



Gold Belt Ninja Guide

Activity 05: Release Candidate Phase



Release Candidate Phase

Once you have completed the Gold Belt Ninja Checklist requirements, you are ready to submit your project as a Release Candidate to the Code Ninjas Education Team! Work with your Code Sensei to fill out and submit the Gold Belt Project Release Candidate Submission Form to receive feedback from the Code Ninjas Education Team!

To complete the Release Candidate Submission Form, you will need:

- A **WebGL link from GitHub**, to share your project.
- A link to your **Unity Package**, stored in Google Drive, Dropbox, or Sharepoint.
- A link to your **Ninja Planning Documents**, as a scanned PDF or photos stored in Google Drive, Dropbox, or Sharepoint.
- A link to an optional **Video Walkthrough**, which showcases you demo-ing your project for the Education Team.
- A link to a video or playlist of your **Dev Diary** recordings, which showcases your progress from each stage of the process.

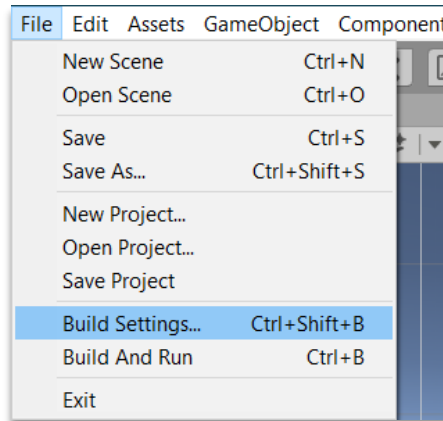
In the Release Candidate Phase, you will:

- Collect the required information and submit your project with a Code Sensei through the Release Candidate form.
- Review feedback from the Code Ninjas Education Team and make revisions to your project.
- Have a ninja and a Code Sensei **playtest** your project to confirm that revisions have been made.
- Resubmit your project for additional feedback.
- Record Dev Diary #5 with a Code Sensei's help!

