**Planning:**

* **Define project objectives, scope, and constraints.**
* **Create a project plan, including a timeline and resource allocation.**
* **Identify and assign team roles and responsibilities.**
* **Establish communication channels and project management tools.**
* Conduct a risk assessment and develop a risk mitigation strategy.???????????
* ~~Define the project's budget and funding sources (if applicable).~~
* **Gain project approval from stakeholders or instructors.**

**Analysis:**

* Conduct market research to identify target audience and competitors.???????????
* **Gather and document high-level requirements for the platformer game.**
* ~~Perform user interviews or surveys to gather user preferences.~~
* Create user personas and use cases to understand user behavior.?????????????
* **Analyze technical requirements, including platform and technology choices.**
* Identify potential integration points with external services or APIs.????????????????

**Design:**

* **Create detailed game design documents specifying game mechanics, levels, and characters.**
* **Develop wireframes or mockups for the user interface.**
* ~~Design the game's architecture, including database structure and component diagrams.~~
* **Plan the user experience (UX) and user interface (UI) design.**
* **Design algorithms for gameplay mechanics (e.g., character movement, physics).**
* **Specify the art style, graphics, and visual assets required for the game.**

**Implementation:**

* **Write code for the game engine and gameplay mechanics.**
* **Develop user interface elements and interactive elements.**
* **Create and integrate audio and sound effects.**
* ~~Implement any networking or multiplayer functionality (if applicable).~~
* **Integrate third-party libraries or tools as needed.**
* Conduct code reviews and maintain coding standards.???????????????????????????
* **Regularly commit code to version control and ensure version control best practices.**

**Testing:**

* **Develop a test plan outlining testing strategies and test cases.**
* **Perform unit testing to check individual components and functions.**
* **Conduct integration testing to ensure different parts of the game work together.**
* **Execute user testing sessions to gather feedback from real users.**
* Perform performance testing to assess the game's speed and responsiveness.????????
* **Identify and fix bugs and issues during testing.**
* ~~Ensure cross-platform compatibility (if applicable).~~

**Deployment:**

* **Prepare the game for release, including packaging and compiling.**
* Create marketing materials, such as trailers, screenshots, and promotional text.??????
* ~~Set up distribution channels (e.g., app stores, websites) for releasing the game.~~ 🡨(GitHub)
* ~~Test the deployment process to ensure a smooth release.~~
* **Deploy the game to the target platform(s).**
* ~~Monitor the release and gather initial user feedback.~~

**Maintenance:**

* Continuously monitor the game for bugs and issues reported by users.???????????
* Regularly update the game to fix bugs and improve performance.??????????
* ~~Develop and release patches or updates with new features or content.~~
* ~~Provide customer support to address user inquiries and issues.~~
* ~~Maintain server infrastructure (if online components are included).~~
* ~~Monitor and analyze player metrics for ongoing improvements.~~

**Wrap-Up:**

* Conduct a post-mortem meeting to review the project’s successes and challenges.?????????
* **Create a final project report summarizing the entire development process.**
* **Archive project documentation and assets for future reference.**
* Evaluate the project against the defined objectives and KPIs.???????????
* **Gather feedback from team members and stakeholders for future improvements.**
* Plan for potential post-launch activities (e.g., expansion packs, sequels).???????????????