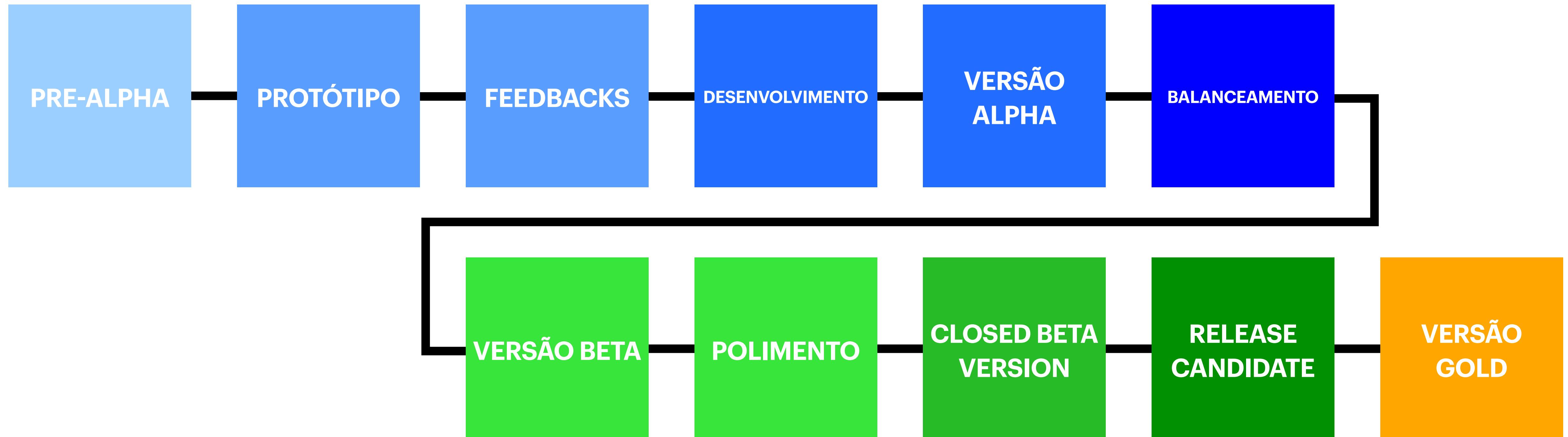


MÓDULO 3

ETAPAS DA PRODUÇÃO



CRONOGRAMA DE PRODUÇÃO



PRE-ALPHA



PROTÓTIPO

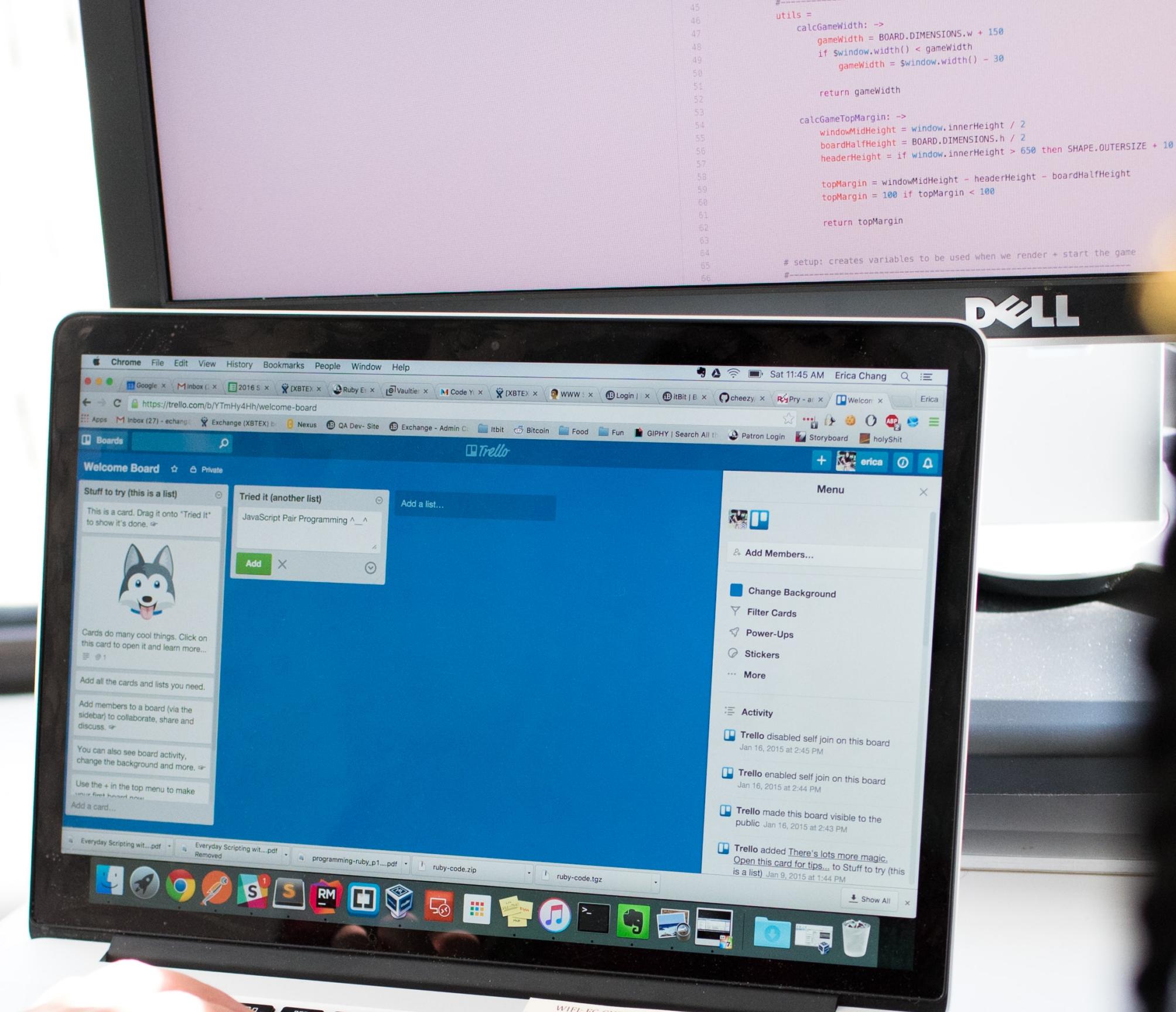
```
33  
34     self.logduplicates = True  
35     self.debug = debug  
36     self.logger = Logging.getLogger(__name__)  
37     if path:  
38         self.file = open(os.path.join(settings['job_dir'],  
39                                path), 'w')  
40         self.file.seek(0)  
41         self.fingerprints.update(fp)  
42 @classmethod  
43 def from_settings(cls, settings):  
44     debug = settings.getbool('logger.debug', False)  
45     return cls(job_dir=settings['job_dir'],  
46                 debug=debug)  
47  
48     def request_seen(self, request):  
49         fp = self.request_fingerprint(request)  
50         if fp in self.fingerprints:  
51             return True  
52         self.fingerprints.add(fp)  
53         if self.file:  
54             self.file.write(fp + os.linesep)  
55  
56     def request_fingerprint(self, request):  
57         if not self.debug:  
58             return None  
59         if self.logduplicates and self.logger:  
60             self.logger.info("Request seen: %s", request)  
61         return self.request_fingerprint(request)
```

PROTÓTIPO: VIDEO

A photograph of three people in professional attire working together at a desk against a plain, light-colored background. A woman in a white sleeveless blouse and grey skirt holds a pencil and looks down at the laptop. A woman in a black sleeveless top and dark pants is leaning forward, also looking at the laptop screen. A man in a green short-sleeved button-down shirt and dark trousers is leaning over her shoulder, pointing at the screen with a pencil. A large, semi-transparent dark rectangular box covers the lower-left portion of the image, containing the word "FEEDBACKS" in bold, white, sans-serif capital letters.

FEEDBACKS

DESENVOLVIMENTO



```
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```

```
utils =
  calcGameWidth: ->
    gameWidth = BOARD.DIMENSIONS.w + 150
    if $window.width() < gameWidth
      gameWidth = $window.width() - 30
    return gameWidth

  calcGameTopMargin: ->
    windowMidHeight = window.innerHeight / 2
    boardHalfHeight = BOARD.DIMENSIONS.h / 2
    headerHeight = if window.innerHeight > 650 then SHAPE.OUTERSIZE + 10 else 0
    topMargin = windowMidHeight - headerHeight - boardHalfHeight
    topMargin = 100 if topMargin < 100
    topMargin = 100 if topMargin > 150
    return topMargin

# setup: creates variables to be used when we render + start the game
```

VERSAO ALPHA

```
public_html
    > cert
    > cgi-bin
    > phpmyadmin
    > wp-admin
    > wp-content
        > languages
        > plugins
            > acf-accordion
            > advanced-custom-fields-pro
            > amr-shortcode-any-widget
            > charitable
            > charitable-ambassadors
            > charitable-anonymous
            > charitable-license-tester
            > charitable-user-avatar
            > contact-form-7
            > contact-form-7-to-database-extension
            > custom-registration-form-builder-with-submissi...
            > disable-comments
        > extended-registration
            > backend
            > classes
            > js
            > views
            > debug.php
            > extended-registration.php
                > functions.php
                    > LayerSlider
                    > really-simple-captcha
                    > regenerate-thumbnails
                    > relative-image-urls
Projects
```

