

Game Implementation

Stage 1: Prototype

1. implement core gameplay and iterate as much as possible
2. implement a tweak screen to tweak gameplay variables in realtime
3. variables like: walk speed, jump power, any timings, player damage, hp, etc
4. will make gameplay iteration much faster

Stage 2: Core

1. add all gameplay elements
2. put in basic graphics placeholders
3. will give you the idea how the game will look like when completed
4. will give you first feedback if there are any problems with presenting gameplay mechanics
5. tweak untill good

Stage 3: Support

1. implement any gameplay-supporting algorithms
2. procedural generation (terrain, situations, random encounters, enemy placement, etc)
3. implement any external tools you will need to import game content
4. importers for content (game levels, fontmaps, etc)
5. any editors you might need if nothing suitable is already available

Stage 4: Game

1. prepare all rendering and sound logic
2. prepare all user interface and menu logic

Stage 5: Content

1. create and import game content (levels, user interfaces, menus, characters, etc)

Stage 6: Presentation

2. create and import graphics and sounds

Stage 7: Polish

3. polish and tweak as much as possible
4. test on all target platforms
5. kill as many bugs as possible
6. optimize performance as needed