

REPORT

19 April 2022 22:22

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DATE OF SUBMISSION: 19th APRIL 2022



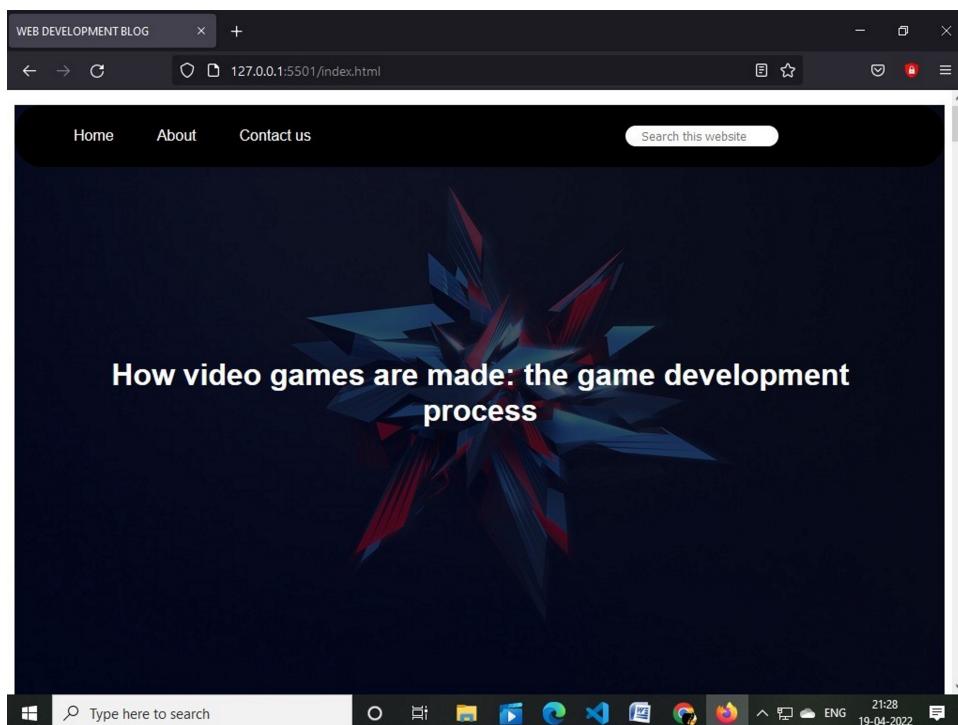
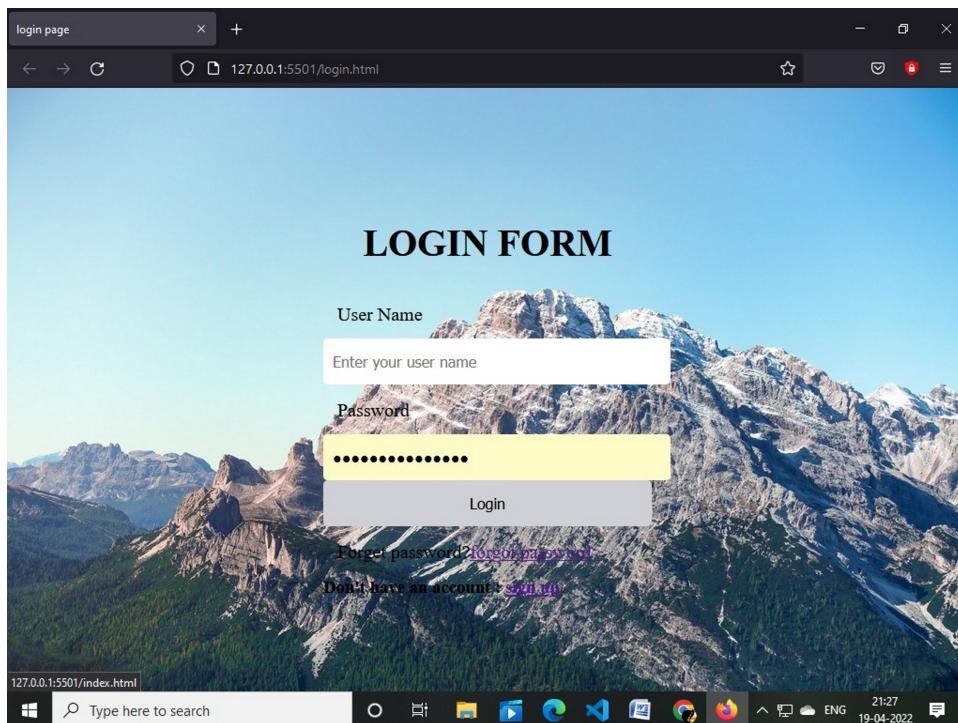
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INTRODUCTION

Video game development is the process of developing a video game. The effort is undertaken by a developer, ranging from a single person to an international team dispersed across the globe. Development of traditional commercial PC and console games is normally funded by a publisher, and can take several years to reach completion. Indie games usually take less time and money and can be produced by individuals and smaller developers. The independent game industry has been on the rise, facilitated by the growth of accessible game development software such as Unity platform and Unreal Engine[1] and new online distribution

systems such as Steam and U play, as well as the mobile game market for Android and iOS devices.

IMPLEMENTATION OF PROJECT





what is the game development pipeline?

The game development pipeline is the process of building a video game from concept to completion

Much like a production line, the game development pipeline helps organize the flow of work so that everyone knows what they need to deliver and when

The pipeline also helps manage the game development timeline and budget, reducing inefficiencies and bottlenecks.

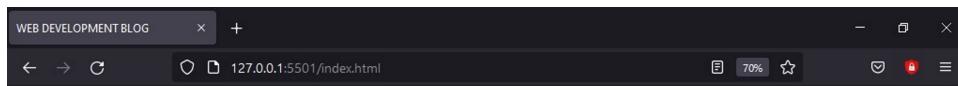
While pipelines vary between projects and studios, the process is fairly similar whether you're working on a AAA, indie or mobile game.

