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# Target Platforms

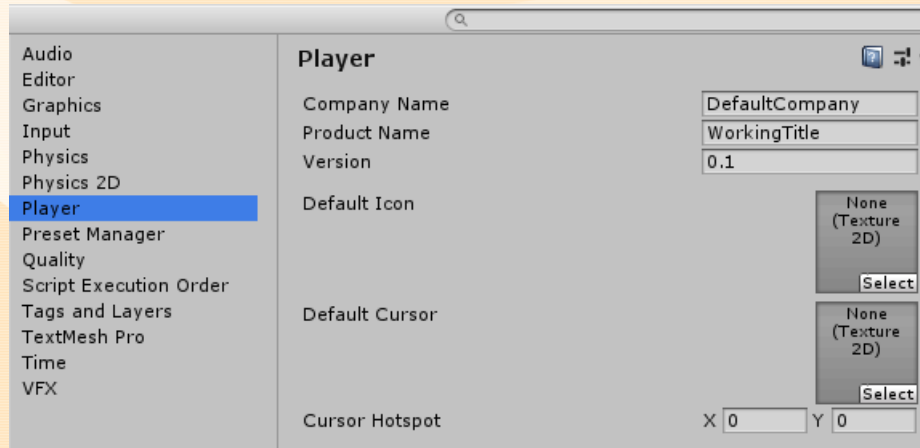
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# Project Settings

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Set the projects settings that may have been ignored up until now like

- Company name
- Product name
- Icon



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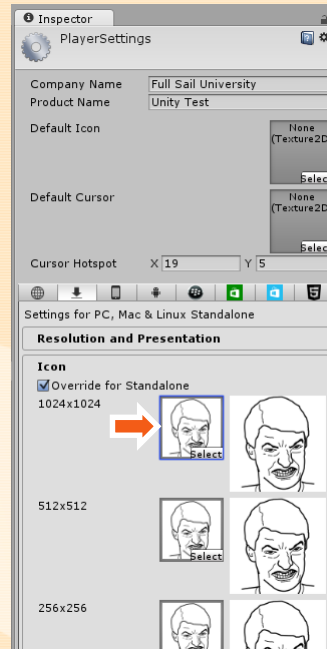
# Icons

Lets start with the icon

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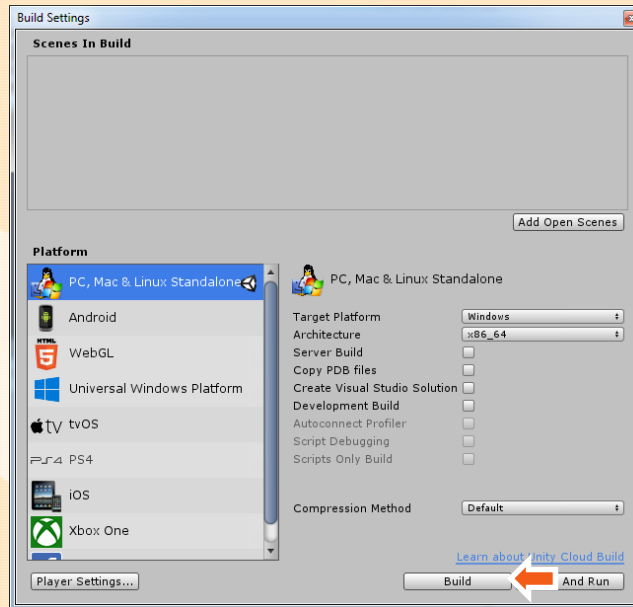
# Icons

- Select to override icon for standalone build



# 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++
  - Not worth the time investment most of the time
  - Only needed for custom install processes
- Using a installer creator application
  - Fairly standard
  - Many are free to use even commercially

# Installer

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Installer creators are free and easy to use

- Click team installer creator

- [http://www.clickteam.com/install\\_-creator-2](http://www.clickteam.com/install_-creator-2)
- Wizard based
- \*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.

- Inno Setup

- <http://www.jrsoftware.org/isdl.php>
- Script based
- Completely free of charge, even when deploying commercial applications.



