Commercial videogame development

I am Juan Pablo Cardoso, a Software Engineering student. The subject of my presentation today is the development of a commercial videogame called Flagr.

This presentation is divided into six sections.

Planning

Analysis

Design

Programming

Testing and integration

Deployment

To start with, I’d like to talk about Video game planning. In this step the videogame platform, genre, target market and main mechanics are decided. Firstly, the videogame platform was chosen to be Android because it was the largest market for mobile videogames. A platform is the environment that the software (in this case a videogame) uses to run. Then, the videogame genre was decided to be puzzles due to it was one of the most popular ones in the selected platform. A game genre is like a music genre because it is a way to classify different types of videogames.

https://bigwater.consulting/2019/04/08/software-development-life-cycle-sdlc/