A game is continuously evolving, and things which sounded great in theory may not work so well in reality. Therefore, the pipeline is not necessarily a linear process. Work must be sent for creative approvals and can often be sent back for revisions. Pipelines must be flexible enough to factor in revisions and course changes.

The 3 stages of game development

Video game development is typically divided into 3 stages: pre-production, production, and post-production

1. pre production



1. pre production

This is where every project begins. Essentially, pre-production defines what the game is about, why it should be made, and what it's going to take to make it.

You might have a great idea for a type of game, a story you want to bring to life, or you may want to build one that leverages a certain type of technology (e.g. VR, a new controller, or console).

In pre-production, you'll find answers to questions like:

- What is the game about?
- Who is the audience?
- Is there a market for it? What's the competition like?
- Which platform will it be published on?
- How will it be monetized? Will it be sold on a platform, or free to play with in-game purchases?
- How long will it take to develop?
- What staff and resources will it require?
- What is the estimated budget?

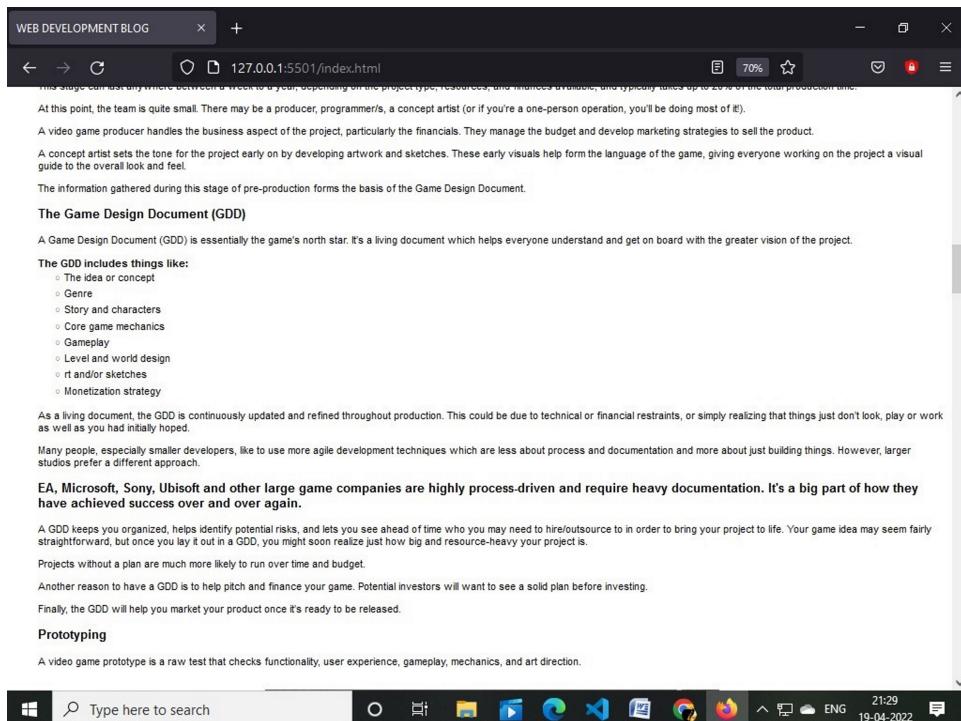
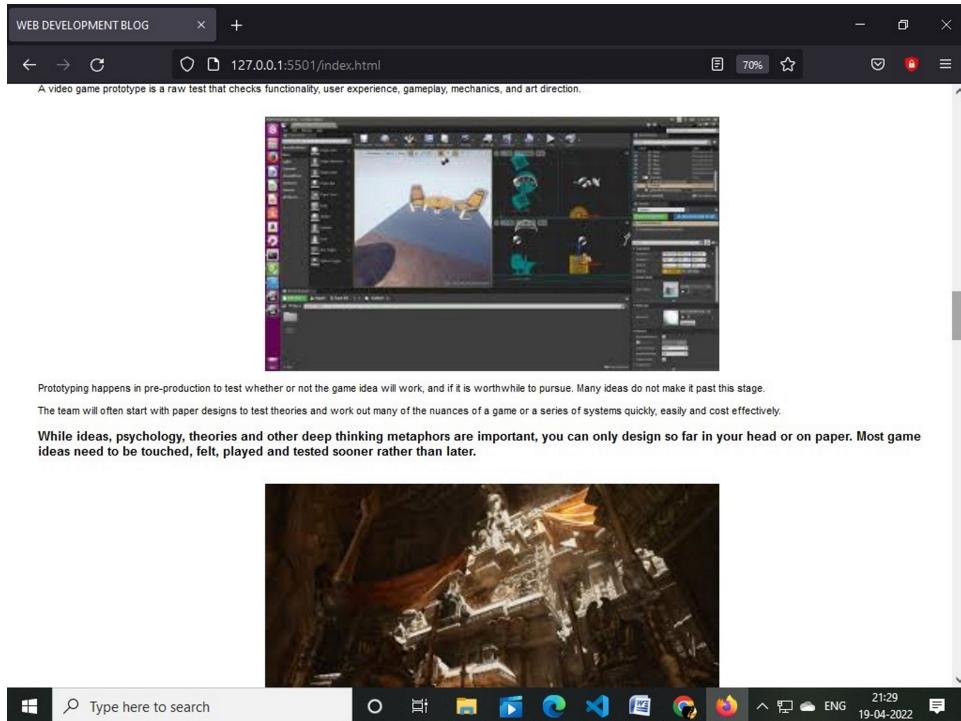


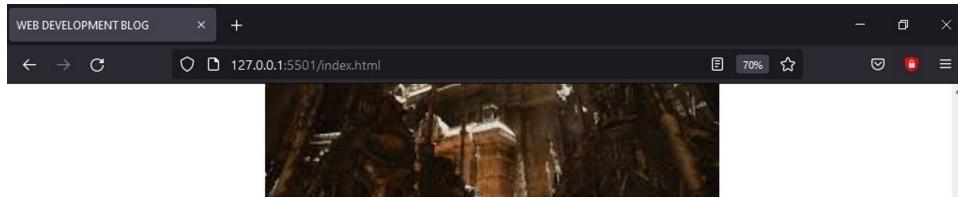
This stage can last anywhere between a week to a year, depending on the project type, resources, and finances available, and typically takes up to 20% of the total production time.

