CS/INFO 4154: Analytics-driven Game Design

Class 39: In-class Workday / Kongregate Release
<table>
<thead>
<tr>
<th>Mon</th>
<th>Wed</th>
<th>Fri</th>
<th>Sat</th>
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<tbody>
<tr>
<td>12/11</td>
<td>11/29</td>
<td>Final Report due @ NOON</td>
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<td></td>
<td>Kongregate Release 1</td>
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<td>12/1</td>
<td>Kongregate Release 2</td>
<td>12/9</td>
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<td>Final Peer Evaluations due @ 11:59pm</td>
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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)