Beta Demos

PMU199 Supplemental Notes

Playtesting

- How did the playtesting go?
- What positive things did you notice?
- What negative things did you see?
- What are you going to do about it?

The (second) last milestone

- What you need to do:
  - Present your final game.
    - No new features after this milestone
    - Focus on polishing existing features
    - Okay (but difficult) to cut existing features.
  - Playtesting report
    - Post to game design blog by Friday evening

What is a beta?

- Final, committed version.

- Ready to expose to the world (in a controlled way).

- Final stage before worldwide release.
  - Use this stage to perfect what you've got ☺

What's happened in the past

- Need to do a lot in the time you have left.
  - Final feature sprint (make your wish list).
- Enforce a regular schedule and commit to it.
- Think about what your playtesters say.
  - What do they like/dislike? What is your game?
- Remember to be good to each other.
  - More productive teams
  - Peer evaluations ☺