At this point, the team is quite small. There may be a producer, programmer/s, a concept artist (or if you're a one-person operation, you'll be doing most of it).

A video game producer handles the business aspect of the project, particularly the financials. They manage the budget and develop marketing strategies to sell the product.







The aim is to get a prototype up and running ASAP to test if your ideas actually work and if the game is as fun as you had hoped. Prototyping can also reveal unexpected challenges, which could potentially change the entire course of your project. It's important to have others test your prototype too, because things that are obvious to you, may not be to others.



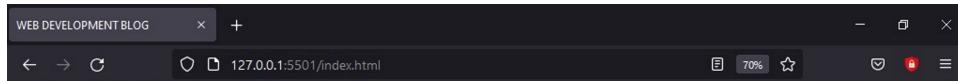
Placeholder assets are used to save time and money. These low-quality assets stand in for things like weapons and props during the early testing phase, and if approved, they're replaced with final, high-quality versions later on.

Placeholder assets can be purchased or found for free online within game development software. They're generally pretty basic shapes, but can also be a little more advanced, for example, this Soul Cave asset pack by Epic Games for Unreal Engine 4:

2 production

Production is the longest stage of the pipeline, and it's all hands on deck.

Ranging anywhere from 1 to 4 years, production is where the game really starts to take shape. The story is refined, assets (characters, creatures, props and environments) are created, the rules of play are set, levels and worlds are built, code is written, and so much more!



Almost everything in a video game is a conscious decision. This includes every character, environment, object, as well as the look, colors, sounds, level of difficulty, rules and point-scoring system.

However initial ideas don't always translate so well in reality, so as the work is being done, the game is being continuously tested and refined.

Let's take a look at the major game production milestones, and some of the key video game development jobs, keeping in mind that smaller teams will be required to undertake multiple roles, whereas a larger studio will have more staff, many of whom specialize in a particular aspect of production.



Production milestones

There are a number of milestones to hit throughout the game development process.

Prototype: This is the initial test of the game (which happens in pre-production and is described in detail above). Some games may never make it past this stage.

First playable: The first playable gives a much better idea of the look and gameplay. While it is still far from final, placeholders are replaced with higher quality assets, and artwork is added.

Vertical slice: A vertical slice is a fully playable sample that can be used to pitch your game to studios or investors. Ranging from just a few minutes up to half an hour, a vertical slice provides a first-hand experience of your game.

Pre-alpha: The majority of the content is developed in the pre-alpha stage. At this point in game development, some big decisions will need to be made. Content may get cut, or new elements will need to be added to improve gameplay.



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The majority of the content is developed in the pre-alpha stage. At this point in game development, some big decisions will need to be made. Content may get cut, or new elements will need to be added to improve gameplay.

Alpha: The game is "feature complete" meaning the main features have all been added and the game is fully playable from start to finish. Some elements, such as art assets may still need to be added, but controls and functionality should be working properly. The QA testers will be making sure everything is running seamlessly and reporting errors back to the team.

Beta: At this point, all the content and assets are integrated, and the team should be focused on optimization rather than adding new functions or features.

Gold master: The game is final and ready to be sent to the publishing outlet and released to the public.

Key game development roles

image from minecraft

Game dev roles will vary depending on the size and type of studio. These are some of the common positions you'll find.

Project manager

The project manager makes sure the game development process runs smoothly, milestones are met, risks are anticipated/mitigated, and team members are doing what they're supposed to. They are often the centre of communication between the dev and design teams and executives. Project managers are exceptionally organized and must have excellent communication and people skills.

Game developers / programmers

Game programmers help develop games by turning design concepts into code to create fully playable games.

Programmers are often software engineers or computer scientists with a strong programming background, plus a combination of creativity, math skills and patience to successfully code ideas into interactive visuals and sounds. They ensure the game runs smoothly.

There are many different aspects of programming, including:

- Building a customized base engine for the game
- Scripting functions, events, interactions
- Creating physics (e.g. gravity differences in a game set in space)
- Developing and modifying 3D graphic renders
- Simulating artificial intelligence in opponents
- Adding sound effects, music, and voice-overs
- Implementing game logic and mechanic
- Creating the user interface
- Writing code specific to keyboard, mice, or joysticks
- Making it possible for players to compete or cooperate via LAN or the internet
- Developing custom tools
- Porting code between platforms
- Implementing algorithms, addressing memory requirements and caching issues
- Identifying and fixing bugs

Identifying and fixing bugs

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The average programmer makes USD \$59,010 per year, however, a senior or lead programmer can earn in excess of USD \$100,000 per year. A game programming course can equip you with the skills to get your first game programming job in the industry.

Game designers

A game designer is the creative driver of the game, and generally a cross between a writer and an artist, with some knowledge of programming.

The game design production pipeline section involves creating compelling stories, characters, goals, rules, and challenges that drive interactions with other characters, users, or objects.

Designers may be responsible for:

- Developing the storyline, character back-stories, and dialogue
- Developing gameplay, rules, and the scoring system
- Determining the level of difficulty
- Building environments, ledges, obstacles, and objects
- Level and world design
- Programming/scripting
- Digital editing

If working for a larger company, these tasks could resemble individual roles, which we'll cover next.

