



Submissions Guide

Congratulations! You're almost at the end of the Unseen Galaxy experience. Now it's time to send off your game for submission and, eventually, publishing. Before we publish it, we'll need to look at your hard work and check that it follows our guidelines (found on the website) and the [itch.io quality guidelines](#).

The screenshots, cover image and descriptions (assets) are classed as 'metadata'. Provide us with great assets (screenshots, videos etc.), and Unseen Galaxy will create your store page using these, so the better they look, the more exciting your game will appear on the store.

You must fill in the form and upload your build and metadata to submit your game here.

We'll need you to include all the metadata for your project. Any information that might help us identify who your team is, your game, and the information you want to give to your audience to appeal to them. Please ensure your submission includes all of the below before sending it to us.

Please note: Games uploaded to Itch.io cannot be larger than 1GB.

Team Name - What is your team name?

School/College - Where are you submitting from?

Title - What is your game called?

Project URL - All games published through Unseen Galaxy will have the URL <https://unseen-galaxy.itch.io/>. What comes after it will be your choice (no spaces, please).

Short description or tagline - A brief but compelling description of your game or a tagline. One or two sentences would be a perfect short description; a tagline could be just a few words. An example description for Fall Guys could be "An adorable mini-game battle royale". Take a look at [Goodbye Doggy](#) on itch.io. Their short description perfectly describes the entire game.



Classification - itch.io likes to ask you what you're uploading. Hopefully, you'll send us a game, so include that in your submission.

Kind of project - Is your game playable in a browser, or does it need to be downloaded?

Gameplay video/trailer - The perfect marketing tool to grab your audience's attention! Take a look at your favourite game trailers or posters and take some inspiration. [Please Fix The Road](#) is an indie game with a simple trailer that clearly shows players what they can expect, accompanied by a great soundtrack. Itch.io supports links to YouTube, Vimeo and SketchFab. Upload your trailer to any of these sites and make sure that it's visible to everyone so that people can see your fantastic creation.

Cover image - This is the central 'key art' used on the itch.io storefront. The image should relate to what the game is about or feels like to play. It should stand out amongst other games and look as eye-catching and original as possible. The image should be, at a minimum, 315 x 250, but it is recommended that it is 630 x 500. Images uploaded to itch.io can be no larger than 3MB.

Full description - Here's where you can explain in more detail what your game is. Try to keep it simple, brief and compelling. Going back to [Please Fix The Road](#), there is a clear explanation of the game and its gameplay. Look at some more games on the [itch.io homepage](#) and see how they are described.

Genre - What genre is your game? Choose from those on the form)

Tags - Tags are terms that a player might search for to find your game. Include as many as you like so your audience can easily find your game. Select these from the drop-down list on the submissions form. Take a look at the selection of tags that are used on the [itch.io homepage](#), and think about what ones you might be able to use to describe your game best. Itch also has some [tips](#) for choosing tags.