# Chapter 5

## Promotion

With promoting the application, focus was primarily on the poster rather than the demo of the application due to the main issue of the application still in development phase, known as Alpha Stage. Meaning the application is still in its main development stage and mid testing phase. Continuously testing and developing at each stage following the Agile Methodology stated in the Literature Review based on how this project would be completed and managed.

### 5.1 Poster and Demo

The poster was the primary focus in ensuring that the application was well detailed even though, the game was not finished. All statements made in the poster are true and due to the concept of the poster being more word oriented than picture, this through the experience off as most posters about a new application or game would involve images of the main game itself. However, in Figure 5.1, the full poster can be seen, within the GitHub Repository, the poster can be found here as well as the code .tex file can also be found.

As part of the requirements for the project, a demo was to be filmed and sent as part of evidence for the project, however none was sent and instead only the poster was sent. The reason behind this was the recording continually failed when showing off the project, due to the timing of this which was not properly organised the film was not priority only the poster was. The demo would also have showed the application go from a main menu to a starter screen and not show anything else of due to the lack of commitment to creating the project. The main game is completed but not tested. The elements, sound, development is created and working, however due to the lack of time management as I stated there would be in Figure 5.1 and 5.2, this would not have proved how effective the application was.