Getting Started With the Google Engine

- Download the Google App Engine SDK for Python by following the instructions here https://cloud.google.com/appengine/downloads
- Download the template project on D2L
- Run the Google App Engine Launcher installed previously and go to File>Add Existing Application
- Select the previously downloaded template folder and click add(If the font is black = successful import; red = failed import)
- You can now test the game by selecting the project and clicking run….. Then click browse

Changing Project Name

- Change the name of gametemplate.py and two lines in app.yaml (locations described in file to [Your game name]
- Change template.html name to something suitable for your game's main html file and replace the line containing template.html in gametemplate.py to [name you chose].html

Launching Game Project

THIS STEP IS ONLY FOR THE INDIVIDUAL UPLOADING THE GAME!!

- Login to the Google Developers Console here: https://console.developers.google.com/project/game-login?_ga=1.26072697.573664389.1439314708
- On the upper left corner of the screen there will be a drop down arrow to click. Select the create a project option
- Give the project name and the project ID the same name as the [YourGameName].py file.
- If that ID is taken then you will have to change the name using the first step in the Changing Project Name section above.
- Once you have given it a suitable ID you can then select the project you want to launch of the same name in the google app engine launcher and click launch.
- The prompt shown at this point should indicate whether or not it was successful(Look for a print out that says deployment successful)
- This will be the link to your uploaded game(Change your-app-id accordingly): `http://your-app-id.appspot.com/`