



Gold Belt Ninja Guide

Activity 04: Beta Phase



Beta Phase

Now that most of your project is built out, it's time to add any final touches and refinements! During the Beta Phase, focus on fine-tuning the mechanics and overall user experience of your project. Now is also the time to add start/end screens, credits, sound effects, music, and a complete UI.

As you move through the Beta Phase, consider the following questions:

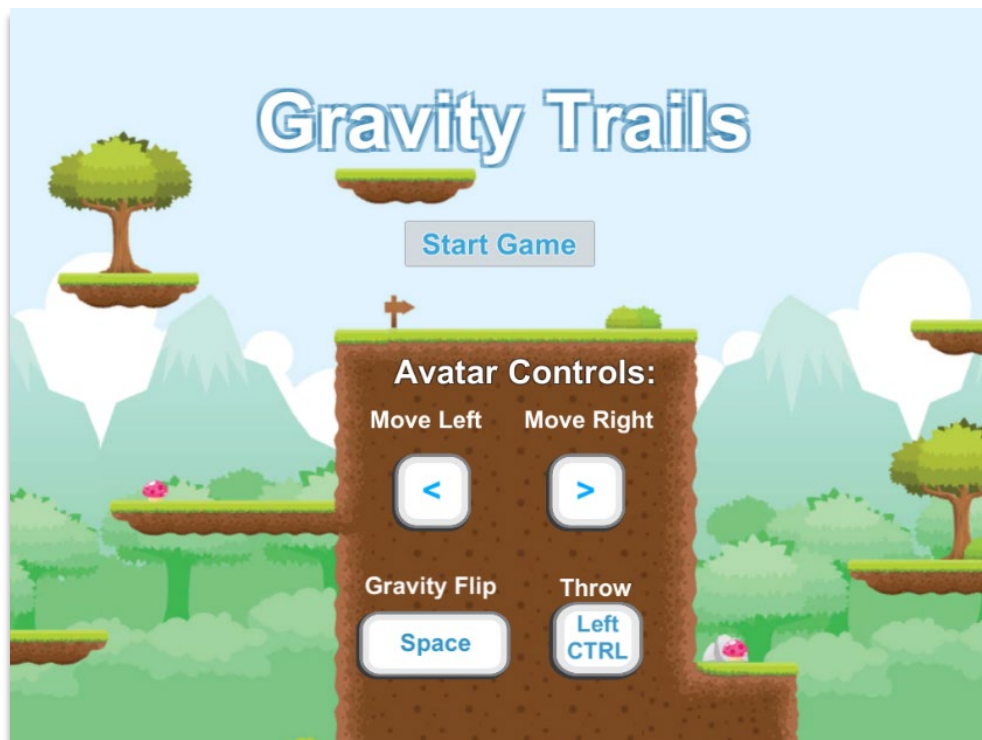
- What type of screen might appear at the beginning of your project and at checkpoints for the user? Where might you place credits?
- What "extras" might you add into your project?
- Is your project a reasonable length? Does it have frequent checkpoints for the user?
- When you playtest your project, does everything work as expected? What mechanics might need to be revised to improve the user experience?
- How might you use the feedback you received to make updates to your project?

In the Beta Phase, you will:

- Make final refinements to your project, such as sound effects, navigation screens, and game mechanic tweaks.
- Play your project from beginning to end to ensure it functions as expected without any bugs.
- Have at least 2 other ninjas and Code Senseis **playtest** your project!
- Revise your project based on playtest feedback received.
- Record Dev Diary #4 with a Code Sensei's help!

Beta Phase – Adding a Start Screen

A common practice is to create a start screen that gets the user excited about your project. A good start screen should contain your project's title, your name, and the controls. You should also include an image of your project that represents its theme.



Use the Creating a Start Screen section from Platinum Belt's Gravity Trails (p. 72-93, steps 121-167) to help you build a start screen for your Gold Belt project.

After you've created a start screen, think about what other screens you'll need to include in your project. What will appear when the user moves to a new level or different part of the project? What will appear at the end of the project?