According to Payscale, the average game designer salary is USD \$63,838, while a lead can make in excess of USD \$93,926 (depending on experience, location, size of studio, and industry). Senior and technical designers may exceed this range. Check out the Game Design Course to get an idea of the skills needed for a job in game design.

Level designers

A video game level designer is responsible for creating interesting and fun levels. Their job is to keep the player focused on moving through the game and achieving their goal or mission while reducing the potential of confusion.

Because games are far more complex than they used to be, it's common at larger studios to find game designers dedicated just to level design.

Level designers take inspiration from the concept art, photo reference, and GDD to sketch believable maps and create physical models of levels.

Depending on the type of game and whether it is based on actual events (such as a WW2 battle), they may need to learn all about a particular period of history and research actual locations to ensure the level is realistic and believable. If the game is adapted from a book or movie, they'll need to read/watch the original and look for clues. If the world is entirely fictional, they'll need to use their creativity and draw inspiration from the concept art provided.

Then using a level editor (software used to design levels and maps), they build the levels, stages or missions. Their job can also include things like planning start and exit locations, determining where tunnels and hidden passageways will be, places where interactions or dialogue will take place, monster spawn points, trigger points where certain actions will take place, and much more.

Level designers are responsible for identifying and fixing bugs, such as players falling out of bounds or getting stuck and not being able to get out. The challenge with video games is that once the game is released, it is out of the designer's hands. The player can interact with the worlds in unexpected ways, bringing to light bugs which had gone unnoticed during development.

The level will likely see several versions before becoming final.

A level designer can earn on average USD \$56,884 depending on studio and location. Senior or more experienced designers can demand a much higher salary.

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If you're interested in becoming a level designer, the Game Design Course teaches the process of turning concepts into prototypes, how to make a level fun, ensure your level is visually interesting, incorporate storytelling, and build and script your level in a game engine.

Game artists

Game artists can include concept artists, animators, 3D modelers and FX artists.

This group is responsible for bringing color, movement, and life to the game.

While a concept artist is mostly active during pre-production when they're designing the initial look (typically in 2D), they may be brought in again later in the game development process if new elements are added or the game changes course.

A 3D concept artist (which could be the same artist) uses digital sculpting software like ZBrush, Maya and Photoshop to create 3D props, assets and environments. They'll also add textures and details.



3D modelers

3D modelers create models of people, objects, props, weapons, and environments which can then be textured and animated as needed. Modelers need to know how to gather and use high-quality reference materials, especially if they're replicating real objects (e.g. an AK-47, Buzzard Attack Chopper, the Eiffel Tower, etc).

Modelers may use photos of the objects they're creating, or drones if the object is much larger and they need an aerial view. If the game is all fantasy, they'll need to reference the concept art and use their imagination to come up with something new and unique.



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Game animators

Game animators add depth and realism by adding believable movement to characters, objects, and environments. They'll create storyboards and map out key animation scenes that align with the game's storyline.

Animators often need to conduct lots of research (e.g. observing how animals behave and interact with others if working on an animal-based game). Motion capture data can also be used to help create more lifelike animations.

FX artists

FX artists give players a more immersive and entertaining experience by adding stunning effects such as explosions, smoke, fire and liquid simulations, and weather events such as rain, lightning, blizzards, etc.

Game FX artists tend to use software such as Houdini FX or Maya, but should also have experience game engines such as Unity or Unreal Engine 4.

Audio engineers / sounddesigners / composers

The sound experts develop realistic sound effects, record voice-overs/dialogue between characters, and create soundtracks that set the mood for players, adding suspense or audio cues (e.g. opening music, menu pause music, marking a victory, etc).

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QA (quality assurance) / video game testers

Video game testers are essential in the game development process! These people test games, look for bugs and ensure the game runs smoothly and instructions are clear for players. They report errors to the dev team in what's sometimes known as a bug sheet.

Additional roles

Besides the game development roles mentioned above, larger studios may have the capacity to bring on a number of additional specialists, such as:

- Quest designers
- Combat designers
- Writers
- Interpreters and translators

Later in the game development process, the product team plays more of a role, helping to handle the marketing and distribution of the game

Post-production

Once production is complete and the game has shipped, the game development process continues with some team members being relegated to maintenance (fixing bugs, creating patches) or creating bonus or downloadable content (DLC). Others may move onto the sequel or the next project. A post-mortem or debrief may be held to discuss what worked/didn't work and determine what could be done better next time. All the design documents, assets and code are finalized, gathered and stored, in case they are needed in the future.

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Sign up

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SIGN UP

FULL NAME:

User Name

Email:

Mobile Number

Date of Birth

GENDER

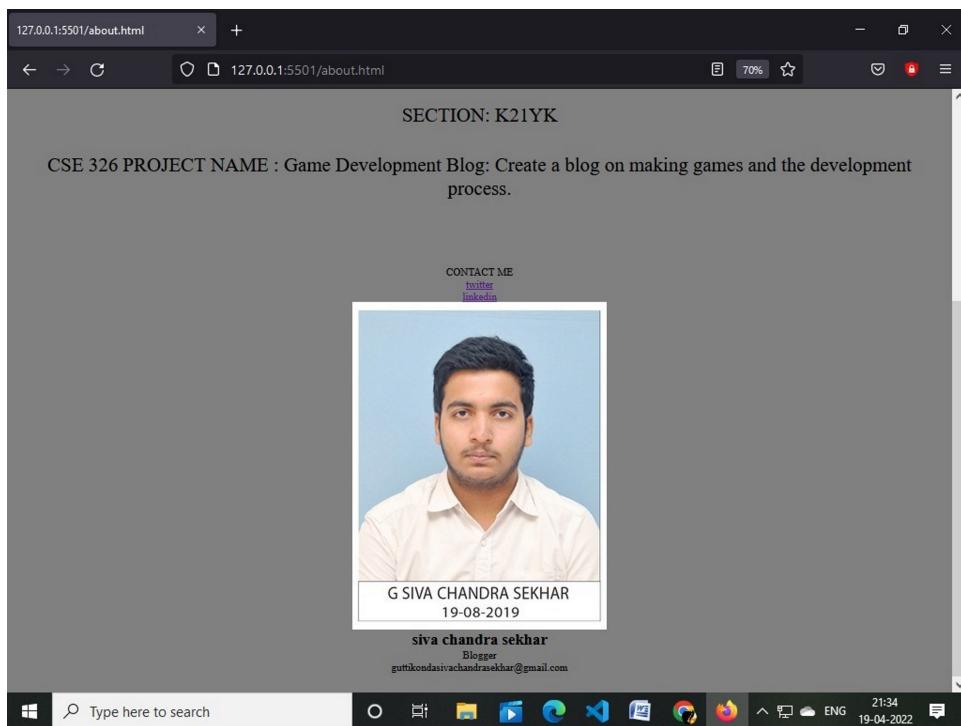
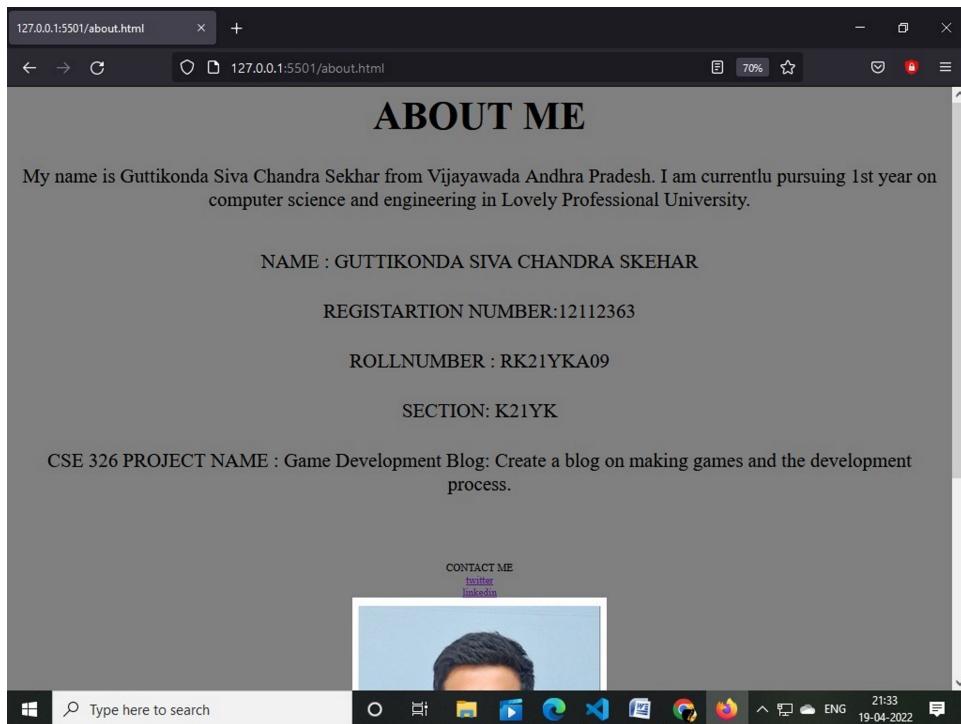
MALE

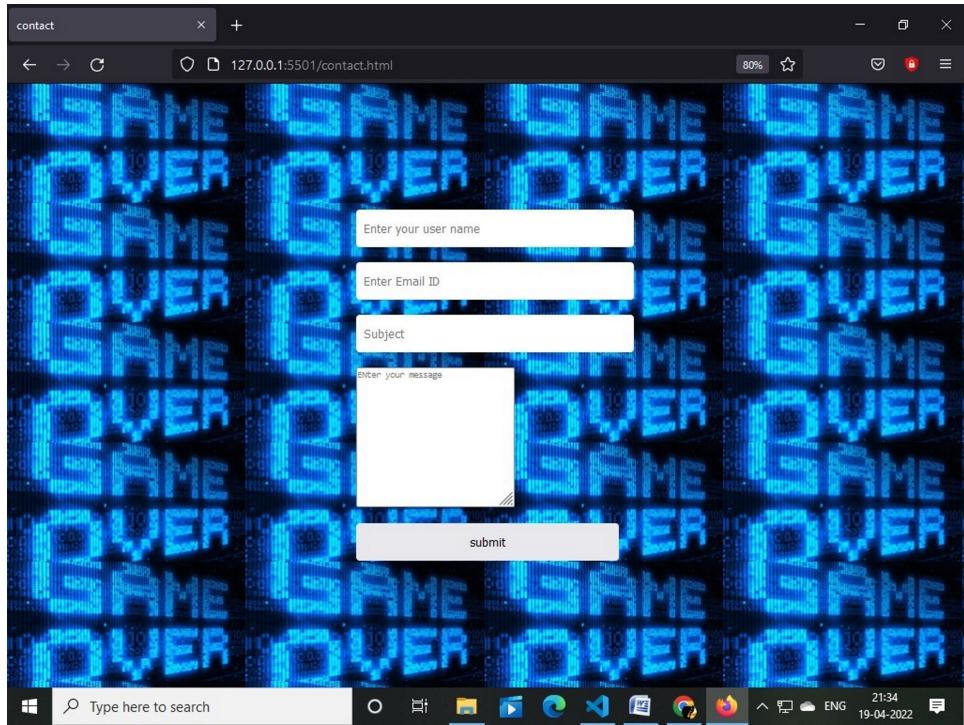
Create password

Confirm Password

Sign Up







SOURCE CODE

A screenshot of Visual Studio Code showing the "login.html" file open. The code is as follows:

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Login page</title>
    <link rel="stylesheet" href="style2.css">
</head>
<body>
    <div class="login-form">
        <h1>Login Form</h1>
        <form action="form.php">
            <p>User Name</p>
            <input type="text" placeholder="Enter your user name">
            <p>Password</p>
            <input type="password" placeholder="Enter your Password">

            <a href="index.html">
                <input class="btn" type="button"
                    name value="Login"></a>
            <p>Forgot password?<a href="#">forgot password</a></p>
        </form>
        <h3>Don't have an account : <a href="signup.html">sign up</a></h3>
    </div>
</body>
</html>
```

The sidebar shows other files like "about.html", "contact.html", "index.html", and "login.html". The status bar at the bottom shows "Ln 29, Col 8" and "Port: 5501".

