

Publishing and Feedback

Refining your game

How do you know if your game is fun??

1. Prior experience & instincts
2. You're in flow
3. **Feedback**



How to do Feedback

ASK

Actionable 🎬

Specific 🧐

Kind 💖

Feedback is easier to receive when we ask for it 😊

** I find the easiest response to feedback is "Thank you."*

Challenge - Gather Feedback

1. Ask at least 2 people to play your game
2. Watch how they play and **take notes**
 - a. What do they enjoy?
 - b. What do they find frustrating?
 - c. Do they miss anything or get stuck?
3. Ask them for feedback
 - a. What did you like?
 - b. How would you improve it?
 - c. Any other thoughts for me?

Publishing Your Game

Publishing your game is the first step in finding more people to play it.

Gather feedback and remember:

Take useful feedback and let the rest go.



Challenge - Publish your game online

1. Export your game as an HTML5 build

2. Upload it to itch.io

Make sure you leave a space for comments and feedback

3. Share a link to your game online