



## **Gold Belt Ninja Guide**

### **Activity 06: Going Gold Phase**





## GOING GOLD PHASE

Congratulations! You've finished coding, testing your project, and squashing those last few bugs — now it's time to share your creation with the world! The **Going Gold** phase is all about presenting your project in the best possible way so that others can understand it, get excited about it, and want to play it.

This stage focuses on how your project looks and sounds when it's published — including the title, description, screenshots, and trailer or gameplay video.

**Ninja Image**

**BLACK BELT**

**Chelsea Luk**

**Project Title**

**SUSHI MANIA**

**Project Description**

Throughout her time at Code Ninjas Markham, Chelsea has always brought smiles to everyone's faces. She really went above and beyond with her Black Belt project, Sushi Mania, implementing completely new and unique gameplay mechanics as well as intuitive tutorials and cutscenes. Even after that, she always looked for ways to polish it and make it even better. She learned so many new things, and we're all very proud of her and her project!

Markham, ON

**Project Screenshot**

**PLAY GAME**

**WATCH VIDEO**

**Project Video**

## PROJECT TITLE AND DESCRIPTION

The first thing that users will see are the project's title and description. They should clearly tell the user what the project is about and why it's fun.

### PRO TIPS: PROJECT TITLE AND DESCRIPTION

- The title should be short, catchy, and easy to remember.
- Write the description like a mini movie trailer – describe the world, the goal, and what makes the project special.
- Avoid simply listing features – instead, tell a story or set the mood.



### Ninja Planning Documents

Complete the **Going Gold - Project Title and Description** portion of your Gold Belt Ninja Planning Document to create a description for your project.

## PROJECT COVER IMAGE

The cover image serves as the project's poster — it's what players see first on the platform or in a showcase. It should **grab attention, show what the game is about, and look polished.**

### PRO TIPS: COVER IMAGE

- **Choose the right size**
  - Make sure the image is rectangular and clear (1920x1080 is a good resolution)
  - Place important text in the **center** of the image
- **Add the game's title**
  - The title should be **large** and **readable**
  - Use a font that matches the game's theme
  - Add a simple **outline** or **shadow** to make it pop
- **Show a glimpse of gameplay or setting**
  - Include a background image or artwork that hints at what the player will experience. For example, a key moment in the game, a special cutscene, or a collage of moments/characters.
- **Add mood and style**
  - Adjust colors, lighting, or filters to fit your project's tone
  - Try adding small details like sparkles, shadows, or symbols



### Ninja Planning Documents

Complete the **Going Gold- Project Cover Image** portion of your Gold Belt Ninja Planning Document to plan and create your project's image.

## GAMEPLAY TRAILER OR WALKTHROUGH

The gameplay trailer is a short video that shows what your project looks like in action. It's like a commercial – it should make people say, "Whoa, I want to play that!"

### PRO TIPS: GAMEPLAY TRAILER

- **Make a plan before recording**
  - Decide what you want to show; think: cool levels, boss fights, puzzles, or unique features
  - Make a quick list of 3–5 key moments you'll include
  - Keep your video between 30–60 seconds
- **Start with an intro**
  - Display the project title and your name for 2–3 seconds
  - Use background music or a sound effect that sets the mood
- **Show real gameplay**
  - Players want to see how it actually plays, not just menus or text
  - Record short clips of your favorite parts of the game
- **Add music and transitions**
  - Choose music that matches your game's style
  - Use simple cuts or fades between clips. Avoid using something too flashy that distracts from the game.
- **End strong**
  - Show the project title again at the end
  - Optionally, include a tagline like "Play Now"



## Ninja Planning Documents

Complete the **Going Gold - Gameplay Trailer/Walkthrough** portion of your Gold Belt Ninja Planning Document to plan and create your gameplay trailer.



### Pause for **Sensei Stop #1!**

Check in with a Code Sensei before moving on.

**Show** your Sensei your game title, description, cover image, and video.

**Afterwards**, ask your Sensei to submit the Going Gold form.