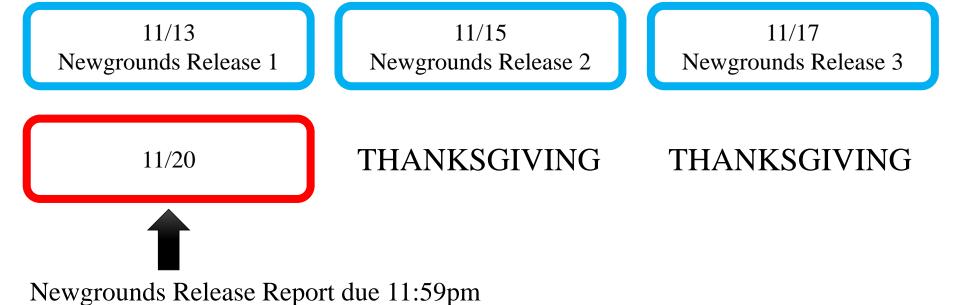
CS/INFO 4154:

Analytics-driven Game Design

Class 34:

Newgrounds Release, Part 1

Mon Wed Fri



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