CP1 Final Exam

Your final exam is to make an official website to host your game. We will use GitHub Pages to do this. Each item below is 10 points. To turn in your exam, paste a link to your site in the public comments on the Final Exam post in Classroom.

1. Create a GitHub repository for your game. Upload all source code and assets. Also be sure that your repository has a README.md file. The README.md file will contain the content for your website.
2. Use GitHub pages to make a website to host your game. Go to "Settings" then scroll to the "GitHub Pages" section. Choose a theme that is appropriate for your game.
3. Modify the \_config.yml file so that the site name, page title, and description fit your site. Also enable source code download links on your page. Here's an example of a possible \_config.yml:

theme: jekyll-theme-architect

title: Super Jump Dude

description: Get the flag, yo!

show\_downloads: True

1. Use markdown to use headings to organize content on your site. The top-level heading (#) should state the name of your game. Use level 2 headings (##) to divide your README into sections. You can learn more about markdown using this [Markdown Cheatsheet](https://github.com/adam-p/markdown-here/wiki/Markdown-Cheatsheet).
2. The first section of your should give a brief description of your game. (Perhaps ## About would be a good heading). You'll get 6/10 for a very basic description and an 8/10 or 10/10 if you include details, perhaps a backstory, etc.
3. Create another section of your game which gives detailed instructions about how to play. Instructions should include how to run the game, all controls, and scoring. Also discuss stages and game ending as appropriate. For describing basic controls only, you'll get an 6/10. You can get either a 8/10 or 10/10 if your instructions also clearly describe all features such as number of hits to kill different enemies, scoring, how difficulty increases, what power-ups do, etc. Use multiple paragraphs if it helps with organization and clarity.
4. Include a screenshot of the start screen for your game in the README. Use print screen or the snipping tool to capture the game window. You can make a folder in your repository called "screenshots" to hold the image. Be sure to click all the way through to just the image URL for the markdown. You can't resize the image using markdown, so use Paint or Pixlr if necessary.
5. Include a second screenshot which shows actual game play.
6. [Create an executable file](https://drive.google.com/open?id=19LMyDcrUALNlyzaEftYLefsj8c_ngDu-MEDX3xLJnJ4&authuser=0). Don't put the executable with your code. Instead, upload your executable to the "releases" section of your repository. You'll need to give it a version number. If your game has all features working, call it 1.0.0. If not, you may want to call it a pre-release and give it a version below 1.0 such as 0.8.0.\*
7. Include a link to download the releases page on the README so it shows up on your website. Look at the Markdown Cheatsheet again to see how to add links.

\* If you decide to continue working on this game (or any other project), it is probably worth reading about [semantic version numbering.](https://semver.org/)