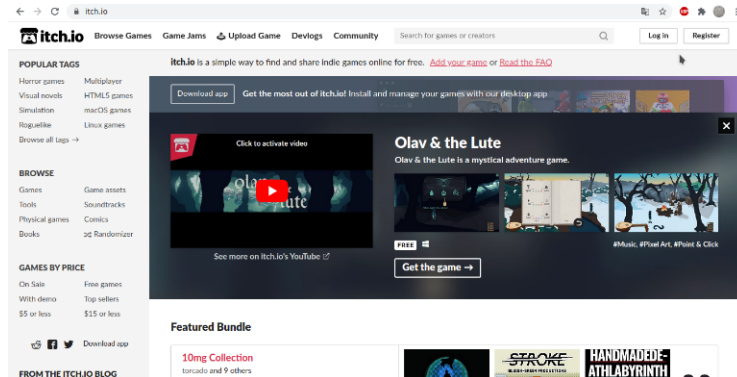


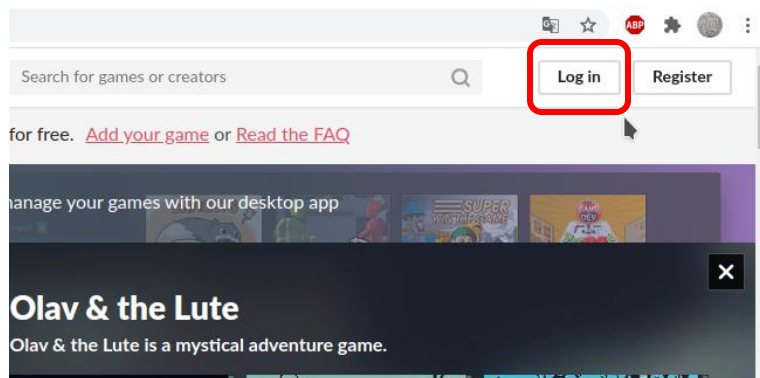
CÓMO SUBIR UN JUEGO WEB A ITCH.IO

1er paso: Creación de cuenta.

- 1- Dirigirse a la web <https://itch.io/>



- 2- Hacer click en el botón “Register”.

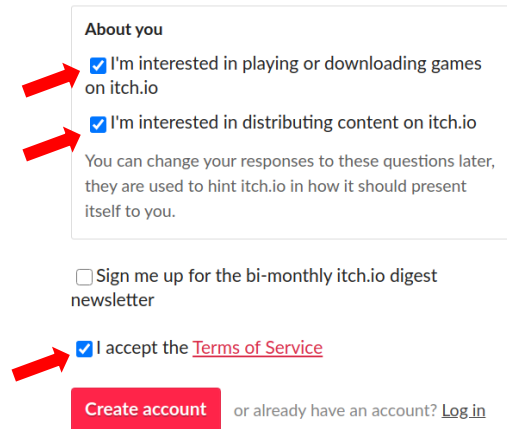


- 3- Será redireccionado/a la página de registro. Una vez allí, se debe ingresar un nombre de usuario, contraseña y un mail de contacto.

A screenshot of the 'Create an account on itch.io' registration form. The form has a title 'Create an account on itch.io' and a subtitle 'Other registration methods'. It contains four input fields: 'Username', 'Password', 'Repeat password', and 'Your email address'. Each input field is highlighted with a red rectangle. To the right of the form, there is a section titled 'Who should register on itch.io?' with text explaining the benefits of creating an account for both players and developers.

- 4- El nombre de usuario se usará para darle forma a tu dominio, por ejemplo, si tu nombre de usuario es Juana, el dominio será: <https://Juana.itch.io/>

5- Las casillas de comprobación siguientes deben quedar tildadas así:



The screenshot shows the 'About you' section of the Itch.io account creation form. It contains two checked checkboxes with red arrows pointing to them: 'I'm interested in playing or downloading games on itch.io' and 'I'm interested in distributing content on itch.io'. Below these is a paragraph explaining that responses can be changed later and are used to hint the site's presentation. Further down is an unchecked checkbox for the newsletter and another checked checkbox for accepting the 'Terms of Service'. At the bottom is a red 'Create account' button and a link to 'Log in' for existing users.

About you

☒ I'm interested in playing or downloading games on itch.io

☒ I'm interested in distributing content on itch.io

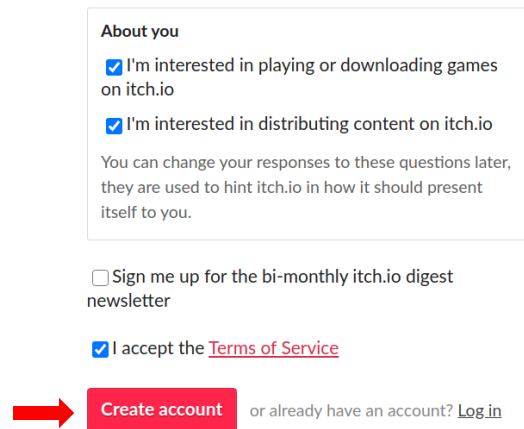
You can change your responses to these questions later, they are used to hint itch.io in how it should present itself to you.

☐ Sign me up for the bi-monthly itch.io digest newsletter

☒ I accept the [Terms of Service](#)

[Create account](#) or already have an account? [Log in](#)

6- Por último se debe hacer click en “*Create account*”.



This screenshot is identical to the previous one, showing the 'About you' section of the Itch.io account creation form. A red arrow points to the red 'Create account' button at the bottom of the form.

About you

☒ I'm interested in playing or downloading games on itch.io

☒ I'm interested in distributing content on itch.io

You can change your responses to these questions later, they are used to hint itch.io in how it should present itself to you.

☐ Sign me up for the bi-monthly itch.io digest newsletter

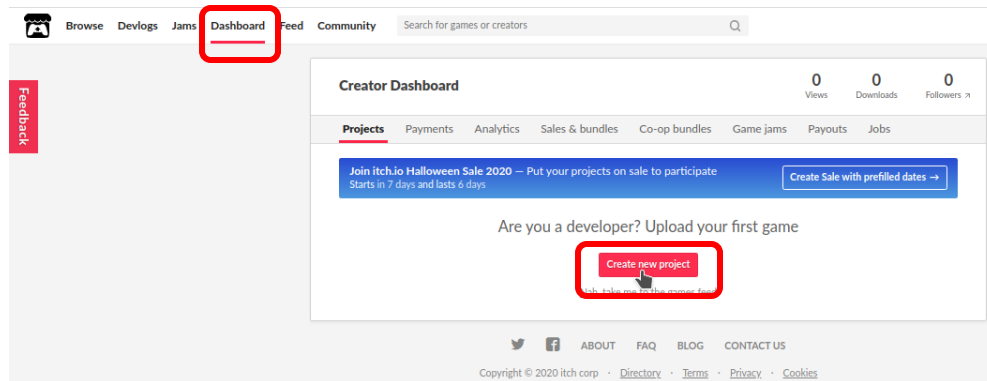
☒ I accept the [Terms of Service](#)

[Create account](#) or already have an account? [Log in](#)

Con estos pasos ya estará creada una cuenta en Itch.io.

2do paso: Subir un proyecto.

- 1- Si se acaba de crear una cuenta, el sistema habrá redireccionado hacia la pantalla **“Dashboard”**. Estando en cualquier otra pantalla dentro del dominio itch.io, se debe hacer click en la pestaña **“Dashboard”**. Una vez en la pantalla **“Dashboard”**, hacer click en **“Create new project”**.



- 2- Una vez hecho click en el botón **“Create new project”**, se visualizará la pantalla donde se debe introducir todos los datos del juego.
 - a. **Título:** Obligatorio completar. El título formará parte del dominio, por ejemplo, si el usuario es **Juana** y el nombre del proyecto (videojuego) es **JuanaRun**, el dominio será, <https://Juana.itch.io/juana-run>
 - b. **Breve descripción:** Opcional.
 - c. **Clasificación:** Debe quedar en **“Game: A piece of software you can play.”**
 - d. **Tipo de proyecto:** Debe quedar en **“HTML”** para que se pueda jugar directamente en un navegador web al abrirlo en una pc de escritorio, sin necesidad de descargarlo.
 - e. **Estado del proyecto:** Debe quedar en **“Released”**.
 - f. **Precio:** Debe quedar tildada la casilla de **“No payments”**.

Dashboard » Ingenier@s X 1 Día

Edit game Devlog Metadata Analytics Distribute Interact More View page Save

You don't have payment configured If you set a minimum price above 0 no one will be able to download your project. Edit account

a. Title: Ingenier@s X 1 Día

Project URL: <https://nesti2020.itch.io/ingeniers-x-1-da>

b. Short description or tagline: IxD es un edutainment, videojuego en 2D para PC cuyo objetivo es brindar t

c. Classification: Games -- A piece of software you can play

d. Kind of project: HTML -- You have a ZIP or HTML file that will be played in the browser

e. Release status: Released -- Project is complete, but might receive some updates

f. Pricing: ☐ \$0 or donate ☐ Paid ☒ No payments

The project's files will be freely available and no donations can be made

- g. **Cargas:** Haz click en **“Upload files”** y escoge el archivo **html.zip** para comenzar la carga del juego a la página.