```
# style2.css > ...
1  {
2    padding: 0;
3    margin: 0;
4  }
5  body{
6    background: url('cse3003.jpg');
7    background-size: cover;
8    appearance:round ;
9  }
10 .login-form{
11   width: 350px;
12   top: 50%;
13   left: 50%;
14   transform: translate(-50%, -50%);
15   position: absolute;
16 }
17 .login-form h1{
18   font-size: 40px;
19   text-align: center;
20
21   text-transform: uppercase;
22   margin: 40px;
23 }
24 .login-form p{
25   font-size: 20px;
26   margin: 15px;
27 }
28 .login-form input{
29
30
31
32 }
```

File Edit Selection View Go Run Terminal Help index.html - cse326a project - Visual Studio Code

login.html # style2.css contact.html about.html Settings index.html index.html C:\...\Chapter

```
<index.html> <html> <body> <footer><nav> <li>nav_item <ul> <li>a
```

```
1 <!DOCTYPE html>
2 <html lang="en">
3   <meta charset="UTF-8" />
4   <meta http-equiv="X-UA-Compatible" content="IE=edge" />
5   <meta name="viewport" content="width=device-width, initial-scale=1.0" />
6   <title>Gamer Development Blog</title>
7   <link rel="stylesheet" href="style.css">
8 </head>
9 <body>
10   <header>
11     <nav class="navbar">
12       <ul>
13         <li><a href="index.html">Home</a></li>
14         <li><a href="about.html">About</a></li>
15         <li><a href="contact.html">Contact us</a></li>
16       </ul>
17       <div class="search">
18         <input type="text" name="search" id="search" placeholder="Search this website">
19       </div>
20     </nav>
21   </header>
22   <main>
23     <div class="red">
24       <p>How video games are made: the game development process</p>
25     </div>
26     <div>
27       <p>Want to know how video games are made? This article walks through the video game development process, and in particular, the 'pipeline' [an industry term that refers to the process of making a video game from scratch]</p>
28     </div>
29     <div>
30       
31     </div>
32     <div>
33       <p>What is the game development pipeline?</p>
34     </div>
35     <div>
36       <p>The game development pipeline is the process of building a video game from concept to completion</p>
37     </div>
38     <div>
39       <p>Much like a production line, the game development pipeline helps organize the flow of work so that everyone knows what they need to deliver and when they need it.</p>
40     </div>
41     <div>
42       <p>The pipeline also helps manage the game development timeline and budget, reducing inefficiencies and bottlenecks.</p>
43     </div>
44     <div>
45       <p>While pipelines vary between projects and studios, the process is fairly

Ln 598, Col 32 Spaces: 2 UTF-8 CRLF HTML ⚡ Port : 5501 ⚡ Prettier ENG 21:10 19-04-2022


```

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <meta charset="UTF-8" />
    <meta http-equiv="X-UA-Compatible" content="IE=edge" />
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
    <title>WEB DEVELOPMENT BLOG</title>
    <link rel="stylesheet" href="style.css" />
  </head>
  <body>
    <header>
      <div class="nav-bar">
        <a href="#">index.html</a>
        <a href="#">Home</a>
        <a href="#">about.html</a>
        <a href="#">contact.html</a>
        <div class="search">
          <input type="text" name="search" id="search" placeholder="Search this website">
        </div>
      </div>
    </header>
    <div class="red">
      <p><b>How video games are made: the game development process</b></p>
    </div>
    <div>
      <p>Want to know how video games are made? This article walks through the video game development process, and in particular, the 'pipeline' [an industry term that refers to the process of making a video game from scratch]</p>
      
      <p><b>what is the game development pipeline?</b></p>
      <p>The game development pipeline is the process of building a video game from concept to completion</p>
      <p><b>how does it work?</b></p>
      <p>Much like a production line, the game development pipeline helps organize the flow of work so that everyone knows what they need to deliver and when</p>
      <p><b>why is it important?</b></p>
      <p>The pipeline also helps manage the game development timeline and budget, reducing inefficiencies and bottlenecks.</p>
      <p><b>while pipelines vary between projects and studios, the process is fairly</b></p>
    </div>
  </body>
</html>
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      </div>
    </div>
    <div>
      <p>to 20% of the total production time.</p>
      <p>At this point, the team is quite small. There may be a producer, programmer/s, a concept artist (or if you're a one-person operation, you'll be doing most of it).</p>
      <p>A video game producer handles the business aspect of the project, particularly the financials. They manage the budget and develop marketing strategies to sell the product.</p>
      <p>A concept artist sets the tone for the project early on by developing artwork and sketches. These early visuals help form the language of the game, giving everyone working on the project a visual guide to the overall look and feel.</p>
      <p>The information gathered during this stage of pre-production forms the basis of the Game Design Document.</p>
      <p>The Game Design Document (GDD) is essentially the game's north star. It's a living document which helps everyone understand and get on board with the greater vision of the project.</p>
      <p>The GDD includes things like:</p>
      <ul style="list-style-type: none;">
        <li><b>The idea or concept</b></li>
        <li><b>Genre</b></li>
        <li><b>Primary characters</b></li>
        <li><b>Core game mechanics</b></li>
        <li><b>Gameplay</b></li>
        <li><b>World design</b></li>
        <li><b>Art and/or sketches</b></li>
        <li><b>Monetization strategy</b></li>
      </ul>
      <p>As a living document, the GDD is continuously updated and refined throughout production. This could be due to technical or financial constraints, or simply realizing that things just don't look, play or work as well as you had initially hoped.</p>
      <p>Many people, especially smaller developers, like to use more agile development techniques which are less about process and documentation and more about just building things. However, larger studios prefer a different approach.</p>
      <p>EA, Microsoft, Sony, Ubisoft and other large game companies are highly process-driven and require heavy documentation. It's a big part of how</p>
    </div>
  </body>
</html>
```

Ln 598, Col 32 Spaces:2 UTF-8 CRLF HTML ⚡ Port : 5501 ✨ Prettier 🔄 21:11 ENG 19-04-2022

File Edit Selection View Go Run Terminal Help index.html - cse326a project - Visual Studio Code

login.html # style2.css contact.html about.html Settings index.html x index.html C:\...\Chapter

```
1 <!-- While pipelines vary between projects and studios, the process is fairly
2 similar whether you're working on a AAA, indie or mobile game.
3 </!--
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5 may not work so well in reality. Therefore, the pipeline is not
6 necessarily a linear process. Work must be sent for creative approvals and
7 can often be sent back for revisions. Pipelines must be flexible enough to
8 factor in revisions and course changes.
9 </p>
10 <!-- The 3 stages of game development -->
11 <!--
12 <p>Video game development is typically divided into 3 stages:<br>
13 | pre-production, production, and post-production</p>
14 </!--
15 <!-- Pre Production -->
16 <!--
17 <p>This is where every project begins. Essentially, pre-production defines
18 what the game is about, why it should be made, and what it's going to
19 take to make it.
20 </p>
21 <!--
22 <p>You might have a great idea for a type of game, a story you want to
23 bring to life, or you may want to build one that leverages a certain
24 type of technology (e.g. VR, a new controller, or console).
25 </p>
26 <!--
27 <p>In pre-production, you'll find answers to questions like:<br>
28 <br><b>What's the budget?</b>
29 <br><!--
30 <ul>
31 <li>What is the game about?</li>
32 <li>Who is the audience?</li>
33 <li>Is there a competition? What's the competition like?</li>
34 <li>Which platform will it be published on?</li>
35 </ul>
36 <br>
37 <!-- How will it be monetized? Will it be sold on a platform, or free to
38 play with in-game purchases? -->
39 <br>
40 <!-- How long will it take to develop? -->
41 <br>
42 <!-- What staff and resources will it require? -->
43 <br>
44 <!-- What is the estimated budget? -->
45 </ul>
46 </div>
47 <img alt="Image in a game" class="center"/>
48 <br>
49 This stage can last anywhere between a week to a year, depending on the
50 project size, resources, and finances available, and typically takes up
51 to 20% of the total production time.
52 </p>
```



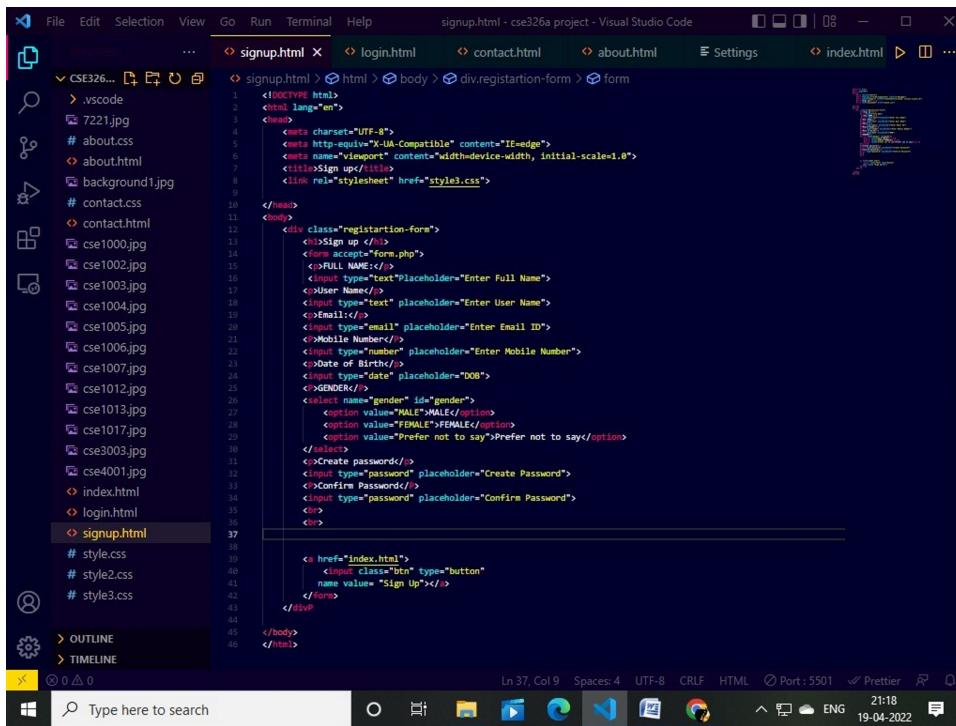
The screenshot shows a Microsoft Edge browser window with the following details:

- Title Bar:** File, Edit, Selection, View, Go, Run, Terminal, Help, index.html - cse326a project - Visual Studio Code
- Address Bar:** login.html # style2.css contact.html about.html Settings index.html index.html C:\...\Chapter
- Content Area:** A large code editor displaying a document about game development. The code is written in HTML/CSS with numerous inline comments explaining the design process.
- Right Panel:** A sidebar titled "Game Development" containing a list of topics: Introduction, Game Design, Storytelling, Level Design, Art & Assets, Game Engine, Testing & QA, and Deployment.
- Bottom Status Bar:** Lin 598, Col 32, Spaces: 2, UTF-8, CRLF, HTML, Port: 5501, Prettier, 21:15, ENG, 19-04-2022

