
Promotional Materials

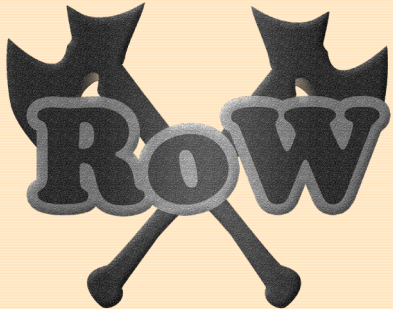
Promotional Materials

- Promotional materials need to be submitted
 - Team Logo
 - Screenshot
 - Demo Video
- Why
 - We need them for archiving
 - They will be used at the expo
 - You should want them to promote yourself

Promotional Materials: Logo

Create a simple team logo

- Printable
 - No solid background
- Readable at a distance



Promotional Materials: Screen Shot

Create a screenshot

- Shows a main player action
- Shows an interesting environment
- Shows obstacles being overcome
- Is clear as to what is happening

Suggested Program

- fn+alt+prt sc(print screen)
- MSPaint



Promotional Materials: Video

- Video

- Shows multiple player actions, environments, and obstacles being overcome
- Start and end with a game/team title screen
- 1-2 minutes long
- MINIMUM resolution 1280x720
- .mp4 (H.264 codec preferred)

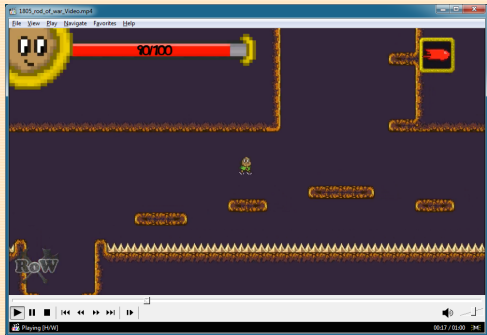
- Suggested programs

- Capture

- OBS (<https://obsproject.com>)
- Loilo Game Recorder (http://loilo.tv/us/product/game_recorder)
 - (Not studio or Loiloscope, that adds a watermark)

- Editing

- HitFilm Express (<https://fxhome.com/hitfilm-express>)
- DaVinci Resolve (<https://www.blackmagicdesign.com/products/davinciresolve/>)



Daily To Dos

QA Schedule

Start of class today

- New build delivered to QA teams
- Promotional Material submitted
 - Team Logo, Screenshot, and Demo Video
- Testing team must confirm that bugs are truly fixed
 - “Can Not Reproduce” and “Fixed Waiting Confirmation” should be verified as fixed by the tester who entered it

By 9am the day after lecture 7

- Second round of testing must be complete
 - 10bugs per tester minimum

Before the 8th lecture

- Fixing the remaining issues
 - Update the tracker to show its status
 - Have the final build BEFORE class

Code Freeze

Code Freeze

In order to ensure the quality and integrity of the build we must go through a code freeze process

1. The entire team meets for final integration
 - General product development is halted
2. All work has been confirmed to have been integrated
 - Each team member ensures their master branch is fully updated
 - All work committed and merged, and each local copy fully updated
 - Peer checks on user stories have been completed
3. A build is exported and shared with the team
 - In the milestone build folder
4. Each team member completes a play through of the build and signs off that the build is ready to present

At that point, the master branch should be frozen

- No further code changes or development until unfrozen by the next sprint or release

Hold each other accountable

- Start the code freeze process no later than 5pm Tuesday.
- If someone is not done with their work, we need to make the build without that work.
- We need the build in the milestone build folder
 - Installer
 - Link to WebGL or APK file
- Everyone needs to be able to come into class at 9am and be productive.
 - Post-mortems
 - Class wrap up