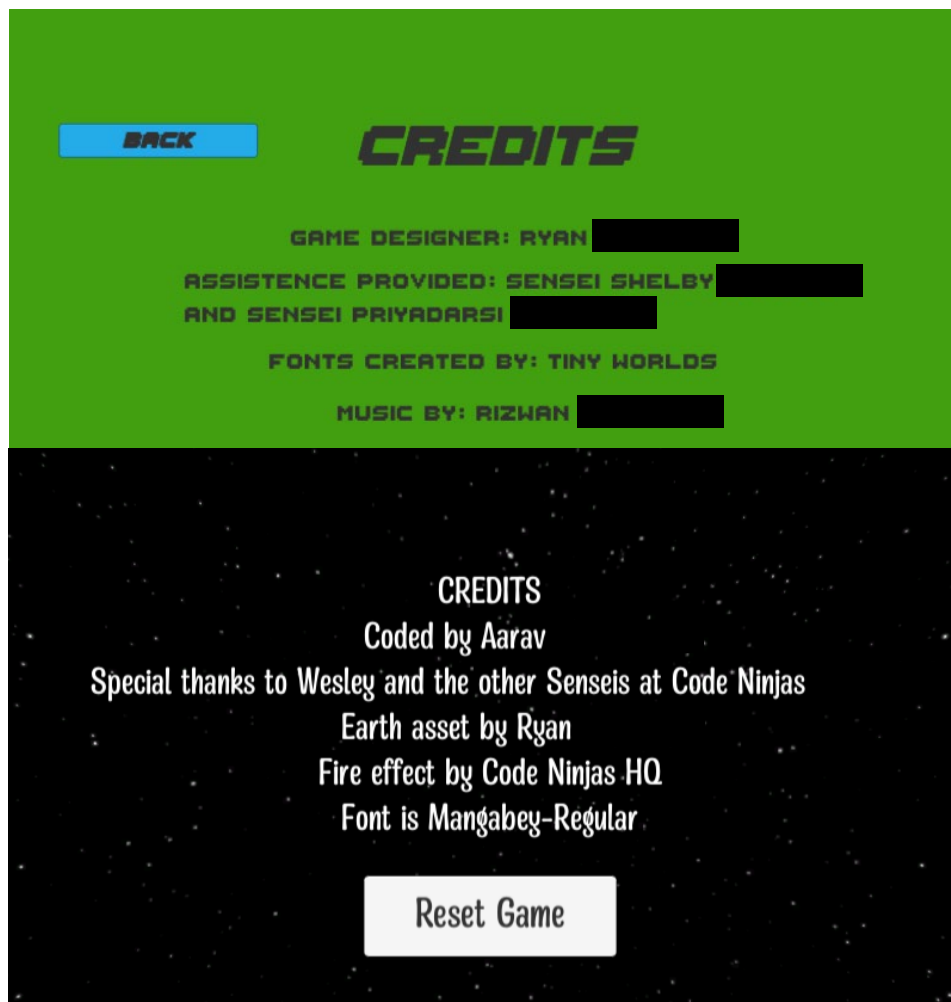


Beta Phase – Credits Screen

Most projects are created by large teams of programmers, designers, and artists, and everyone's contribution should be credited. In addition to using assets from the Unity Asset Store, you will receive help from Code Senseis, fellow ninjas, and others as you create your project.

Adding credits will give you an opportunity to not only say "thanks" to those that helped you, but it will also let you give attribution to the creators of the assets you used.

You can place credits on your start screen or connect a new screen to the start screen or that appears at the end of the project.

