limit: 1 GB. Contact us if you need more space

9. For the embedding options, you'll have to play around with the values.
Some engines like Pico-8 can be detected, others like Unity or raw HTML5 games might need them to be set specifically. You can adjust this based on what is shown on the game page.
You can also choose to make it full screen (see the Full-screen option below this section)

Embed options

How should your project be run in your page?

Embed in page ⌄   Manually set size ⌄
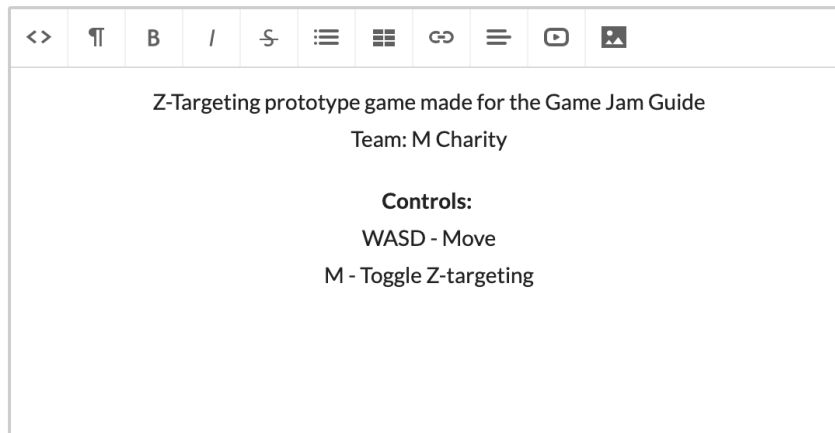
Viewport dimensions

Width   640 px × Height   360 px

10. Put your name and your team member's names in the description along with any instructions to play (and flavor text like a cool premise tagline if you want)

Details

Description — This will make up the content of your game page.

Z-Targeting prototype game made for the Game Jam Guide
Team: M Charity

Controls:
WASD - Move
M - Toggle Z-targeting

11. Select 'Save and view' at the bottom of the screen to preview your game
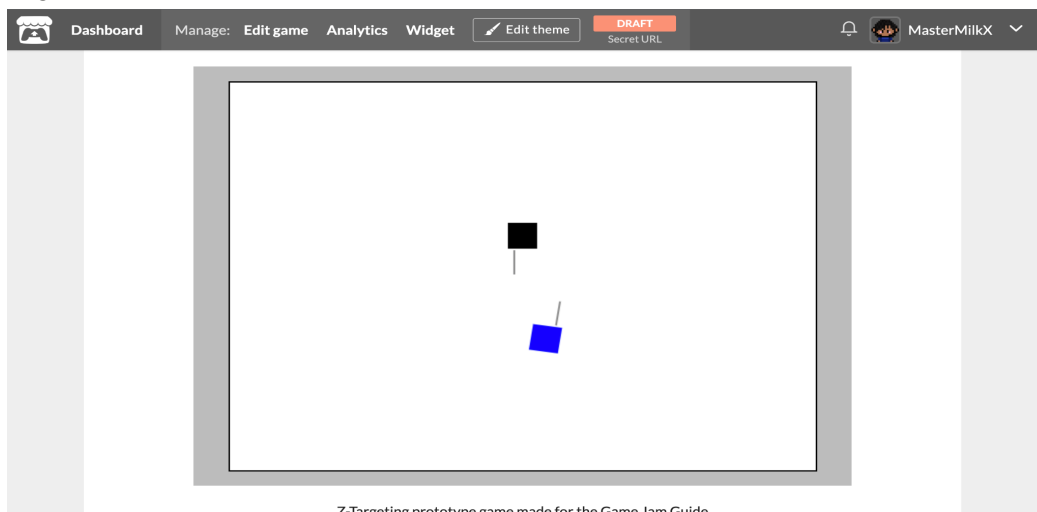
Visibility & access

Use Draft to review your page before making it public. Learn more about access modes

◉ **Draft** — Only those who can edit the project can view the page

○ **Restricted** — Only owners & authorized people can view the page

○ **Public** — Anyone can view the page

Save   View page

12. Make sure your game shows up in the browser. If you need to make any changes (i.e. adjusting the game dimensions, changing the zip file) select 'Edit game' at the top of the page.

