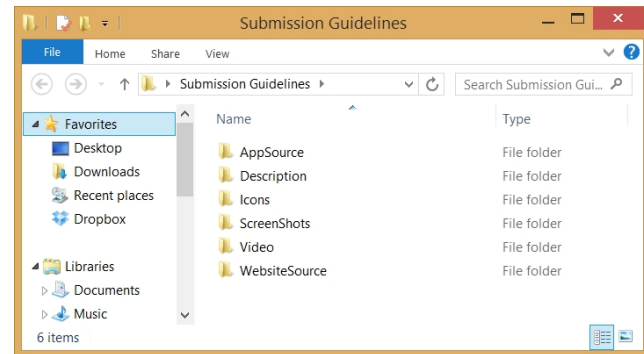


APPLICATION DEVELOPMENT

Summary of project submission guidelines:

1. Application Source Code
2. Description
3. Icons
4. Screenshots
5. Video
6. Website Source Code



1. Application Source Code

- 1.1 Turn on meta files.
- 1.2 Switch to Android Platform, Set the bundle identifier properly, with splash screen and icons. Icons must be the same as the marketing materials.
- 1.3 Set the correct app id: **my.magicx.appdev.YOURPROJECTNAME**
- 1.4 Setup splash screen image in ProjectSettings.
- 1.5 Set landscape or portrait mode properly. Set AutoRotation and choose allowable rotation so you can rotate it.
- 1.6 Deploy and ensure there are no errors in building the apk file.
- 1.7 Test it works on different devices on different resolution, portrait and landscape mode.
- 1.8 Save and Close Unity, Delete Library and Temp folders.
- 1.9 Zip up the Assets and ProjectSettings Folder.

2. Description

Related links:

- <http://www.gamesbrief.com/2013/06/describe-your-game-better-hook-more-players-make-more-money/>
- https://www.gatherdigital.com/apple_submission

3. Icons

Related link:

- <http://www.vickiwenderlich.com/2012/09/app-icon-size-reference-chart/>

4. Screenshots

- At least three screenshots (pictures) of your game.

5. Video

- Do not make a long duration movie.
- 1-2 minutes.
- Cover a variety of interesting and attractive game plays.
- Do not put a text “coming soon” in the video.

6. Website Source Code

- For marketing purpose.
- Build and save your own website in HTML format.
- Do not use any online auto-generated web development (the source code cannot be extracted).