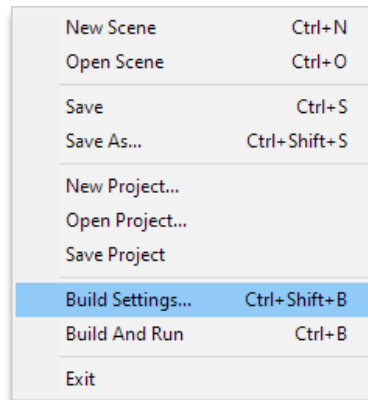




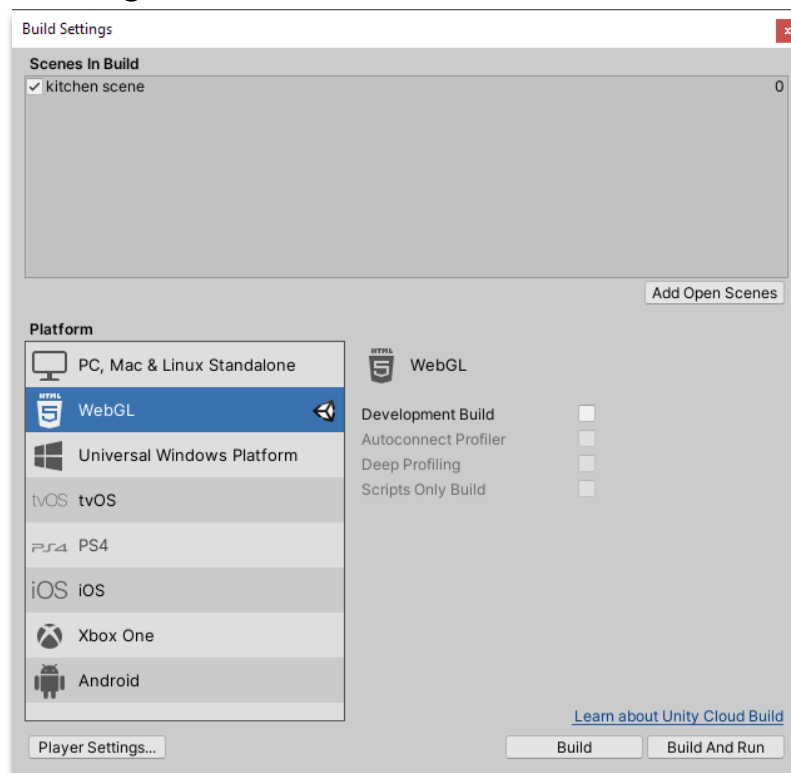
Beta Phase – Loading Screens

Unity lets you control various aspects of your project's loading screen. You can customize it by adding your own logo and adjusting the on-screen animations and colors.