# Installer

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Make a clean build of the game for the installer

- Build into an empty folder
- Only include the files are needed to be installed
  - No code, no project files, no debug files.)
- Create an installer for only the build of the game and the resources it loads

# Installer

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Test the installer before the milestone

- Make sure everything runs as intended
- Ensure it creates desktop and start menu entries for the game
  - Must not have to go to program files to find the game post install

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# WebGL

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# 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

- 1GB total project
- Not completely defined through documentation

## Newgrounds

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

## Netlify.com

- Git integration
- Single user write access for free version

## Your own host option

- Completely DIY
- No limits

# Platform support

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- Make the links private while we continue to develop
  - Don't want people playing and reviewing our games while we are still in QA

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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

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# Daily Stand Up meeting

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# Daily Stand Up meeting

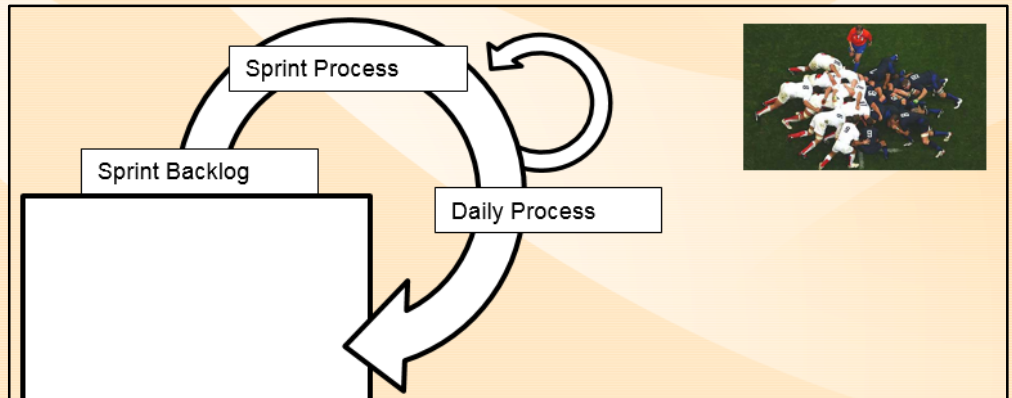
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# Stand up meeting

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Keep everyone informed

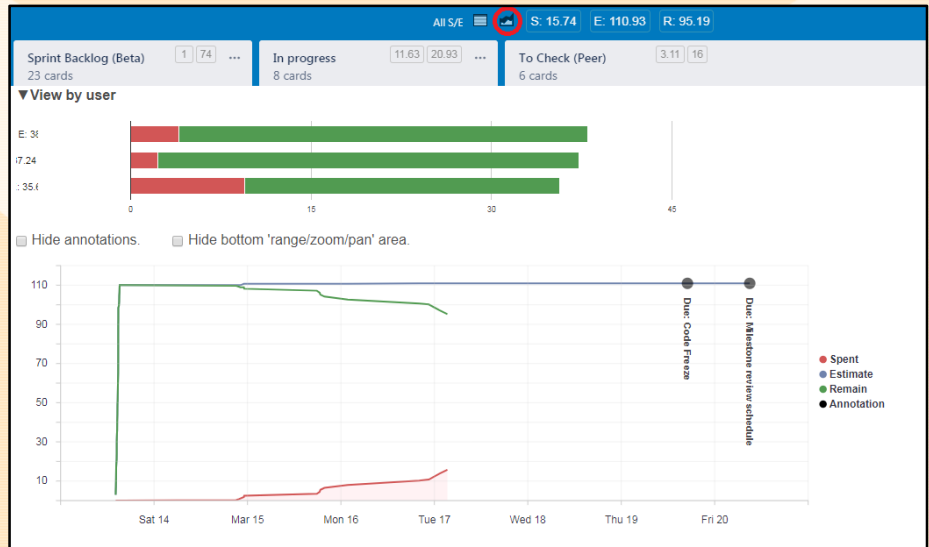
- What did you do?
- What are you about to do?
- What stands in your way?



# Stand up meeting

Keep everything up to date

- Update the task board (trello) while working
- Enter hours spent on any userstory worked on
- The burn down chart will be updated automatically as hours spent get entered



# Sprint 4: Beta

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By the end of the day

- At least 21 hours logged per team member
- Burn down charts 3/4 complete

