Game Development

Asignment # 04

Rimsha Bilal

Ali Sher Kashif

FA17-BS(CS)-062-B

COMSATS University Islamabad

(Sahiwal Campus)

Question#01

1) <u>Software Developers:</u>

Software developers are the persons who develop and maintain computer programs . They are the creative minds that gives us systems to perform computer related tasks and other works.

- Software developers collaborate to create the best systems for the project or according to customer's needs.
- They oversee the project from beginning to end, from idea development to delivery.
- Once programs are completed, software developers are often responsible for maintaining the programs,
- Working out any bugs in the system or current to improve them as customer needs modification and grow.

Examples:

- Application software developers

- System software developers

Reference:

https://www.computerscience.org/careers/software-developer/

2) <u>Software Publishers:</u>

Software publisher is a company in software industry between the developer and distributer in some companies two or three of all these roles are combined. A software publisher:

- Tend to focus on all things marketing
- Give money to the developer while the software is being developed.
- They also care for distribution
- Mostly they handle customer support too

Example:

- Ketchup

- Microsoft

- Access software

Reference:

 https://en.wikipedia.org/wiki/Software_publisher

https://answers.yahoo.com

3) <u>Console Developers:</u>

A **console developers** is a company that manufactures and distributes video game consoles.

- It is also known as a major-party video game publisher,
- as well as permitting third-party publishers to produce games for its platform in return to licensing fees.
- It can be a person .

Examples:

- Atari
- Microsoft
- Nintendo

Reference:

http://dictionary.sensagent.com/Console%20manufacturer/en-en/#anchorWiki

4) Tool Developers:

Tool developers are the persons or organizations having high qualification of developing software's.

They design tool for developing programs

Also manage them and fixed bugs and errors

Example:

- NetBeans

- Microsoft Visual

- Eclipse

Reference:

https://search.yahoo.com/

5) Distributers:

A distributor is an mediator entity between a the producer of a invention and another entity in the supply channel or supply chain, such as a retailer, a value-added reseller (VAR) or a system integrator (SI).

- The distributor performs some of the same functions that a wholesaler does but generally takes a more active role.

In computer science, a distributer is a person or an organization who works as a connection between retailers and publishers.

Exmple:

- Daraz
- Amazon

Reference:

https://whatis.techtarget.com/definition/distributor

6) <u>Retailers:</u>

Retailers are the link in the supply chain between manufacturers and consumers.

A retailer makes sure that:

- should make the buying of goods easy for the consumer

Example:

Examples of online retailers are Amazon, eBay.

Reference:

https://en.wikipedia.org/wiki/Software_publisher

http://dictionary.sensagent.com/Console%20manufacturer/en-en/#anchorWiki

https://whatis.techtarget.com/definition/distributor

062

Question#02

During Game Development Milestones, describe each stage/definition/version or what are goals achieved at this stage

1) <u>Alpha Definition:</u>

A very early edition of a game product that may not contain all of the characteristics that are planned for the final version. Typically, games goes through two stages of testing before it is considered finished. The first stage Alpha Testing, called , is often performed only by users within the organization improving the game

Alpha state games are:
- Incomplete basic forms of the game
- Full of bugs
- Unbalanced in some areas (or all)

- Will have major changes at times (such as the removal of Station PvP which is being re-implemented and will not be removed from game0
- Graphics Artefacts
- And a lot of other inconsistencies with the game that won't be in a full release or even beta state games

Reference:

https://steamcommunity.com/app/255500/discussions/0/630800445001699632/

https://www.webopedia.com/TERM/A/alpha_version.html

2) <u>Beta Definition:</u>

Beta definition contains beta state games are in some cases a simple fine tuning of a 90% complete game, could be another stage for the devs to add another round of content for the end product itself. There are a lot of various ways to see what beta state games are and normally they are considered by the various numbers associated with them. a familiar way of seeing this (in most games but not all) are the 3 numbers in patch notes such as 0.1.9 (early beta phase) or 0.9.8 (late beta stage) different developers have various ways of doing this but the higher the number, the later in the innovation it is.

Beta state games include

- Less bugs and issues
- Better balancing
- Quicker hotfixes or updates
- More content (but not all)
- Game changes

Reference:

https://steamcommunity.com/app/255500/discussions/0/630800445001699632/

3) <u>Gold Master Definition:</u>

A golden master, or GM, is the final version of a software program that is sent to manufacturing and is used to make retail copies of the software.
The golden master follows some other stages in the software development process including:

- The alpha, beta, and release candidate stages.
- The final release candidate (RC) becomes the "release to manufacturing" (RTM) style, which is also called the golden master.

Reference:
https://techterms.com/definition/goldenmaster

4) <u>Post-Mortem:</u>

The project post-mortem shouldn't be seen as an inquiry. It's an investigation to discover all the lessons for the future -- not a opportunity to assign blame or put people on the spot. A productive project post-mortem is a opportunity to fully unpack a project's trajectory and dig deeper into why things unfolded the way they did.

Stages:

- Denial
- Anger
- Bargaining
- Depression
- Acceptance

Reference:

https://www.webopedia.com/TERM/A/alpha_version.html

https://steamcommunity.com/app/255500/discussions/0/630800445001699632/

https://techterms.com/definition/goldenmaster

062