Article Review: Game development software engineering

process life cycle: a systematic review.

There has been a drastically rapid advancement of computer technology over the past few years and the importance of software engineering is unprecedented. Technology has been amazing people since it has started developing, however after so much advancement unless there is something new to startle us, we will get bored after a while. A new thing in this era that is software games has been extensively accepted by people of all ages as it is something new and interesting and something to look forward too. Software games have become increasingly popular amongst the crowd however the development of these software games is a complex task. The reason for it being so complex is the multidisciplinary nature of the process that combines sound ,art ,control systems, artificial intelligence, and human factors.

Inspite of the high complexity in the development of these games the software game market has been growing exponentially and it is showing no signs of going down in the near future. Game Development Software Engineering (GDSE) process is different from the traditional software development life cycle and it can be broken down into these three main phases: pre-production phase, production phase and post production phase. According to the reports it has been found that there has been a lot of research on the pre-production phase and even more on the production phase and relatively less research activity on the post-production phase. The quality aspect of game development is not a mature field yet.

So the researchers need to pay more attention especially in the post production phase.

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