

Job Order 5

GamCo, Ltd. CLIENT SPEC SHEET

JOB ORDER 5: Playable Executable

DUE: 04/18/15

Assigned by: Creative Director, Games Division

Assigned to Team: _____ Team Member: _____

Client: UR Games LLC.

Job Description:

With all elements of the game working, publish the Unity Project to an executable file. Use only the latest version of all asset files. This build will be taken to beta testing.

Primary use: Transforms the Unity project into a self-contained, platform-specific working build of the game.

Overview: You selected the target platform(s) at the outset of the project (i.e. PC, Mobile, Console) and set the screen resolution(s) and other specifications as part of the project file. Here you build the executable from the project file. There will likely be many later builds, based on the beta testing results and bug fixes. Best practice is to keep each build in its own folder, and outside the project Assets folder.

Timeline and Specification Requirements:

- **Game must run correctly.** (NOTE: the lab computers are fast -- test on a laptop or slower home computer.
- Goal, Trap, Sound and Overlay conditions must be working.
- Keyboard controls and collision must be working.

Sign off: Working executable Date _____ Initials _____