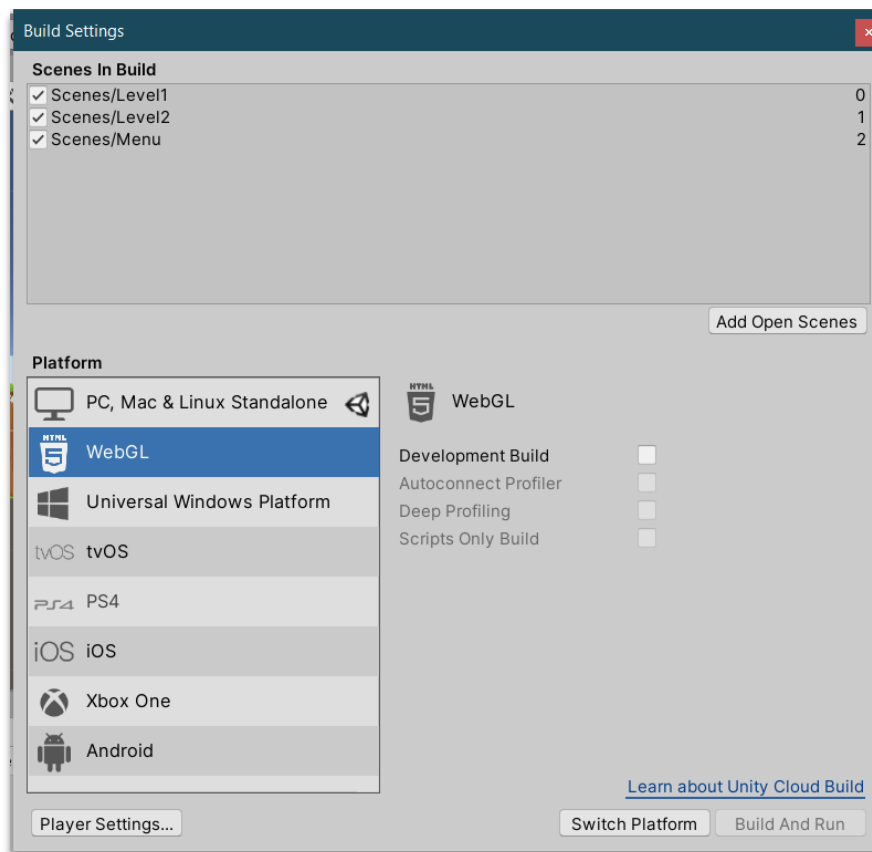


Release Candidate Phase – Publishing

1 In Unity, click File, then Build Settings.

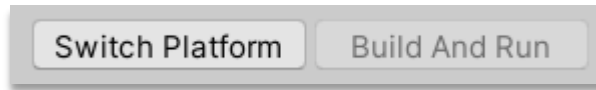


2 Make sure all scenes are checked. Under Platform, click WebGL.





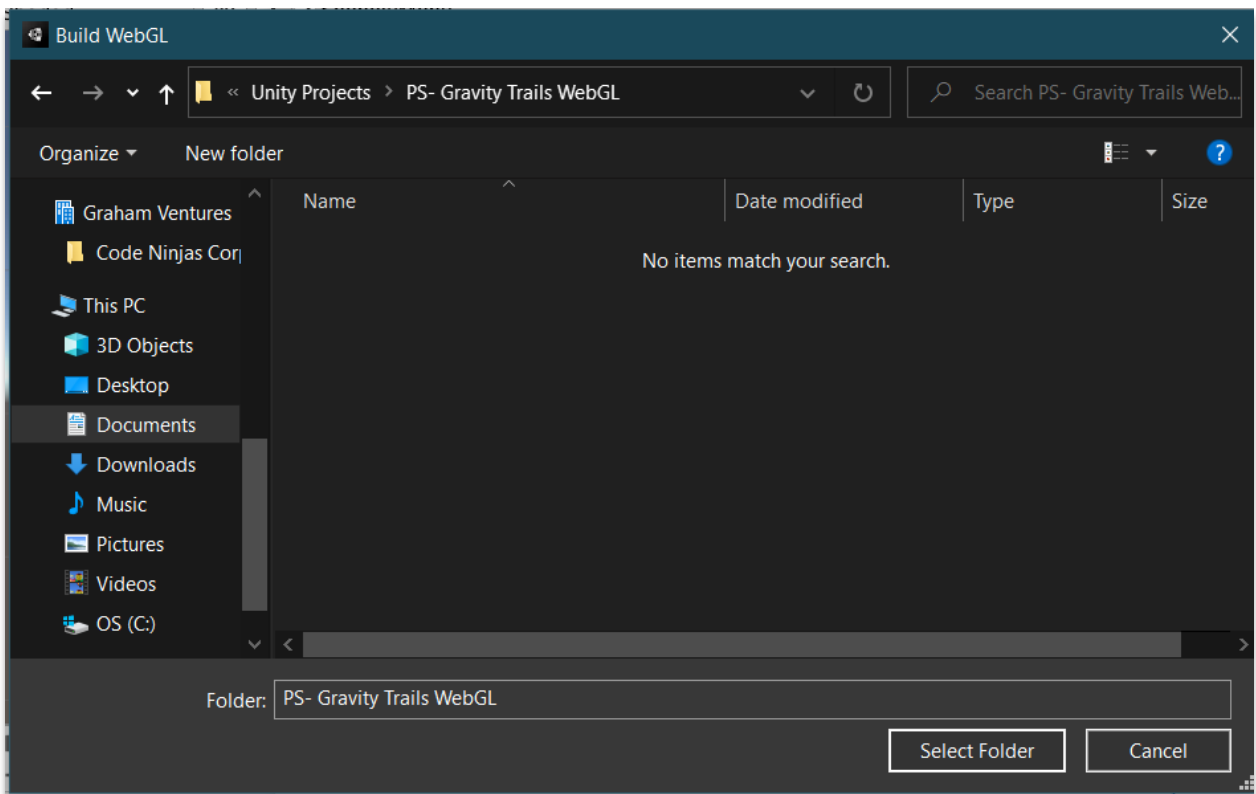
3 Click "Switch Platform." This may take a few minutes.



