Based on: Bitter experience.

**Note:** Sections highlighted in Red are options for this assignment!

# Closing Kit (Template)

## **COVER**

(Insert evocative cover image here)

## **YOUR GAME’S TITLE**

Document version number (keep this current!)

Written by (your name/team name here)

Point of contact (producer or lead designer with contact info.)

Date of publishing

Version number (This is the software version number of the game).

Footer should always have:

Copyright © Team name Date Page Number Current Date

**Closing Kit Outline**

**Table of contents**—Remember to keep this current.

**API Versions** — A list of APIs and version numbers, possibly with links to an archive containing the relevant installers and any required software licence keys.

**Release Version** — A running version of the game built without debugging information, including the required libraries and assets to run. This might be a release folder or a release build tagged in a VCS.

**Instructions** — Brief instructions on how to run and play the game.

**Repository** — A link to the code repository in a suitable VCS (e.g. a git repository on Bitbucket).

**Credits** — Details of those who contributed to the game and if appropriate recognition of their IP.

**Other IP** — Documentation of any IP sourced for the game, for example IP used under licence from another source. The owner of the IP and the type of licence must be listed.

**Issue List** — A list of any outstanding issues known at the time of closing, i.e. any bugs known or features which remain incomplete.