```
functions.php - x
File Edit Code Navigation View Project Tools Help
Go to Anything
public_html > wp-content > plugins > extended-registration > functions.php
75 include($view_path . 'header.php');
76
77 $fields = ER_Model::factory('Field')->loadTemplates();
78 foreach ($fields as $field) {
79     er_render_field($field);
80 }
81
82 include($view_path . 'footer.php');
83 }
84
85 function er_handle_registration_form() {
86     $results = array('errors'=>array());
87     $password = null;
88     $username = null;
89     $usernameField = er_option('er_username_field');
90     $passwordField = er_option('er_password_field');
91
92     # Create new registration
93     $registration = ER_Model::factory('Registration');
94     $registration['time'] = date('Y-m-d H-i-s');
95
96     $fields = ER_Model::factory('Field')->loadTemplates();
97     foreach ($fields as $field) {
98         $field['template_id'] = $field['id'];
99         $field['id'] = null;
100
101     # Assign value and validate
102     switch ($field['type']) {
103         case 'title':
104             case 'description':
105                 continue;
106             break;
107
108         case 'checkbox':
109             if (!isset($_POST[$field['unique_name']])) {
110                 $results['errors'][$field['unique_name']] = 'Vous devez cocher cette case pour continuer.';
111             }
112             break;
