The final builds will involve incorporating feedback from play testing. Prior to submitting your build, allow at least 3 people (not on your team) to play your game. Give them as little instruction as possible and take note of where they struggle. Testers should have as little knowledge of the game as possible prior to play testing (and should not observe others playing, etc). Based on these observations, make at least 3 minor changes to your game. These changes should be limited to gameplay tuning, bug fixes, and/or minor UI enhancements.


2. [25] Write a single, publicly readable document (e.g., Google doc) for your group including:
   
   • (15) Your observations from the 3 (at least) play testing sessions and the 3 (at least) changes made as a result.
   • (5) A link to the final tag in your version-control repo.
   • (5) Detailed instructions regarding how to build (i.e., which directory and scene to load, etc) and play your game (i.e., key mappings, goals, supported resolutions, etc).

3. [20] Give a ~5-minute presentation of your project in class on Monday, June 6th (during the scheduled final-exam time)! Prepare a build that you will run live on a machine of your choosing (VGA and HDMI video ports available for projection).

4. [50] Build your game for the Unity Web Player. Submit the resulting .html and .unity3d files with your document link – I will host these on the course web site indefinitely so that you can link to them, etc. Grading will be based on overall completeness, polish, and consistency of your game with respect to:
   
   • (10) Gameplay mechanics.
   • (10) Levels.
   • (10) Art style.
   • (10) Sound design.
   • (10) “Wow” factor.

Have your Project Manager submit a link to your milestone document along with your .html and .unity3d files (from part 4 above) to Canvas (see Assignments section for submission link).