4 Click Build And Run.

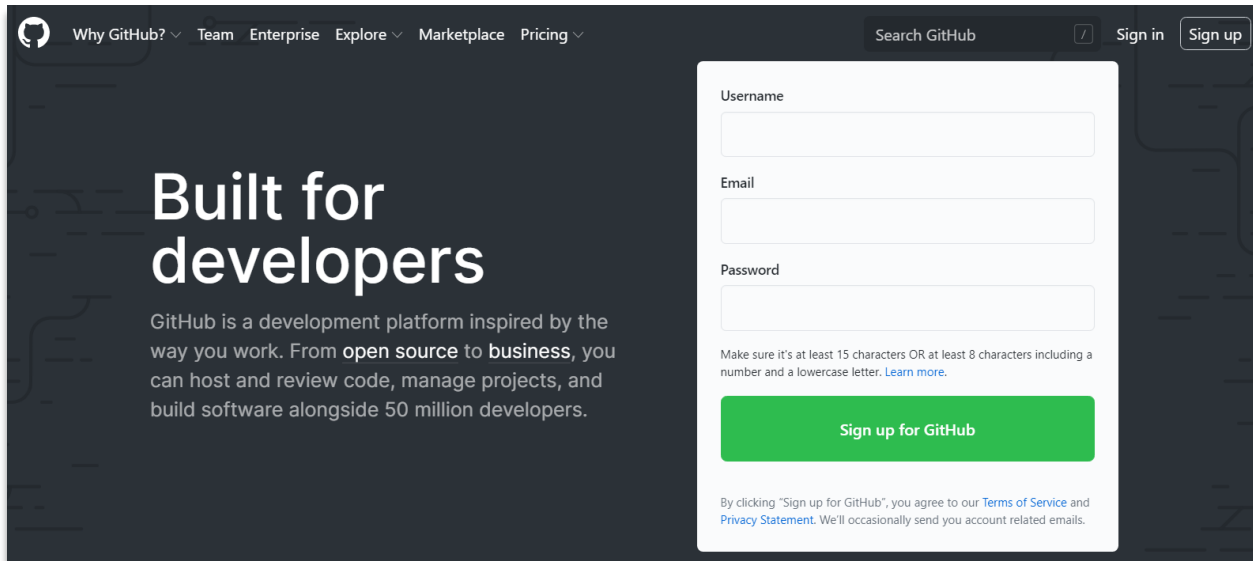


5 Create a folder and save the WebGL files in a location you will remember.

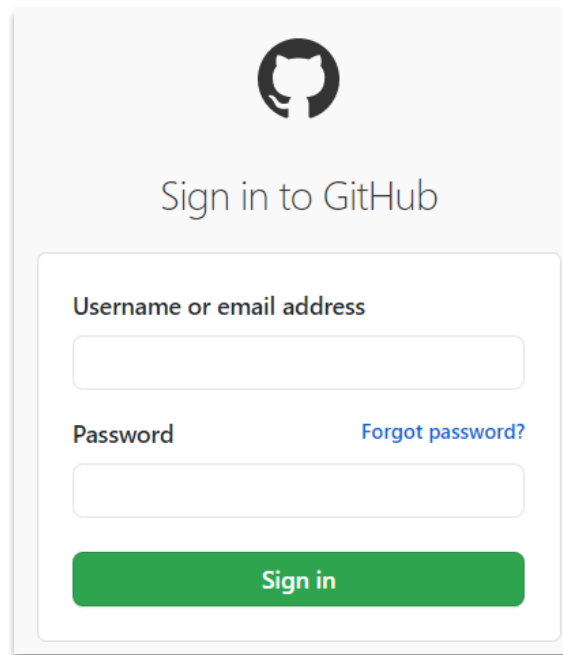




6 Go to GitHub.com and sign in. If you do not already have an account, create a free account.



7 Sign into GitHub.





8 In your dashboard, click the “+ New Repository” button.



9 Create a new repository.

Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository.](#)

Owner * Repository name *

/

Great repository names are short and memorable. Need inspiration? How about `potential-system`?

