Before you dive into game development make sure you have a hold of these prerequisite at some level so that you can save your time later.

1. Choose and learn a game engine

Unity, Unreal are good options whereas Unreal takes a cut from profits and Unity is free, easy to learn and good to begin with. So, Unity is a good choice.

1. Choose and learn a graphics design tool

Photoshop, Illustrator, Blender are good options

1. Choose and learn a sound design tool

You can also use free sounds available

1. Understand Beta testing

Approach people to test it and give true feedback

1. Launching the game

Deploy to platforms like Android, Unity, Steam, Apple store

Approach specific individuals who will show interest and help you spread the word for your game. People like youtubers, journalists.

Create a great trailer for the game that can make or break your value of game