**1. Introduction**

* **Research Context**: Introduce the topic of game development and the **significance of efficiency strategies** within development cycles.
* **Research Question**: **How are efficiency strategies embedded within the development cycles of individual versus large-scale game development projects**?
* **Objective and Scope**: Outline the goals of the report, **comparing different approaches** to development cycles at individual vs. large-scale levels and examining my own project’s development process as **a case study.**

**2. Literature Review**

* **Game Development Cycles**: Summarize **different phases** of development cycles commonly seen in game development
* **Efficiency Strategies in Game Development**: Review efficiency strategies in game development, such as **agile practices, automation in testing and deployment, resource management, etc.**
* **Scale and Resources in Game Development**: Explore literature on how individual developers and large-scale teams structure and scale their cycles differently, based on **resources, team size, and project complexity.**