# Info for release early access game

<https://help.github.com/articles/creating-releases/>

**e-mail addresses:**

[R.Bidarra@tudelft.nl](mailto:R.Bidarra@tudelft.nl)

o.j.hokke@student.tudelft.nlt.j.viering@student.tudelft.nlb.dado@student.tudelft.nlgames@wolfox.nl

**What to do:**

Hey all,

The deadline for the early access game is this friday 23:59. NOTE: Blackboard will be offline this Friday from 18:00, so save all information you need from Blackboard beforehand! To hand in the early access game, create a release in your GitHub project. Some [instructions can be found here](https://help.github.com/articles/creating-releases/), in step 8 upload your compiled project for Windows in a zip file (no source files!). Make sure your project runs as expected before you upload it! If you cannot get a release to work in GitHub or you use a private repository, upload the zip file to Dropbox (don't use Google Drive). When you have created a release or uploaded your files, email the link to the download to the TA's, games@wolfox.nl and Rafael Bidarra (see contacts). Please include a small readme how to run your game and what the controls are (if this is unclear from the game itself).

We will collect all the links and place them on Blackboard, this way you can also play games of other groups to see what they have done.

Additonally, if you have extra time, consider checking out these [best practices for working with Unity](http://devmag.org.za/2012/07/12/50-tips-for-working-with-unity-best-practices/).

Good luck with finishing the early acces game!