# CS/INFO 4154:
## Analytics-driven Game Design

Class 39:

In-class Workday /
Kongregate Release
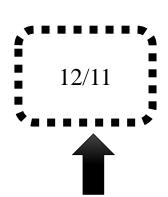
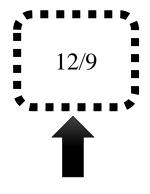| Mon | Wed | Fri | Sat |
|-----|-----|-----|-----|

11/29
Kongregate
Release 1

12/1
Kongregate
Release 2

12/9

Final Report due @ **NOON**

12/11

Final Peer Evaluations due @ 11:59pm

# Kongregate Release 11/29-12/1

- Requirements
  - 15 levels
  - Address feedback from Newgrounds
- A/B test not required (but you can if you want)
- CMS deadline = Friday, 12/1 at 10:10am
- May release in class today if you are ready
- Must release by end of class Friday, 12/1
- **Highly recommended**: upload test game

# Course Evaluations

- You should have received an email about this
- Please fill it out!

# Today

**Please be doing one of these things:**

- Signing the sign-in sheet
- Working on your game
- Checking Kongregate test page
- Checking the logging
- Releasing your game to Kongregate (if desired)