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***Waterfall Methodology in Game Development***

One situation where the Waterfall methodology can be beneficial in game development is when developing a simple mobile game with a small team and limited resources. Mobile games are often smaller in scale compared to AAA titles and have shorter development cycles. In such cases, the Waterfall methodology can provide a structured and efficient approach to ensure that the game is completed within the given timeline and budget.

First off, we would create and gather information about our game and send it over to our development team. Then, the game development team works closely with the client or stakeholders to gather all the requirements for the game, including game mechanics, features, graphics, and audio.

Afterwards, we start designing our game. This includes creating the game's storyboard, developing the game's characters and assets, and designing the levels or stages of the game. Once the design is finished, it is handed off to the development team for implementation. The development team then follows a set plan and timeline to implement the game mechanics, integrate the assets, develop the game logic, and conduct rigorous testing to identify and fix any bugs or issues. Once development is complete, the game is thoroughly tested to ensure that it functions correctly, and all the features and mechanics work as intended. Any issues or bugs identified during testing are addressed and resolved. Once all that is done, the game is published to all mobile app networks that it can be played on (IOS, Android, Google, etc.). While it’s out, a support team is on standby to help out any users that have issues with the game. And that’s how I would use the Waterfall methodology in a game development situation.