**1.**

-Need to set up an Apple developer account

– pick an idea

–use the right tools

-legal

– look at tutorials

-writing

-art

-Download Xcode

–Outsource work you can’t do

–sound effects

–voices

-music

–create challenges get feedback

-Create new project

–market your game

–be patient

–start small

–publish fast

-Name Game

-Break into parts

-collaborate with a reputed app publisher

-Build games menu

-Copy some code, or pay someone to do it, or be a coder

-Create a game instance

-Make it playable

-Test it

–Test it more

-make sure it reaches guidelines

**3a.** The rights to Tour of Duty are being transferred by Activision to Spark entertainment.

**3b.** **Development Contract**

-Products and exclusivity

-platforms and formats

-ownership

-responsibilities

-development and team updates

-delivery

-enhancements and conversations

-sequels

-foreign language translations

Advance payments

-royalty rates

-payments and reports

-Marketing and distribution

-credits and notices

-responsibilities and warrantees

-Indemnification

-Terms and Termination

-Confidentiality

-General

**Development costs**

-The projected Developer costs over a three year period. Broken down into monthly costs

**Development Milestone schedule**

Payment breakdown for stages of development

**Development Team**

Names of people involved, and their assigned positions.

\*The entire development team would need to be aware of every aspect that concerns important matters.\*

**3c.**

**NDA**

-A confidentiality agreement for the developers

-(i) That Receiving Party can show by documentary evidence was known to

Receiving Party on or prior to the date of its disclosure to Receiving Party

by Disclosing Party; or

(ii) That becomes publicly known, by publication or otherwise, not due to any

unauthorized act or omission of Receiving Party; or

NON-DISCLOSURE AGREEMENT 2

(iii) That is subsequently disclosed by Disclosing Party to any person, firm or

corporation on a non-confidential basis; or

(iv) That Receiving Party can conclusively show by documentary evidence that

such information was developed independent of any access to the

Confidential Information.

**NDA2**

-A confidentiality agreement for a game tester

-Allowed to verify that the game exists, and that they are testing it

-Not allowed to talk about details regarding the number of people currently participating in the Beta Test. Any details regarding the stability of the Game. Any comments regarding the Game’s overall appearance, look, feel and playability. General comments about the Game’s overall development. Publish screenshots/movies of the Game. Any contact/private information for IV personnel that is provided to Disclosee. Any contact information (address, password, etc.) to any private areas, including but not limited to, chat, email and message boards. Any comments/information that would allow people who are not currently part of the Beta Test to get access to the Beta Test through either legitimate or illegitimate means. Any features of the Game that are unique to the Game. Or, Any comments on any aspect of the game not covered above.