

# Project McMinos: to-do list

Non-development tasks

Andreas Neudecker <[zapyon@gmx.net](mailto:zapyon@gmx.net)>, Ulrich Norbistrath <[ulno@ulno.net](mailto:ulno@ulno.net)>

2015-09-08

## Marketing & Advertising

- assemble a list of media contacts to inform short before final release
- assemble a list of possible alpha & beta testers
- YouTube video(s), produce and publish short before public betas
- blogging, late in the dev. process
- find game conventions, game dev meetings to attend and use for contacts and wom propaganda

## More stuff to do

- ...