Description (optional)

Public
Anyone on the internet can see this repository. You choose who can commit.

Private
You choose who can see and commit to this repository.

Name your repository, most likely the name of your game.

Initialize this repository with:
Skip this step if you're importing an existing repository.

Add a README file
This is where you can write a long description for your project. [Learn more.](#)

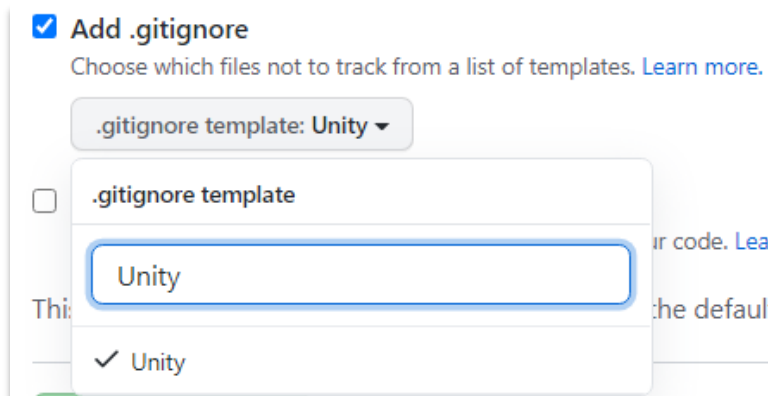
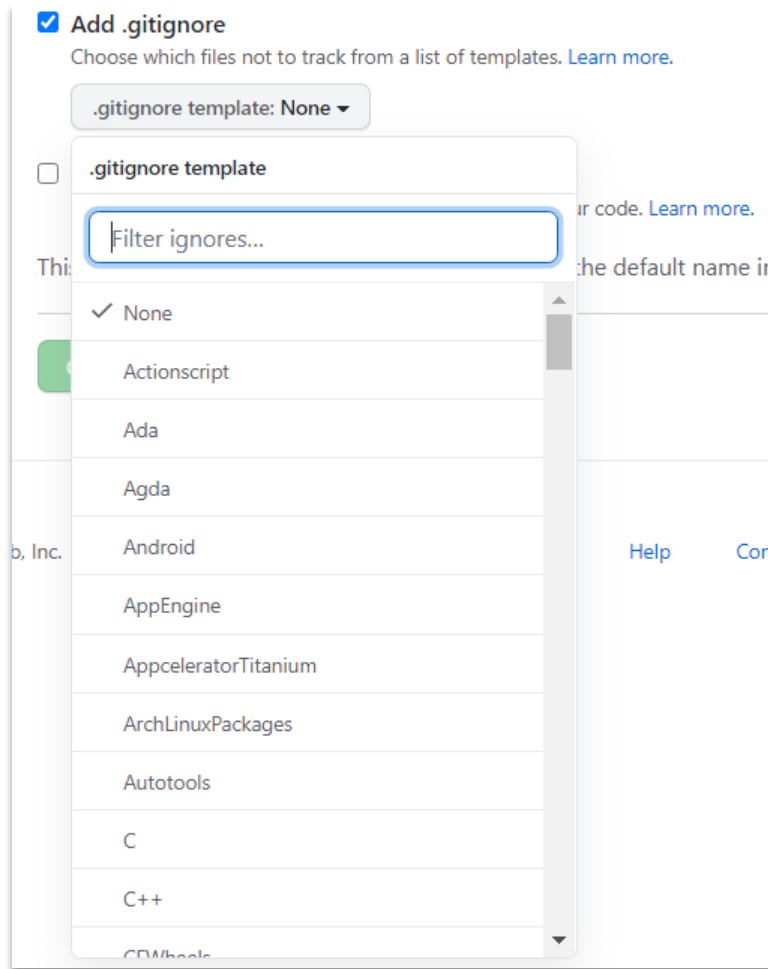
Check the box that says Add a README file.

