

CS/INFO 4154:

Analytics-driven Game Design

Class 34:

Newgrounds
Release, Part 1

Mon

Wed

Fri

11/13

Newgrounds Release 1

11/15

Newgrounds Release 2

11/17

Newgrounds Release 3

11/20

THANKSGIVING

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Newgrounds Release Report due 11:59pm

Please sign in!

By the end of class:

- Release your game to Newgrounds
- Make sure data is going into the database
- Make sure A/B testing is recording

Today

Please be doing one of these things:

- **Checking the logging**
- **Releasing your game to Newgrounds**
- Signing the sign-in sheet
- Playing other games
- Giving feedback to other teams
- Discussing your game with your group
- Working on Newgrounds Postmortem Report