Cipher Protocol Game Development

1.0 Pre-Production Stage

1.1 Conceptualization

1.1.1 Game Core

1.1.1.1 Market Research and competitor analysis

1.1.1.2 Game vision and goals

1.1.1.3 Game art style concepts

1.1.2 Game world

1.1.2.1 World building

1.1.2.2 Main character bio and background

1.1.2.3 Storyboard and game narrative

1.2 Designing

1.2.1 Gameplay

1.2.1.1 gameplay mechanics

1.2.1.2 Gameplay testing

1.2.2 Visual

1.2.2.1 Characters

1.2.2.2 World

1.2.3 Technical

1.2.3.1 Game Engine selection

1.2.3.2 Game physics

1.2.3.3 Documentation

1.2.4 Game Music

1.2.4.1 Music selection

1.2.4.2 Licensing

2.0 Production Stage

2.1 Artistic Production

2.1.1 Graphics

2.1.1.1 Character production

2.1.1.2 2D/3D models

2.1.1.3 Animations and effect

2.1.1.4 UI/UX elements

2.1.2 Audio

2.1.2.1 Sound effects

2.1.2.2 Dialogue development

2.1.2.3 Record voiceovers

2.2 Programming

2.2.1 Gameplay

2.2.1.1 code mechanics of gameplay

2.2.2.2 coding game physics

2.2.2.3 development of multiplayer features

2.2.2 World

2.2.2.1 Coding of world

2.2.2.2 Cutscenes development

2.2.2.3 Environment storytelling

2.2.3 Level Design

2.2.3.1 Puzzles and Challenges

2.2.3.2 In-game events and interaction

2.3 The Game

2.3.1 Integration

2.3.1.1 Integration of music, visual and programming

3.0 Testing Stage

3.1. In house

3.1.1 Functional Test

3.1.1.1 Test Gameplay mechanics

3.1.1.2 Verify UI elements

3.1.1.3 Integration of graphics and sound check

3.1.1.4 Test Game mode

3.1.2 Compatibility Testing

3.1.2.1 Test on desired consoles and PCs

3.1.2.2 Test on different settings (resolution, graphical)

3.1.3 Performance Testing

3.1.3.1 Measure frame rates

3.1.3.2 Optimize memory usage

3.1.3.3 Test load times

3.1.4 Security Testing

3.1.4.1 Test for hacking, cheats and data breach

3.1.4.2 Verify game complies with privacy regulation

3.1.5 Regression Testing

3.1.5.1 Retesting after each update

3.2 External

3.2.1 Closed Beta Testing

3.2.1.1 Data collection and feedback from beta tester

3.2.1.1 Identification and documentation of critical bugs

3.2.2 Open Beta

3.2.2.1 Server stability check

3.3 Final QA

3.3.1 Bug extermination

3.3.1.1 Address critical bugs

3.3.1.2 Retest affected area

3.3.2 Fine Tuning

3.3.2.1 Final touches

3.3.1.2 Certification Testing

4.0 Launch Stage

4.1 Final Preparation

4.1.1 Marketing

4.1.1.1 Game Trailers and promotional content

4.1.1.2 Coordinate with streamers for early access

4.1.2 Pre-orders

4.1.2.1 Open pre-orders with exclusive contents

4.2 Release Day

4.2.1 Game Release

4.2.1.1 Monitor for technical issues or bugs

4.2.1.2 Engage with the community and media to continue promote the game

4.2.1 Post-Launch Support

4.2.1.1 Deploy a day-one patch to fix any issues in final testing phase

4.2.1.2 Monitor social media for player concerns

5.0 Post-Production Stage

5.1 Evaluation

5.1.1 Performance metrics

5.1.1.1 Sales

5.1.1.2 User Engagement numbers

5.1.1.3 Player retention

5.1.2 Project review

5.1.2.1 Project delivery

5.1.2.1 Customer satisfaction

5.2 Maintenance

5.2.1 Bug Fixes and Patches

5.2.1.1 Monitor feedback and identify bugs

5.2.1.2 Continuously test the game