
Promotional Materials

The background features a series of overlapping, flowing waves in shades of orange, yellow, and brown, creating a sense of movement and depth. The colors transition from bright yellow at the top left to darker brown and grey at the bottom right.

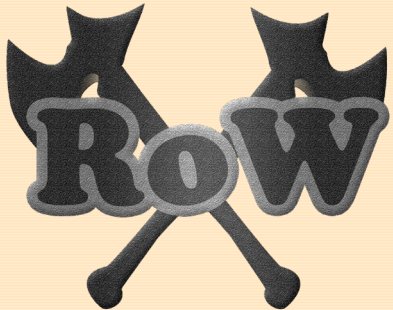
Promotional Materials

- 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

Create a 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

- DaVinci Resolve



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