External Agency

Final Build Submission Form v2.0

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Studio: Macguffin and Shemp

Game Title:

Build Time Stamp: Submission Date:

GTP Container Name:

Game ZIP Size/s (Mbs):

Game File Size (Mbs):

Dual Layout:

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Submission Materials (added to Team Drive):

XML Definitions \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Test Results \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Game Rules \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Source Code \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Hi Res Art Assets (Layered PSD) \_

Dynamic Content? \_\_\_\_\_ No

Yes  (if Yes, please provide detailed description of type of content and where it features in the below Notes section)

**Force Sprite-sheet error & data: URLs**

There is no danger of displaying an incorrect prize amount? This issue is more likely to happen with the createjs framework but just to be sure if the game if "forced" to display a nonsense sprite from the spritesheet (bypassing error checks etc) does it:

Error \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Show a blank image \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Show the first sprite on the sprite sheet \_\_\_

Show a prize \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

You don't use data: URIs to generate images **\_**

Notes: