**Game Development**

Well, first things first.

The passage is about GD. At the beginning the reader is told about what the GD is. The author describes GD phases ranging from concept generation to release. Besides, the author dissects graphic types, but more on that in a little while. So, as a matter of fact, Game development can be undertaken by a large game development studio or by a single individual, who thinks outside the box.

Alright, so, moving on from introduction to the main plotline. A video programmer develops video games intended for amusement. He is charged with the task of writing the code that runs the game. They are also involved in scripting supplemental components. As is the case here: a programmer specializes in creating vertex shading, which provides sharp contrast and color hues.

Following that, graphic types are discussed. Depending on the device the game is designed for, the programmer may be asked to develop two dimensional or three dimensional graphics, with the former usually being reserved for cell phones.

Some video programmers specialize in [animation](https://www.wisegeek.com/what-Is-animation.htm), which involves developing a set of physic laws that resemble those found in the natural world.

In the last paragraph the author informs that not only can seasoned developers build a game, people with no programming skills can also do so.