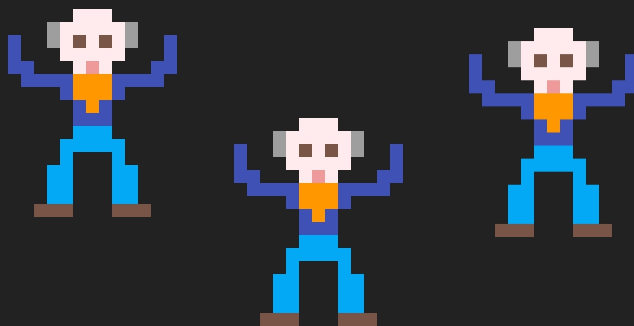
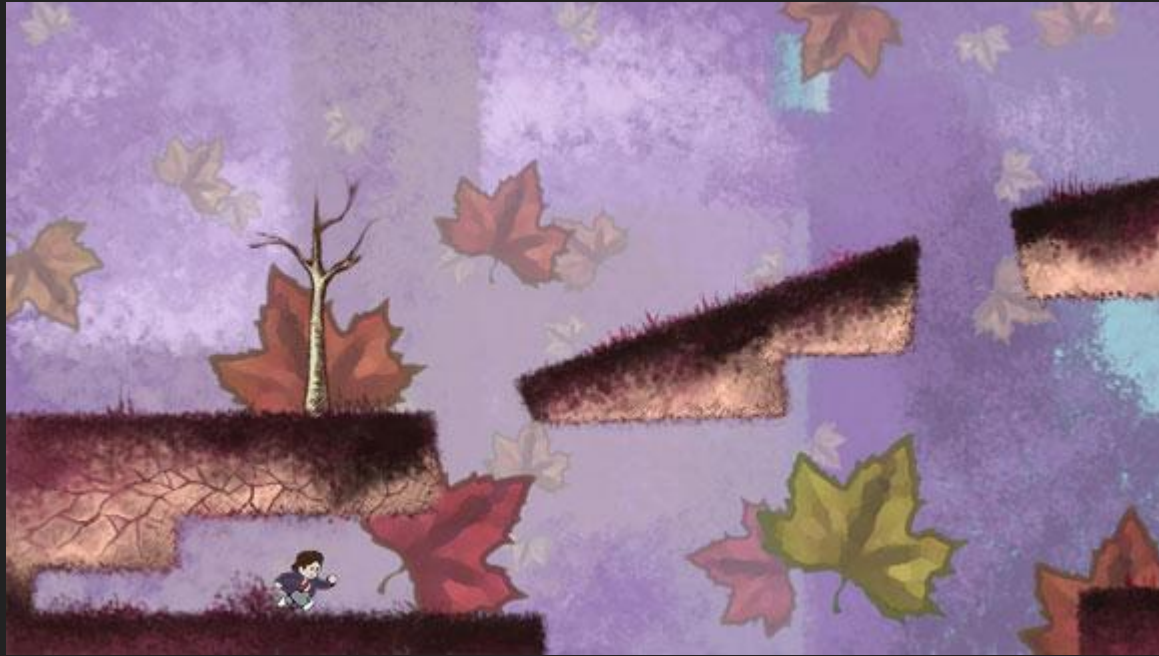


Be Ready to Present Your Progress!



