## gamedesigninitiative at cornell university

Lecture 20:

Friends Release

## Thursday's Postmortem

- Attendance required
- Must use data gained through logging
- Must explore two design questions
- Not just pass/fail this time
  - 3: Interesting, clear presentation of data
  - 2: Uses data but not deeply enough
  - 1: Doesn't use data
  - 0: Completely inadequate



## Please be honest

• Falsifying data is an academic integrity violation



## **Today**

- 1. Upload SWF to CMS (Assignment 13)
- 2. Upload SWF to GDIAC (Josh's Uploader)
- 3. If your logging works, start contacting friends If your logging doesn't work, fix it immediately
- 4. Notify Erik that you have launched
- 5. Sign up for group meeting
- 6. Sign attendance sheet
- 7. Go play other games!

