



FALMOUTH
UNIVERSITY

Lecture 2 - Manifestos

GAM320: Major Game Development Project: Pre-Production

Module Aims

- “To carry out the pre-production of a market-viable digital game.”
- More broadly
 - work in a **multi-skilled team** and start work on a project that you will continue to **develop throughout the year**
 - You will **build** upon your **learning experience** from the **prior stages** of the **course** to **develop** your **skills**
 - With formative feedback from your tutors, you begin to build your game using **Agile** and **iterative** methods

Resources 1

- Cerny Method
 - <https://www.youtube.com/watch?v=QOAW9ioWAvE>
- Pre-production of Resident Evil 7
 - <https://www.youtube.com/watch?v=gWpKYR0conM>
- Art of Pre-Production
 - <https://www.youtube.com/watch?v=s2u4jhpZkTQ>