113
114         case 'email':
115             $field['value'] = safe_get($_POST, $field['unique_name']);
116             if ($field['required'] && !$field['value']) {
117                 $results['errors'][$field['unique_name']] = 'Vous devez remplir ce champs.';
118             } elseif (filter_var($field['value'], FILTER_VALIDATE_EMAIL) == false) {
119                 $results['errors'][$field['unique_name']] = 'Vous devez entrez une adresse courriel valide.';
120             }
121             break;
122
123     case 'password':
```

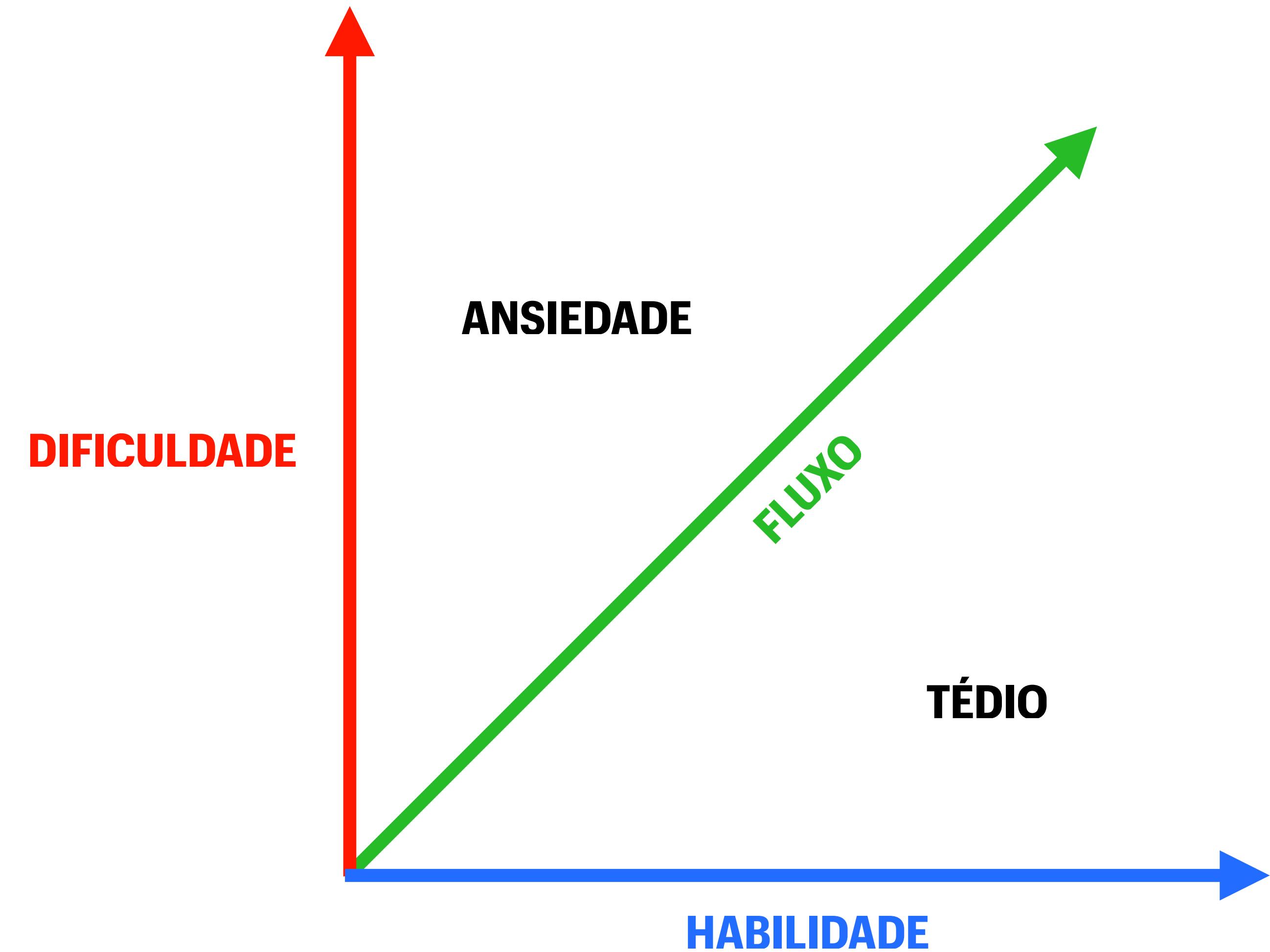
MacBook Pro

ALPHA: VIDEO

BALANCEAMENTO



CURVA DE APRENDIZADO





VERSÃO BETA

POLIMENTO



A person wearing a black hoodie and a black headset with a microphone is looking down at a computer monitor. The monitor displays a vibrant, futuristic cityscape with neon lights and glowing structures. In the foreground, a large, semi-transparent dark gray rectangular box covers the lower half of the screen. Inside this box, the words "CLOSED BETA VERSION" are written in bold, white, sans-serif capital letters.

CLOSED BETA
VERSION

RELEASE CANDIDATE

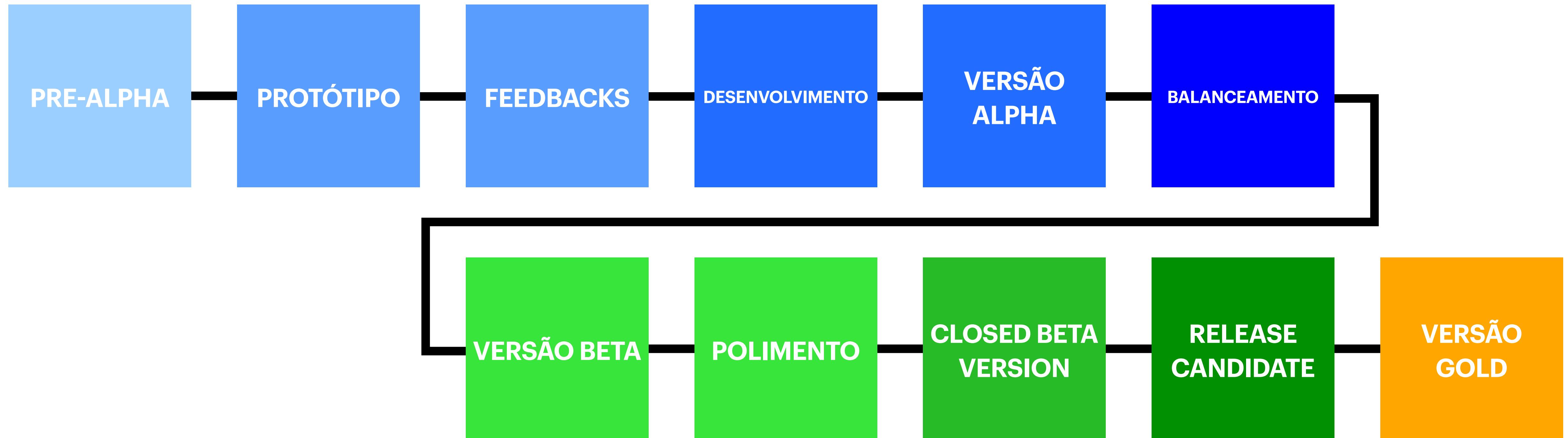


PROJECT EVOLUTION (FORTNITE): VIDEO



VERSÃO GOLD

CRONOGRAMA DE PRODUÇÃO



EXERCÍCIO

- Pré-Alpha
- Protótipo
- Versão Alpha
- Versão Beta
- Versão *Closed Beta*
- Versão *Release Candidate*
- Versão Gold