1 First, go to File and then Build Settings.

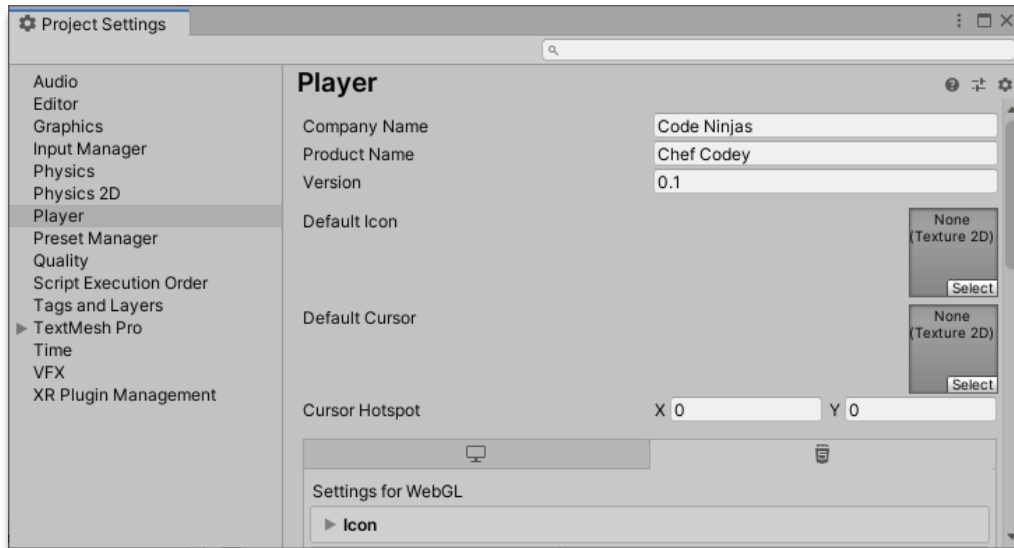


2 Click the Player Settings... button at the bottom.

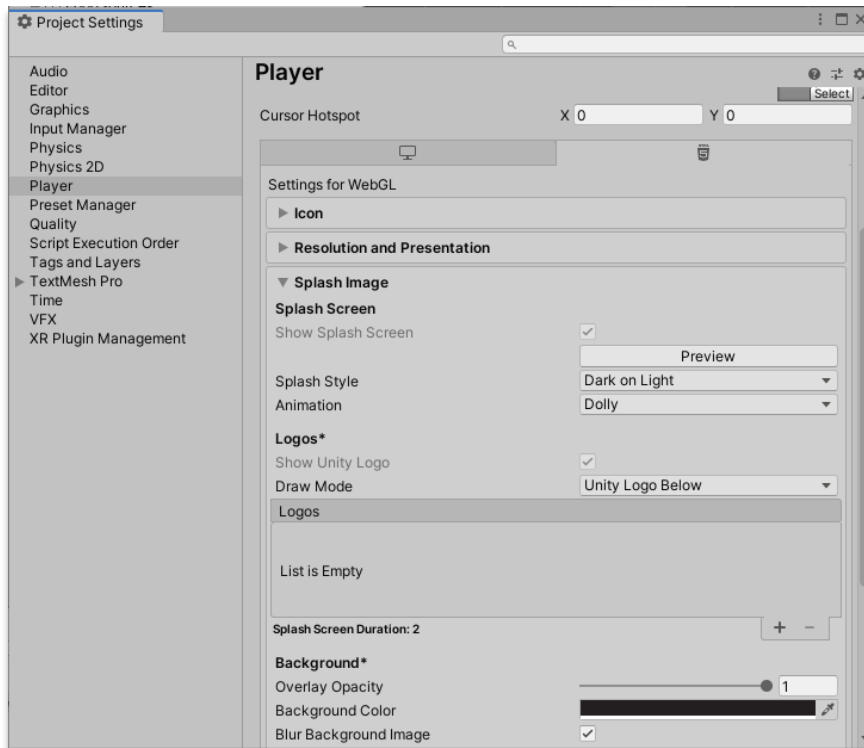




3 Select Player from the menu on the left.

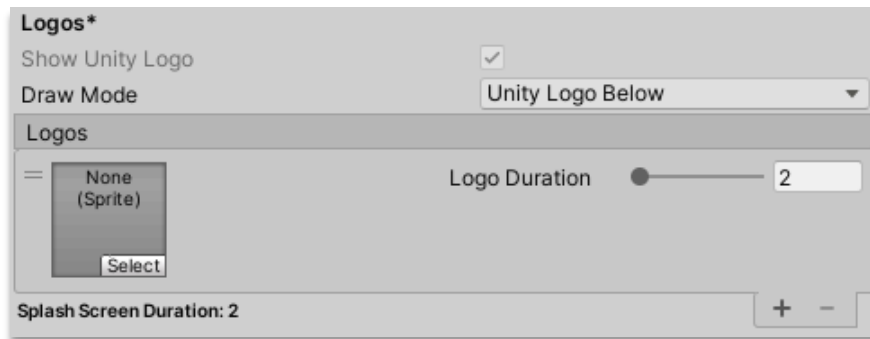


4 In the Settings for WebGL, find the Splash Image section.

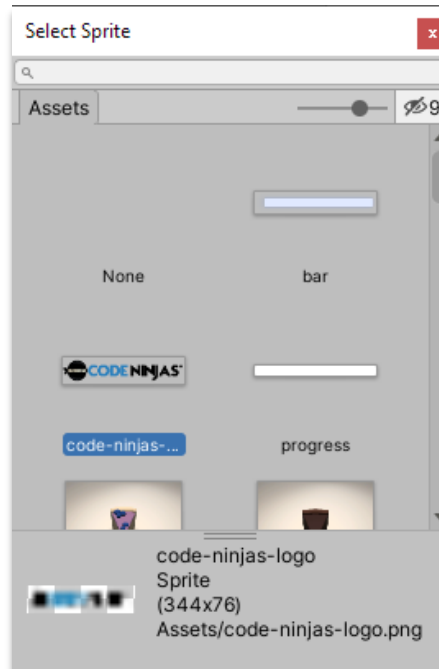
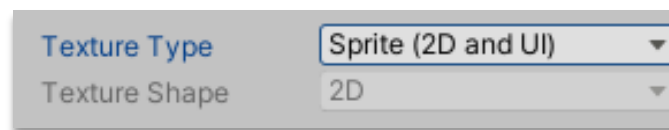