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.

html.zip · Uploading

Do not close this page while uploads are in progress

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!](#)

g.  **Upload files** or  Choose from Dropbox [Add External file](#) 

File size limit: 1 GB. [Contact us](#) if you need more space

- h. Una vez que termine de cargar, hay que tildar la casilla **“This file will played in the browser”**.

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.

html.zip [More...](#) [Delete file](#)



82mb · [Change display name](#)

Other ▾

☐ 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](#) 

File size limit: 1 GB. [Contact us](#) if you need more space

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.

html.zip [More...](#) [Delete file](#)

82mb · [Change display name](#)

☒ This file will be played in the browser

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](#) 

File size limit: 1 GB. [Contact us](#) if you need more space


- i. **Embed options:** En **“Embed options”**, las dos primeras casillas deben quedar en **“Embed in page”** y **“Manually set size”**
- j. **Viewport dimensions:** Debe quedar en **1280 X 720**.

Embed options

How should your project be run in your page?

i.  **Embed in page** ▾ **Manually set size** ▾


Viewport dimensions


j.  Width px × Height px

- k. En el **“Frame options”** las casillas deben quedar tildadas así:

Frame options

☐ Mobile friendly — Your project can run on mobile phones (smaller resolution and touch support)

 ☒ Automatically start on page load — Not recommended for Unity games, since they can lag the browser when loading

 ☒ Fullscreen button — Add a button to the bottom right corner of your embed to make it fullscreen

☐ Enable scrollbars — Enable scrollbars in the iframe that contains your project

- l. **Detalles:** Opcional.

- m. **Género:** Debe quedar en **“Educational”**.

- n. **Tags:** Opcional.
- o. **Custom noun:** Opcional.
- p. **Comunidad:** Debe quedar en **“Disable”**.
- q. **Visibilidad y acceso:** Debe quedar en **“Restricted”**.

Details

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

l. →

Genre
Select the category that best describes your game. You can pick additional genres with tags below

m. → Educational

Tags – [Tips for choosing tags](#)
Any other keywords someone might search to find your game. Max of 10.
Avoid using the genre or platforms provided above.

n. → Click to view options, type to filter or enter custom tag

Ludum Dare 47 submission? [Add Ludum Dare tag](#)

App store links
If your project is available on any other stores we'll link to it.

+ Steam + Apple App Store + Google Play + Amazon App Store
+ Windows Store

Custom noun
You can change how itch.io refers to your project by providing a custom noun.
Leave blank to default to: 'game'.

o. → Optional

Community
Build a community for your project by letting people post to your page.

p. → ☒ Disabled
☐ Comments – Add a nested comment thread to the bottom of the project page
☐ Discussion board – Add a dedicated community page with categories, threads, replies & more

Visibility & access
Use Draft to review your page before making it public. [Learn more about access modes](#)

q. → ☐ 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

- r. En el recuadro **“Restricted access settings”** hay que tildar la casilla **“Also allow a password to view page”**, para que nos permita definir un Password.

Restricted access settings

Only people who own the project can view the page. You can give access by generating a download key. The page will be unlisted in browse and search.

→ ☐ Also allow a password to view page ?

Restricted access settings

Only people who own the project can view the page. You can give access by generating a download key. The page will be unlisted in browse and search.

☒ Also allow a password to view page ?

1234

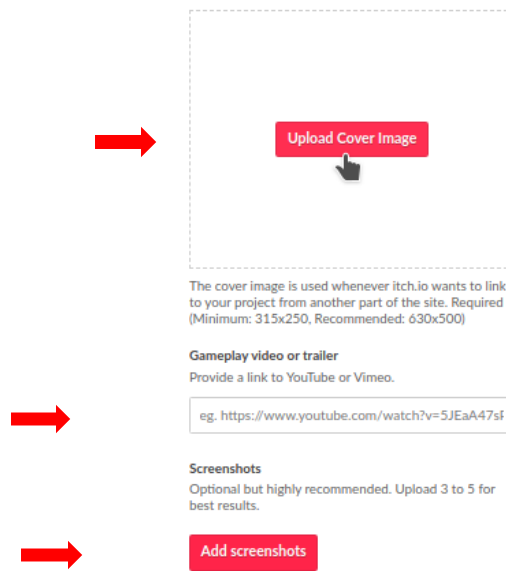
Sugerir contraseña segura...

Administrar contraseñas...

- s. En **“Upload Cover Image”** se podrá agregar una imagen principal para el proyecto.

t. En **“Gameplay video or trailer”** se podrá agregar un trailer o gameplay principal para el proyecto.

u. En **“Screenshots”** se podrá agregar un grupo de capturas de pantalla para el proyecto.