From Prototype to Finished Game

From Prototype to Finished Game



From Prototype to Finished Game

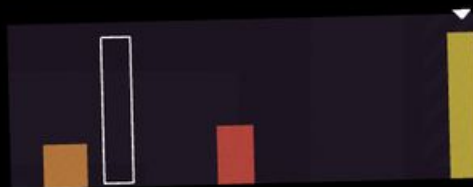


From Prototype to Finished Game

Overwatch was released May 2016

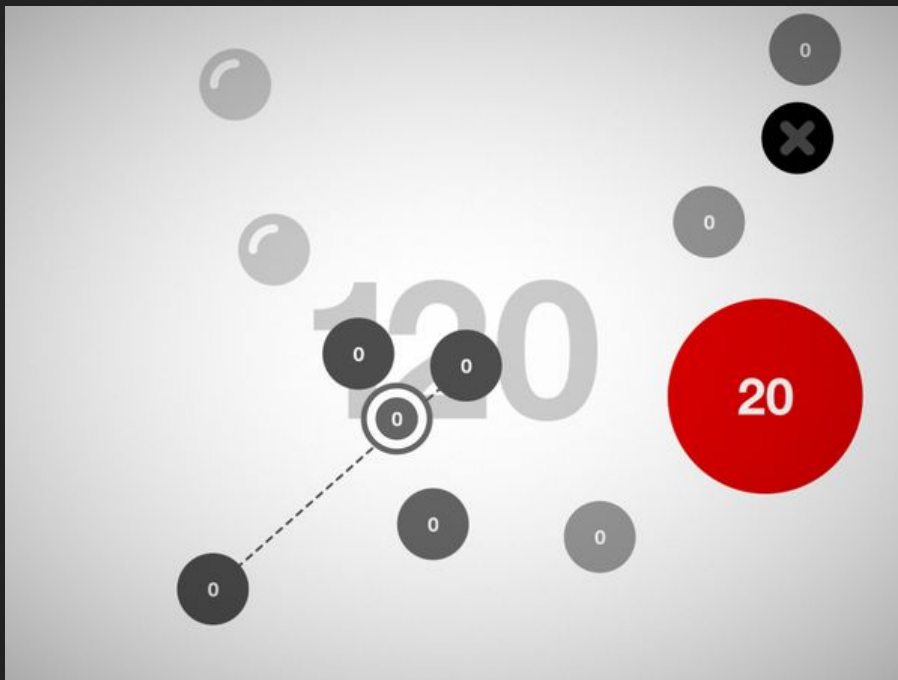


Final game does not always have to look much different than the prototype!



This would not do. John needed room to show off his exceptional skills. As it was, he was trapped, on the wrong side of these little dot things.

Final game does not always have to look much different than the prototype!



90% done?

Let me know when the other
90% is done.

Part of your game that might need some love:

Various screens having nothing to do with game play:

Title Screen

Credits Screen

Game Menu

Instructions/Tutorial

Audio/Video Options

Part of your game that might need some love:

In-game / Game State Screens:

- Loading Screen

- In-game overlay, options, inventory, etc.

- Game Over (You Win/Failed/Lost/Died)

- Help Screen

- Restart, Continue, etc.

Final Tweaks

Backgrounds and other Artwork

Special Effects

Music / Sound levels

Even more stuff:

Additional QA

Actually testing on the platforms you ported / exported it to

Screenshots

Gameplay Video

Trailer

Advertising/Promotional: Website, Social Media

Have a deadline!

Game festival deadlines and upcoming events.

Game Festivals

Independent Game Festival

<http://www.igf.com>

Indiecade

<https://www.indiecade.com>

PAX

<http://www.paxsite.com>

Game Devs of Color Expo

<http://gamedevsofcolorexpo.com>

GenCon

<http://www.gencon.com>



Cut out features, levels, enemies,
power-ups, items, selectable characters,
personalization, etc.



Robert Yang

@radiatoryang



best way of clearing your to-do list for a project: cut that aspect or feature from your project, and then congratulate yourself for all that work you just did by not doing work

Minimum Viable Product (MVP)

Eric Ries (who popularized the term)

“The minimum viable product is that version of a new product which allows a team to collect the maximum amount of validated learning about customers with the least effort.”

<http://www.startuplessonslearned.com/2009/08/minimum-viable-product-guide.html>

MVP means different things to different organizations, industries, etc.

- Minimum features to satisfy the customer (or your professor).

- Minimum features to be cash flow positive.

- Minimum features to make that first dollar.

Releasing Your Game

Releasing Your Game

Steam

<https://partner.steamgames.com>

Apple App Store

<https://appstoreconnect.apple.com>

(previously itunesconnect)

Google Play Store

<https://play.google.com/apps/publish>

Itch

<https://itch.io>

Self publish from your own website!



Demo

I'm going to show you my actual steam and app store accounts!

Assignment:

Finish the MVP of your game.

In-class Activity

Talk with your team:

What is keeping your game from being ready for a game expo?

What needs to be done to publish your game?

Is it possible to get these things done by the end of the semester?