

**Submitted By:**

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**Submitted To:**

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Professor

Department of Computer Science & Engineering

**Course Name:** Multimedia and Animation Techniques Lab

**Course Code:** CSE-456

**Lab Report 1**

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Department Of Computer Science & Engineering

Jahangirnagar University

**Objective**: Game Development is the art of creating games and describes the design, development and release of a game. It may involve concept generation, design, build, test and release.The objective is to build up a team which will develop the game "Mr. Bean-এর বীণ"

**Team**

Roles,Task and name of the corresponding professional are mentioned bellow:

**Producer:** A video game producer is in charge of the business and marketing sides of game development, including managing the budget. The producer will oversee production, manage the development team, and helm the schedule, making sure all deliverables are completed on time.

I appoint myself to be the producer

**Project manager:** A project manager oversees all of a game’s developmental processes, ensures milestones are met, and serves as the liaison between the design team members and the executives. Project managers anticipate potential problems or risks they may encounter, and already have solutions ready to deal with any obstacles that may occur.

Name of the project manager: Murad Hossen

**Game designer:** Video game designers develop the concept, storyline, characters, dialogue, as well as all the rules of the game. Designers determine how difficult the game should be, as well as what kind of obstacles the player will encounter.

Name of the Game designer: Taher Irfan

**Game programmers:** Game programming involves writing the code for the game and producing playable versions for prototyping and eventual release. Programmers implement the game mechanics, create the user interface, and add music and graphics while developing necessary algorithms that help the game run smoothly.

Name of Game Programmers: Toufiq, Methun

**Game artists:** Animators, 3D artists, and visual effects (FX) artists are all responsible for developing the look and feel of the in-game assets. Sound designers and audio engineers are also integral to the process, as they will create all the sounds that are heard in-game, from the opening theme to the sound effects of the menu.

Name of Game artists: Supti,Luva

**Level designer:** A level designer creates the levels and missions in a video game. Level designers draw inspiration from the concept art and the game design document (GDD), to create a believable environment, establish the boundaries of the game, and maintain a style consistent with the game’s objectives. Level design is where the physical limitations of the world are established.

Name of Game artists: Lima,Anowar

**Quality assurance (QA):** The quality assurance team tests a game over the course of its development. Quality assurance testers, also known as video game testers, will play through a title multiple times, making detailed reports of any bugs or crashes they experience. Quality control tests ensure that gamers will not encounter any glitches or issues which may negatively affect their playing experience.

Name of Quality Assurance Engineer: Mahmudul Mehedi

**Realistic Time Frame:**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Start Date | End Date | Duration (days) |
| Planning | 20 Feb | 12 Mar | 20 |
| Pre-production | 13 Mar | 12 Apr | 30 |
| Production | 13 April | 11 Aug | 120 |
| Testing | 12 Aug | 1 Sep | 20 |
| Pre-Launch | 2 Sep | 2 Oct | 30 |
| Launch | 3 Oct | 23 Oct | 20 |