gamedesigninitiative at cornell university

Lecture 17:

Second Prototype

Prototype submission

- Please upload your game through CMS!
 - I forgot to migrate the groups
 - Please have one person from each group submit



Coming up

- 1-on-team feedback sessions on Monday
 - 30 minutes, Gates 445 (unless you hear otherwise)
 - Please sign up on the sheet
- Postmortems in class on Tuesday
- Revised plan due Tuesday at 11:59pm



Friends Release

- Tuesday, Nov. 4th
- Fun and learnable game with 10 levels and logging



Survey

- I'm doing my own analytics!
- Being nice doesn't help