5 Under Logos, click the plus icon to add an image.

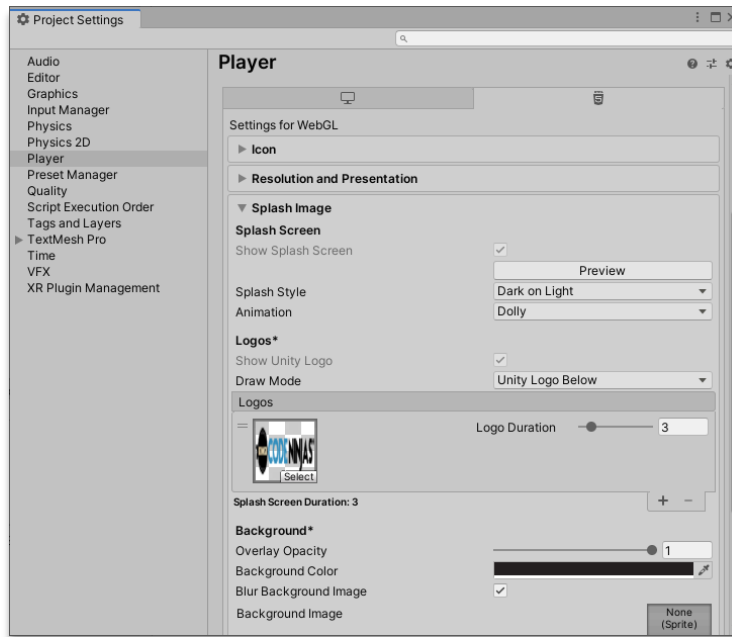


6 Click on the Select button on the None (Sprite) Icon to open the Select Sprite menu. You can select any image that is in your Project that has been given a Texture Type of Sprite.



7 Once you have the Sprite selected, you can adjust how long it appears on the loading screen by changing the Logo Duration.





- 8 You can click on the Preview button to see your logo in the Game window. When you build and host your project, your splash screen will be shown to the user every time the project is initially started.





Beta Phase - Playtesting

To complete the Beta Phase, your project should be playtested by at least 2 other ninjas and 2 Code Senseis. Using their feedback, update your project so that it is playable from beginning to end and is completely bug-free.

Playtesting Questions

- What did you like about my project?
- What could be improved in my project?

Then, create 2 of your own questions to ask your playtesters!

Ninja Planning Document

Complete the **Beta Phase - Playtesting** portion of your Gold Belt Ninja Planning Document by asking at least 2 other ninjas and 2 Code Senseis to playtest and provide feedback on your project.



Finishing the Beta Phase

A Code Sensei will fill out the **Gold Belt Project Checklist** to determine if your project is ready to advance to the Release Candidate Phase. If your project does not pass the evaluation, work with your Code Sensei to revise your project to fix any problems before moving forward.

As you wrap up the Beta Phase of your project, work with a Code Sensei to record a Dev Diary video, then review this checklist to demonstrate that you are ready to move on to the next phase of your Gold Belt project!

Dev Diary #4 - Beta

Work with a Code Sensei to record a video in which you:

- Demo your project! Describe the new additions and changes you've made to your project during the Beta phase.
- Share examples of how you have used feedback to iterate on your project.

Beta Phase Checklist

- ✓ I added start, credits, loading, and other screens to my project.
- ✓ My project has sound effects, music, and other "extras".
- ✓ My project was playtested by at least 2 other ninjas.
- ✓ My project was playtested by at least 2 Code Senseis.
- ✓ I revised my project based on feedback from others.
- ✓ My project is bug-free and can be played from start to finish.
- ✓ I recorded Dev Diary #4 with my Code Sensei.