# Closing Kit

## **COVER**

(Insert screenshot of all assets image here)

## **YOUR GAME’S TITLE**

Document version number (1)

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**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.