Add .gitignore
Choose which files not to track from a list of templates. [Learn more.](#)

Click the “Add .gitignore” box.



10 Click the .gitignore template: None dropdown menu, and type "Unity".



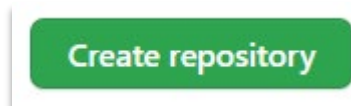


11 Leave the “Add a license” box alone unless you know what kind of license you want to use.

Choose a license
A license tells others what they can and can't do with your code. [Learn more.](#)

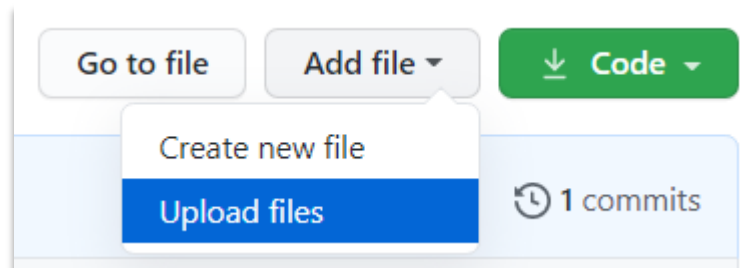
This will set `main` as the default branch. Change the default name in your [settings](#).

12 Click the Create repository button.



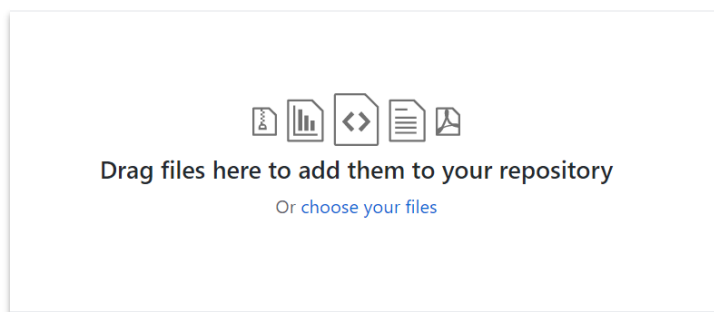
The screenshot shows a GitHub repository page for 'pollysmith / PS-Gravity-Trails'. At the top, there are navigation tabs: Code, Issues, Pull requests, Actions, Projects, Wiki, Security, Insights, and Settings. Below the repository name, there are buttons for 'Go to file', 'Add file', and 'Code'. A dropdown menu is open under 'Add file', showing options for 'Create new file' and 'Upload files'. The repository content shows a file tree with '.gitignore', 'README.md', and 'PS-Gravity-Trails'. The right sidebar contains sections for 'About', 'Releases', and 'Packages'.

