**POLISH, ANALYTICS, MONETIZATION, PLAYTESTING, BALANCING, OPTIMIZATION**

1. Game Polish
2. Integrating Analytics
3. Monetization
4. Playtesting and Balancing
5. Optimization

**BUILDING TO TARGET PLATFORMS**

1. Building Overview (+web player)
2. Building for Webgl (web graphic library, i.e. js)
3. Building for PC and Mac
4. Building for IOS → should be running a MAC
5. Building for Android
   1. Install:

* Java
* Android studio
* Android SDKs

**MARKETING AND DISTRIBUTION**

1. Taking screenshots
2. Creating a game trailer
3. Creating a game web page