Upload Cover Image

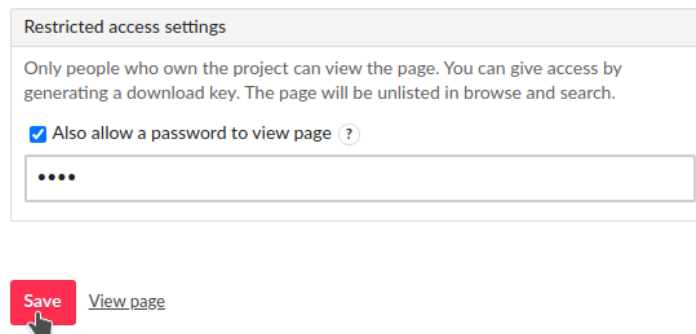
The cover image is used whenever itch.io wants to link to your project from another part of the site. Required (Minimum: 315x250, Recommended: 630x500)

Gameplay video or trailer
Provide a link to YouTube or Vimeo.
eg. <https://www.youtube.com/watch?v=5JEaA47sf>

Screenshots
Optional but highly recommended. Upload 3 to 5 for best results.

Add screenshots

v. Por último se debe hacer click en **“Save”** para guardar el proyecto.



Restricted access settings

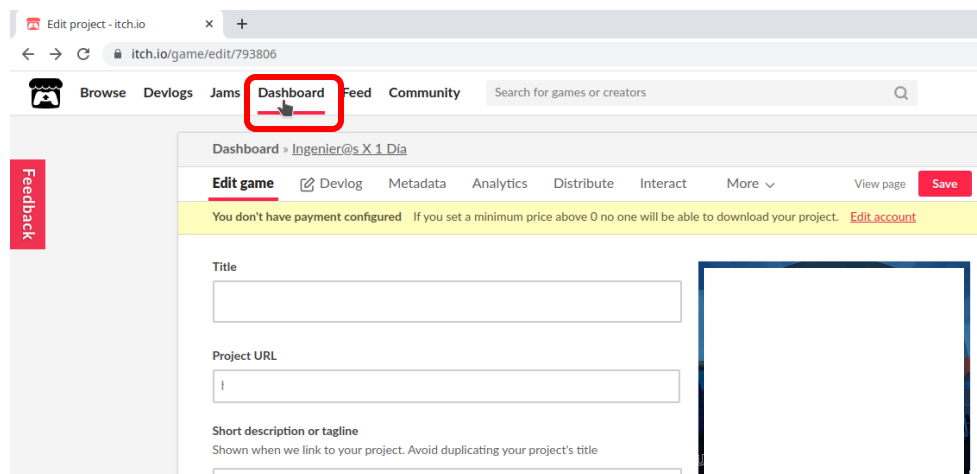
Only people who own the project can view the page. You can give access by generating a download key. The page will be unlisted in browse and search.

☒ Also allow a password to view page ?

.....

Save View page

w. Después de salvar el proyecto hay que volver a la pantalla **“Dashboard”** para visualizarlo en la lista de protectos.



Edit project - itch.io

itch.io/game/edit/793806

Browse Devlogs Jams **Dashboard** Feed Community

Search for games or creators

Feedback

Dashboard » Ingenier@s X 1 Dia

Edit game Devlog Metadata Analytics Distribute Interact More View page Save

You don't have payment configured If you set a minimum price above 0 no one will be able to download your project. [Edit account](#)

Title

Project URL

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

x. Cadavez que se necesite modificar algo del proyecto, como por ejemplo el password, se podrá hacer haciendo click en la opción **“Edit”**.


Feedback

Creator Dashboard

0 Views 0 Downloads 0 Followers ↗

Projects Payments Analytics Sales & bundles Co-op bundles Game jams Payouts Jobs

Join itch.io Halloween Sale 2020 — Put your projects on sale to participate
Starts in 7 days and lasts 6 days [Create Sale with prefilled dates →](#)



[Edit](#) [Analytics](#) [Widget](#) more ▾ [RESTRICTED](#)

[Create new project](#)

♥ Follow itch.io on [Twitter](#) and [Facebook](#)

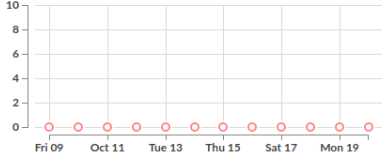
Recently updated pages

[New devlog](#) [Dismiss](#)
Added html.zip, 3 images

Summary

[View more →](#)

○ Views



Date	Views
Fri 09	0
Oct 11	0
Tue 13	0
Thu 15	0
Sat 17	0
Mon 19	0

Esta opción abrirá nuevamente el editor del proyecto para poder hacer las modificaciones necesarias. Después de esto hay que volver a salvar el proyecto.