

# Creation of a video game



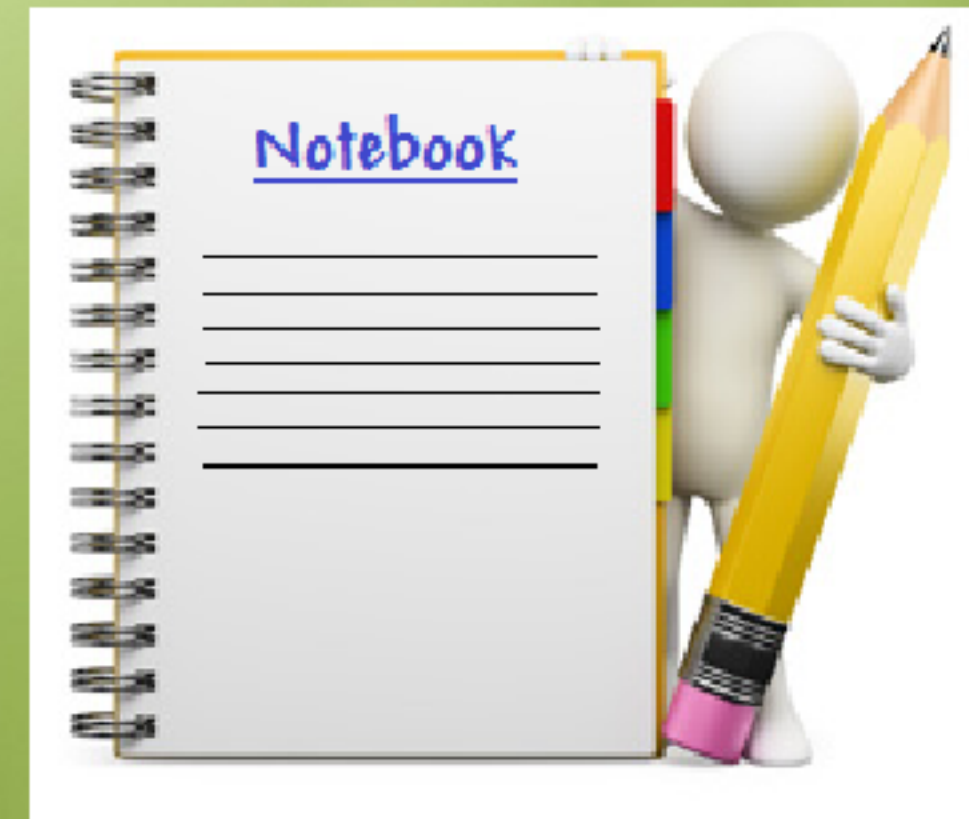
## STEP 1 :

The main mission of the scriptwriter is to build all about the story of the game, and the game's environment. He must before anything create a coherent universe and a main story which will be developed in the next steps of the game's development. He has to invent all the characters of the game, and define their physical (hair color, size, age), their psychological characteristics (his passions, what he loves, what he hates), and any other information allowing to know better the character. To create the characters, the game designer use archetypes (hero, thief, prince, princess) which give already certain points about the character. To write his scenario and find his inspiration, the scriptwriter will have to make also an important research work (myths founders, sociology, ethnology). The game designer sets up all the mechanisms of the game, it's the chain of stages, the geography of the game's world, sometimes the religions, and defines what will be the quest of the player.



## STEP 5 :

Contrary to what we could think, testing a game is less playing that hunt errors. This is a long process, tedious and repetitive. It is not enough to be a good player to be a good tester. It is a true job, which claim severity and self-sacrifice. It is part of tester to hunt bugs. Tester must pick up all handles of the future player. He has to clubbing the game, that is to say, try plenty of keystrokes possible. They also serves to contribute actively for tunes of game, to evaluate contents, and are responsible of playtests. Playtests are meeting where future consumers try the game in order to adjust if it doesn't appropriate. Keywords that describes a game tester are : severity, perseverance and communication.



## STEP 2 :

The specifications contains all parts planed for our game. Without that, we are going to lose ourselves in our project. Since everything must be made in the appropriate time, we need also to plan the order in this notebook. It has to be organized in order to be able to navigate as easily as possible. This notebook doesn't limits to contain information such as the aim of the game and the rules of the game. It must contains all what concern the game and that in every detail. We have to indicate inside, for instance, the color of walls, of floor, of team characters, of enemies, and so on. We have to indicate inside the size of textures, folder tree, file format to use, development libraries to use, and their versions. It is essential that specifications are well designed and well written, otherwise it doesn't simplify the work afterwards.



## STEP 3 :

Now, it's time to realize a prototype. It's a essential stage in the realization of a game. The modelling is a technique allowing to realize a version not finished of a product in order to study very early the advantages and the inconveniences. It allows to test it with end users and to estimate it before this one arrives to a state "Ending", a state where the correction of a major problem will be more binding and more expensive than if this one had been revealed earlier. A prototype often requires working months, important resources, and artistic skills.

**STEP 4.A :** The developers are going to code the game in greatest detail, and have to optimize their code, in order to make a fluid game, not buggy and little gourmant in resources.



## STEP 4.B :

Computer graphics is creating images using the computer. The main steps of this creation are the modelisation of objects, their location, the articulation, the meshing, the textures... The main software graphics knowned are 3DS Max, Blender, Autodesk Maya, Adobe Photoshop,



## STEP 4.C :

The music composer have to compose the music. It's very important for the game's atmosphere. A lot of games are very famous for their music. For some games, the music is a part of the game experience, for example, in horror games, like Resident Evil, the music is one of the most important part in the game.

## STEP 6 :

A lot of things must be translated an adjuted, like for example : speech sounds, the game menus, dialog boxes, the autorun program on CD, setup program, the installation guide, the user manual, the website. After the game translation, there are again testers.



## STEP 7 :

The marketers have to return a attractive game in order to attract the players.

So, some months before the game release, they must give to the player some good introduction videos, to make day one edition or collector edition, to do advertising of the internet, to make some goodies for example.

