

General Marketing

- Share with friends on your **personal** Facebook feeds in addition to corporate channels
- Share on popular public community Facebook pages (QUT Gamer's Society is a good start)
- Send in a message to QUT confessions page
- Link in active forums from active accounts
- LAN party for The Skeleton War in week 12 or 13
- List the game on:
 - <https://wiki.unrealengine.com/Category:Games>
 - https://en.m.wikipedia.org/wiki/List_of_Unreal_Engine_games

A description of the game's multiplayer functionality:

The Skeleton War is a game designed exclusively for multiplayer play. It works best over a Local Area Network, but friends may connect to your game over the internet if you provide them with the external IP address displayed on the Join, Host, and in-game menus. If your computer sits behind a router, you will have to configure your router to forward all traffic on port 7777 to your computer's local IP address (which usually looks something like 192.168.1.x). More detailed instructions on how to do this are available here: [link to Chris' updated/corrected poster].

At this time there is no online matchmaking, so all online players must connect through a direct IP address (just like Minecraft and Terraria players had to in the early days). The reason for this limitation basically boils down to time constraints: we chose to focus on making our game as good as it could be rather than setting up an online infrastructure that would have taken weeks out of our development time.

General game description:

The Skeleton War is a third-person party game where players take command of a skeleton to smash their foes apart. Lost a limb? 'Tis but a scratch! Just pick up another and keep fighting.

The game's release date is the 19th October, so get your skeletal grins on and prepare to enter the mystical twilight world of The Skeleton War.

Shorter description:

The Skeleton War: bring your friends together to smash them apart!

Recommended System Requirements:

- Windows 7 or later
- 64-bit OS
- Quad-core Intel or AMD processor, 2.5 GHz or faster
- 4GB RAM
- Nvidia GTX 470 or AMD Radeon HD 5870 or later
- 1GB hard disk space