Z-Targeting prototype game made for the Game Jam Guide

13. Go back to 'Edit game' and scroll back to the very top. Select the drop down menu and click 'Admins' under 'More'
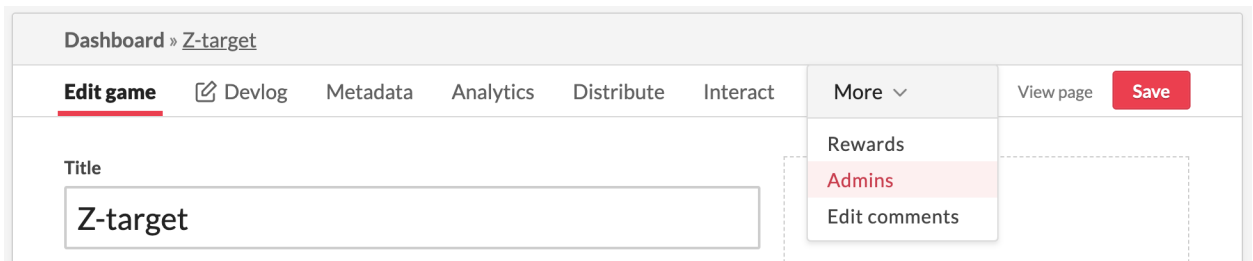
14. Add your teammates' Itch.io usernames in the 'Project admins' section so that they can also claim authorship for the game and make changes if they need to
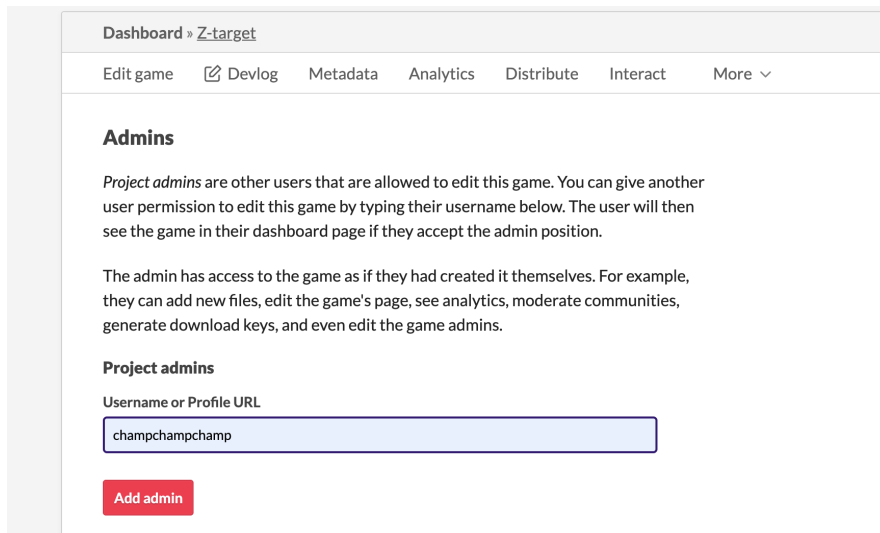
15. Finally, when you're satisfied with the game and look scroll back to the bottom of the main project page and change the visibility option to 'Public'

16. Navigate to the class game jam for the week (and join the jam if you haven't already)

NYU Game Design 2022 - Week 1: Minimalism

11 Joined   **1** Entries

Hosted by MasterMilkX, ChampChampChamp

Overview   Submissions   Screenshots   Submission feed   Edit jam
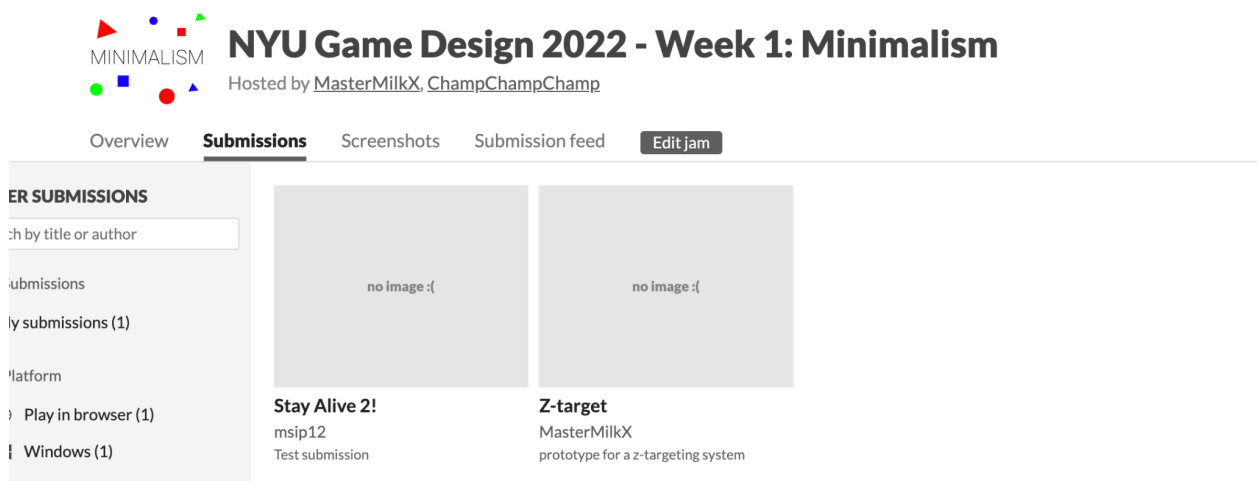
Submissions open from **January 27th 2022 at 11:59 PM** to **February 2nd 2022 at 11:59 PM**

Submissions due in   **2** days   **5** hours   **17** minutes   **42** seconds   **Join jam**

17. Select 'Submit your project' and scroll down to the new game you just created and select it. (If you don't see it in the list, make sure you changed the game's visibility to PUBLIC)

Sk8bordz
Slash-n-Shoot
Sliiide
Sprite Castle
Sword Master Arena
System of Equations
The Lost Castles
The Octaku Tape
The Red and Blue King
Thief for Hire [LD45]
torchrunner
Vampire Snail
Wait for Wings
whoami
Wizard Sokoban
Zopriko
✓ Z-target

Submit

Create new project

Upload game   or Go to my dashboard

Creating a new project? Remember to return to the jam page to make sure you've submitted.

18. Press Submit and you're done! You can continue to update the game from the dashboard to make changes if needed. You can also see other submissions for the jam on the 'Submissions' page

BONUS SECTION

1. Make a cover for the game and add screenshots! It makes it stand out!

2. Change the theme of the game page! You can even make it match the game background to make it flush

Let us know in the Discord if you have technical issues and we can try to help out :)