13 Click Add file, then Upload files.

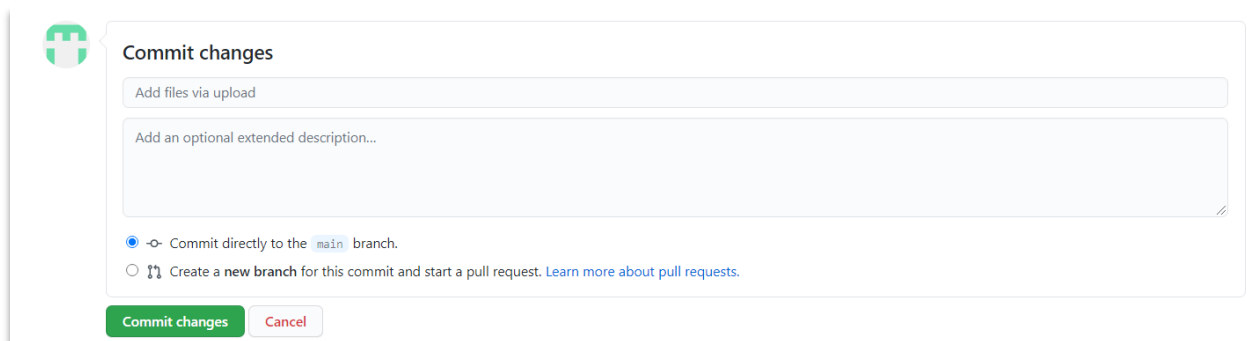




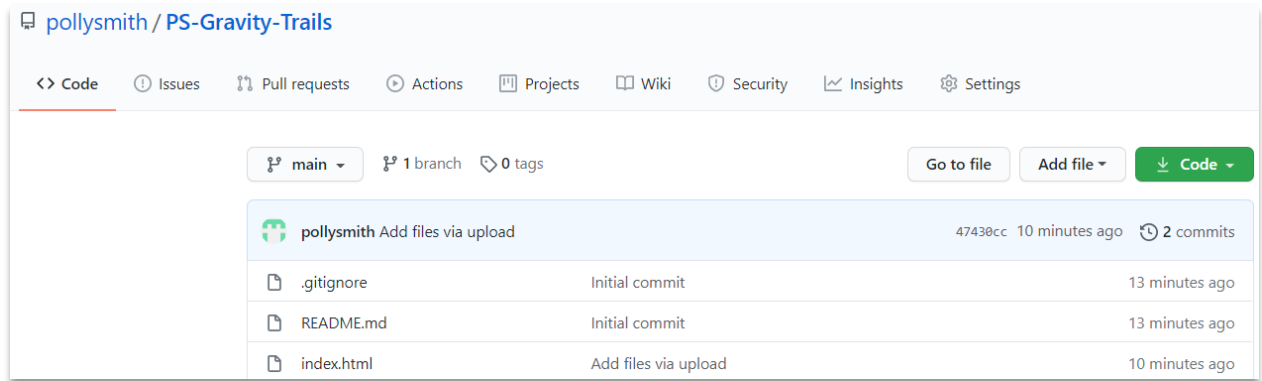
14 Click “choose your files,” then locate the folder where you saved your project’s WebGL files. Upload *index.html*, *Build/*, and *TemplateData/*



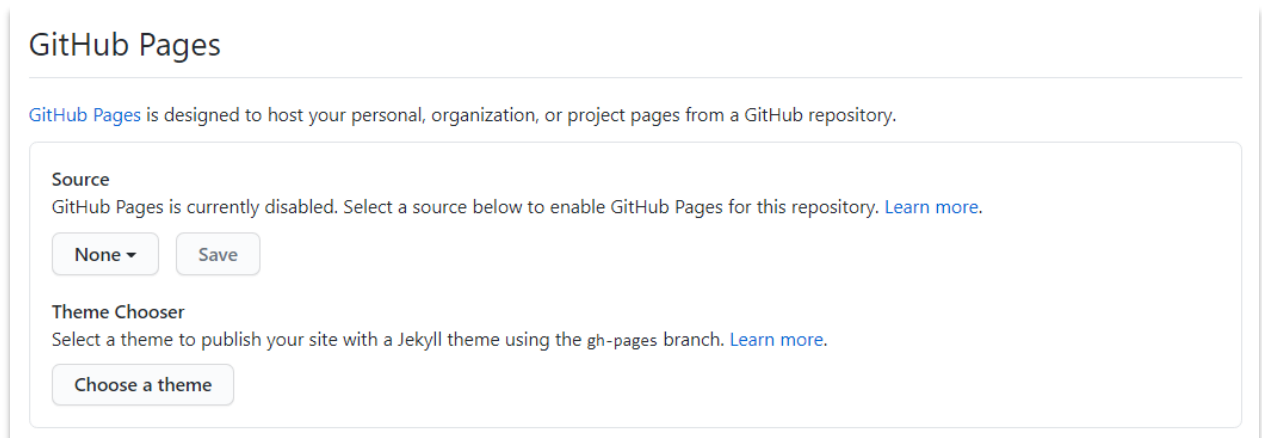
15 Click Commit changes.



