

1. After deciding what we are going to develop, we need decide if our game will focus on the story, gameplay, or both. If the story is an important aspect for us, a good one will be written on this phase. Then, we need to specify the details of the game such as mechanics, settings, technologies. All these steps can be considered as concept development phase.

Our next phase is to create a game design document (GDD). This GDD will consist of the details about the characters, gameplay, levels. Creating a GDD will help us a lot in the long term.

After deciding almost everything, now we are ready to build our first characters or objects. Since we will start implementation of the game, this phase could take longer time than the ones before.

Now, we have our prototypes and we can start the actual development. This is the longest time consuming phase. Levels, menus, camera, settings will be implemented. After this phase, we will have the first build of our game.

The next phase is to test the game. Alpha test will be done by the developing team. All the bugs should be fixed and if necessary, new features will be added. After the alpha test, we can go on to the beta test. That means this is the first step that we publish our game with public.

2.a. In order to get a playable build, these functionalities should be implemented:

1. players' movement mechanics
2. players' attack mechanics
3. enemies' movement and attack mechanics
4. camera mechanics
5. platforms for the level

2.b.

1. What will be the maximum speed that player can reach?
What will be the acceleration of the player?
What will be the jump limit of the player?
Will there be a specialty for the jump?
2. How will the player perform an attack?
Will the player have any weapon?
How much damage will the player do?
3. The questions in 1 and 2 should also be asked for the enemies.
4. Where will be the camera placed?
How fast will it follow the player?
Will there be a functionality for moving only the camera to see the around?
5. What kinds of platforms will there be? (Standard, falling, sticky, moving, bouncy etc.)