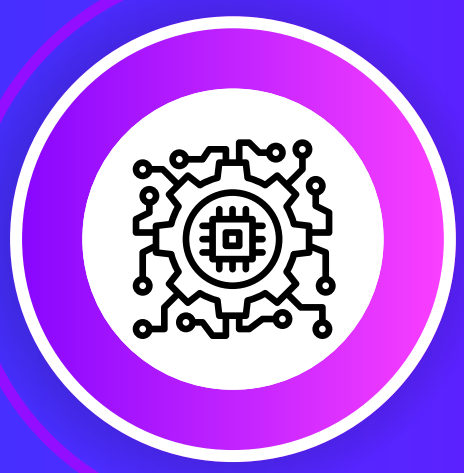
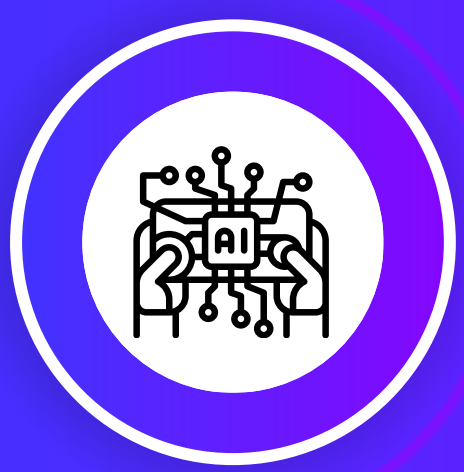
Resource Management for Online Game Development



PLANNING FOR SOFTWARE PROGRAMMING LANGUAGE

- Describe the scope and idea of the game.
- Determine the precise resources (developers, designers, artists, servers, etc.) that are required.

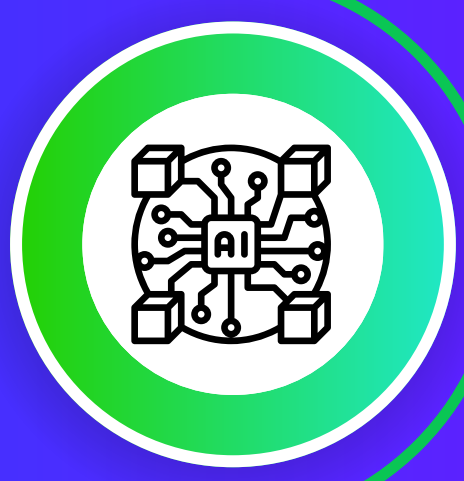


SET ANALYSIS

- Assess the required skills for different development phases.
- Match tasks with team members' expertise.

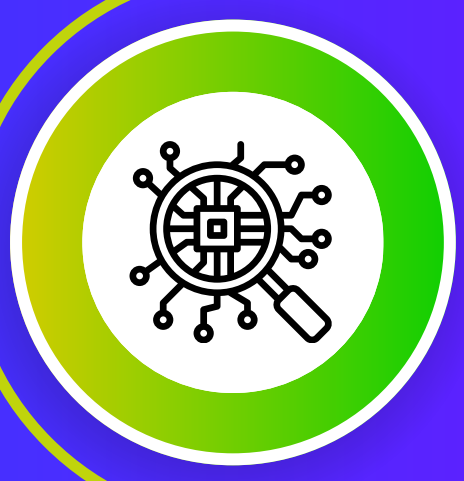
AGILE DEVELOPMENT:

- Implement agile methodologies for flexibility.
- Regularly reassess resource needs based on project progression.



ASSET CREATION

- Manage the production of game assets (graphics, audio, code).
- Ensure seamless collaboration between artists and developers.



SERVER INFRASTRUCTURE

- Allocate resources for server development and maintenance.
- Consider scalability and performance requirements.

TESTING AND QA:

- Dedicate resources to thorough testing phases.
- Identify and address bugs and performance issues.

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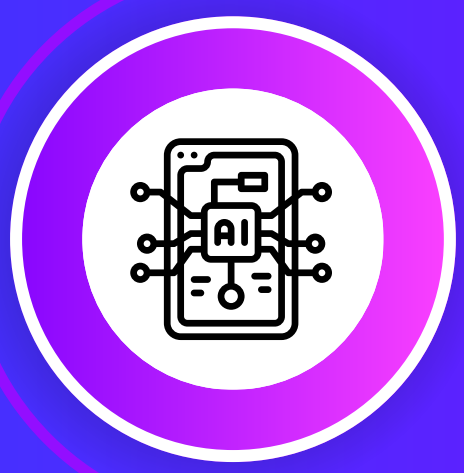
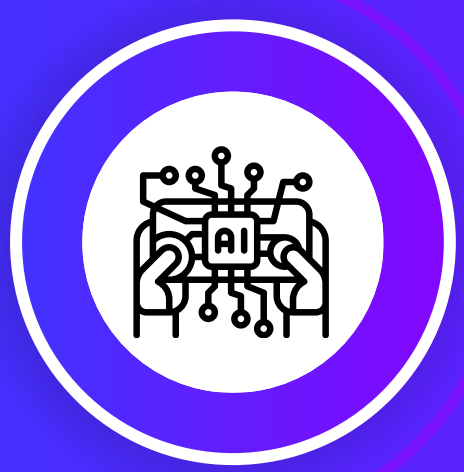


COMMUNITY MANAGEMENT:

- Allocate resources for community engagement.
- Monitor and respond to player feedback.

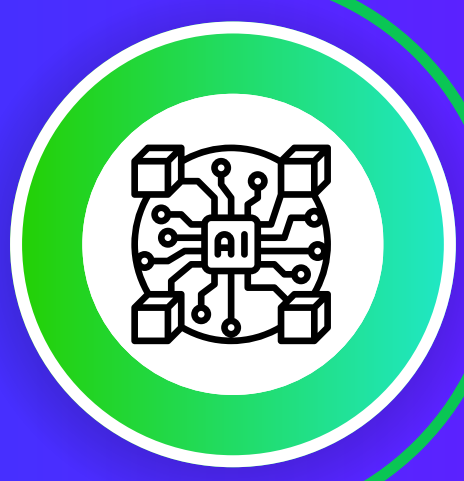


DATA ANALYTICS

- Allocate resources for gathering and analyzing player data.
- Use insights to inform future development decisions.

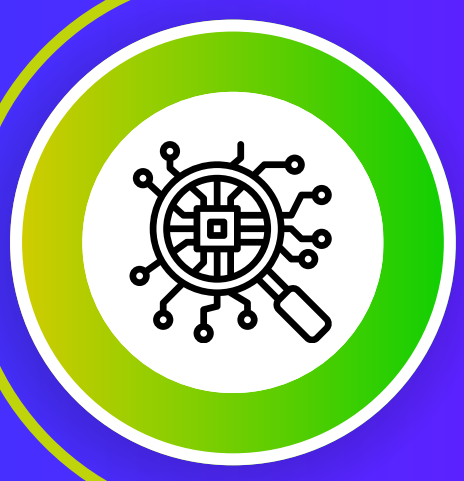
BUDGETING

- Develop a budget for each phase of the project.
- Monitor expenses and adjust allocations as needed



RISK MANAGEMENT

- Identify potential risks and challenges in advance.
- Develop contingency plans for critical resources.



POST-LAUNCH SUPPORT

- Allocate resources for customer support post-launch.
- Address issues promptly to maintain player satisfaction.

PERFORMANCE EVALUATION

- Conduct regular assessments of individual and team performance.
- Provide constructive feedback and recognition