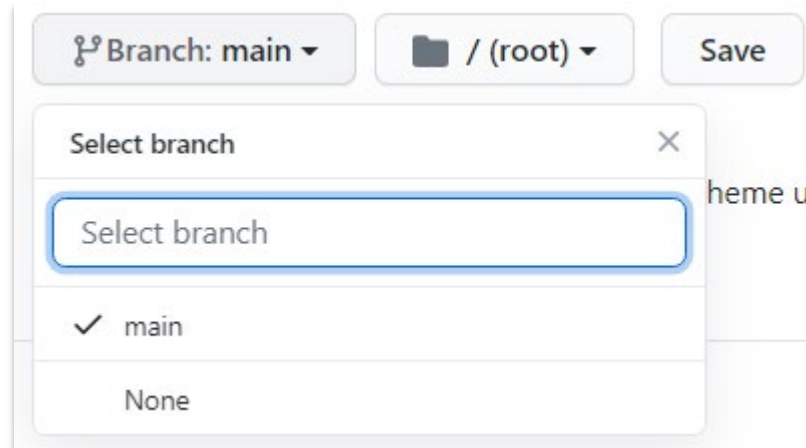
16 Once your files are uploaded, click on “Settings”.



17 Scroll down to "GitHub Pages".



18 Click the dropdown menu under "Source" and select "Main," then click "Save."



19 Wait while the page is being published, you may have to click refresh until the page is published.

GitHub Pages

GitHub Pages is designed to host your personal, organization, or project pages from a GitHub repository.

✓ Your site is published at <https://pollysmith.github.io/gravityfalls/>

Source
Your GitHub Pages site is currently being built from the main branch. [Learn more.](#)

Branch: main | / (root) | Save

Theme Chooser
Select a theme to publish your site with a Jekyll theme. [Learn more.](#)

Choose a theme

Use this link to share your project!

20 Click on the hyperlink to open your project page. Test out your project to make sure all parts work and look the way you want.



21

You will use this GitHub URL when you and your Code Sensei submit your Gold Belt project!



Release Candidate Phase – Revisions

Once you've received feedback from the Code Ninjas Education Team, work with your Code Sensei to make any changes based on their recommendations.

When you've made updates to your project, have your project playtested by at least 1 other ninja and 1 Code Sensei to ensure your project 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 **Release Candidate Phase – Playtesting** portion of your Gold Belt Ninja Planning Document by asking at least 1 other ninja and your Code Sensei to playtest and provide feedback on your project.

Once your project has been updated and playtested, work with your Code Sensei to resubmit your project using the Gold Belt Project Release Candidate Submission Form.

Continue to revise and resubmit your project until it is approved by the Code Ninjas Education Team.



Finishing the Release Candidate Phase

After your project has been approved by the Code Ninjas Education Team, 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 #5 - Release Candidate

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

- Discuss the feedback you received from the Code Ninjas Education Team and share examples of how you revised your project based on their feedback.
- Give examples of how you have used feedback to iterate on your project.
- Share how you plan to celebrate your big achievement!

Release Candidate Phase Checklist

- ✓ I submitted my project for feedback through the Gold Belt Project Release Candidate Submission form.
- ✓ I revised my project based on feedback from the Code Ninjas Education Team.
- ✓ I revised and resubmitted my project until it was approved by the Code Ninjas Education Team.
- ✓ My project is bug-free.
- ✓ I recorded Dev Diary #5 with my Code Sensei.