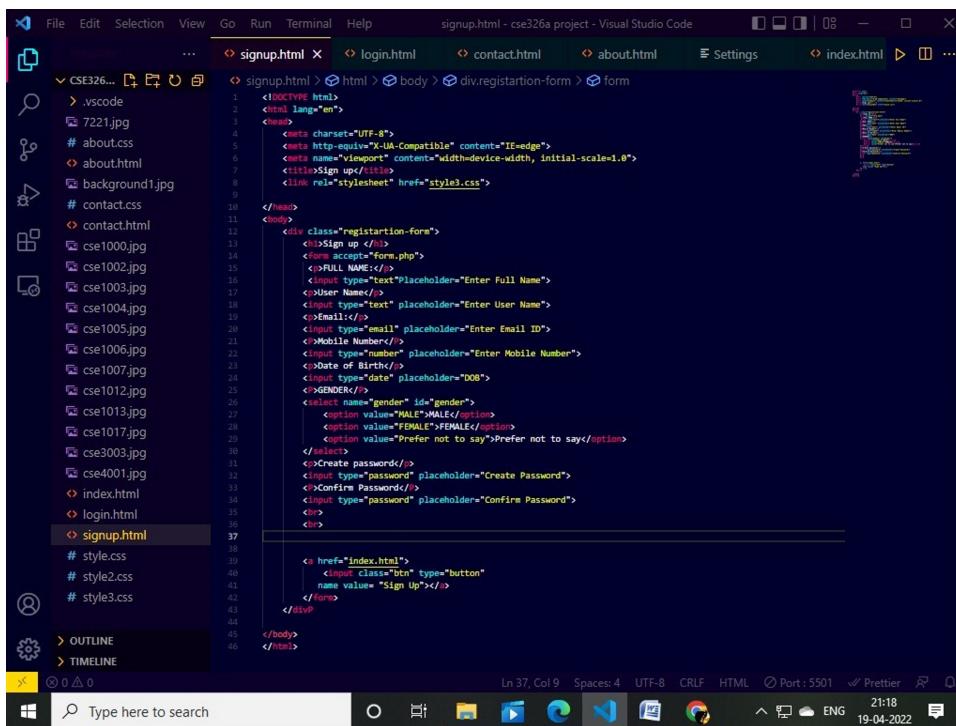
```
# style2.css
contact.html
about.html
Settings
index.html x
index.html C:\...\Chapter

<!-- index.html > <!-- body > <!-- footer.footer --> <!-- ul.footer__nav --> <!-- li.nav__item --> <!-- ul.nav__ul --> <!-- li --> <a href="#">
  <!-- class="footer__nav" -->
  <!-- class="nav__item" -->
  <!-- class="nav__title" Media -->
  <!-- class="nav__ul" -->
  <!-- class="nav__li" -->
    <a href="about.html">Blog wrote by </a>
  </div>
  <div>
    <a href="https://www.instagram.com/passion_1.0/">Instagram</a>
  </div>
  <div>
    <a href="https://twitter.com/handu_g">Twitter</a>
  </div>
</div>
<!-- class="nav__item" -->
<!-- class="nav__title" Legal -->
<!-- class="nav__ul" -->
<!-- class="nav__li" -->
  <a href="#">Privacy Policy</a>
</div>
<div>
  <a href="#">Terms of Use</a>
</div>
<div>
  <a href="#">Sitemap</a>
</div>
</div>
<div class="legal">
  <copy> 2022 GAME DEVELOPMENT. All rights reserved.</copy>
</div>
</div>
</div>
```

```
# style.css > #navbar li
51 .navbar input {
52   border: 1px solid black;
53   border-radius: 10px;
54   padding: 5px 10px;
55   width: 100px;
56 }
57
58 .center {
59   display: block;
60   margin-left: auto;
61   margin-right: auto;
62   width: 50%;
63 }
64
65 .box {
66   line-height: 1.5em;
67 }
68
69 .body {
70   font-family: 'Open Sans', sans-serif;
71 }
72
73 .footer {
74   display: flex;
75   flex-flow: row wrap;
76   padding: 10px 0 20px 0;
77   color: #e0e0e0;
78   background-color: #f0f0f0;
79   border-top: 1px solid #e0e0e0;
80 }
81
82 .footer > * {
83   flex: 1 100%;
84 }
85
86 .footer_addr {
87   margin-right: 1.25em;
88   margin-bottom: 2em;
89 }
90
91 .footer_logo {
92   font-family: 'Pacifico', cursive;
93   font-weight: bold;
94   text-transform: lowercase;
95   font-size: 1.5em;
96 }
97
98 .footer_addr_h2 {
99   margin-top: 1.1em;
100   font-size: 1.5em;
101   font-weight: bold;
102 }
```



```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Sign up</title>
    <link rel="stylesheet" href="style3.css">
</head>
<body>
    <div class="registration-form">
        <h3>Sign up</h3>
        <form accept="form.php">
            <input type="text" placeholder="Enter Full Name">
            <input type="text" placeholder="Enter User Name">
            <input type="Email" />
            <input type="email" placeholder="Enter Email ID">
            <input type="Mobile Number"/>
            <input type="number" placeholder="Enter Mobile Number">
            <input type="Date" placeholder="DOB">
            <input type="Gender" />
            <select name="gender" id="gender">
                <option value="MALE">MALE</option>
                <option value="FEMALE">FEMALE</option>
                <option value="Prefer not to say">Prefer not to say</option>
            </select>
            <input type="password" placeholder="Create Password">
            <input type="password" placeholder="Confirm Password">
            <br>
            <br>
            <a href="index.html">
                <input class="btn" type="button" name value="Sign Up">
            </a>
        </form>
    </div>
</body>
</html>
```



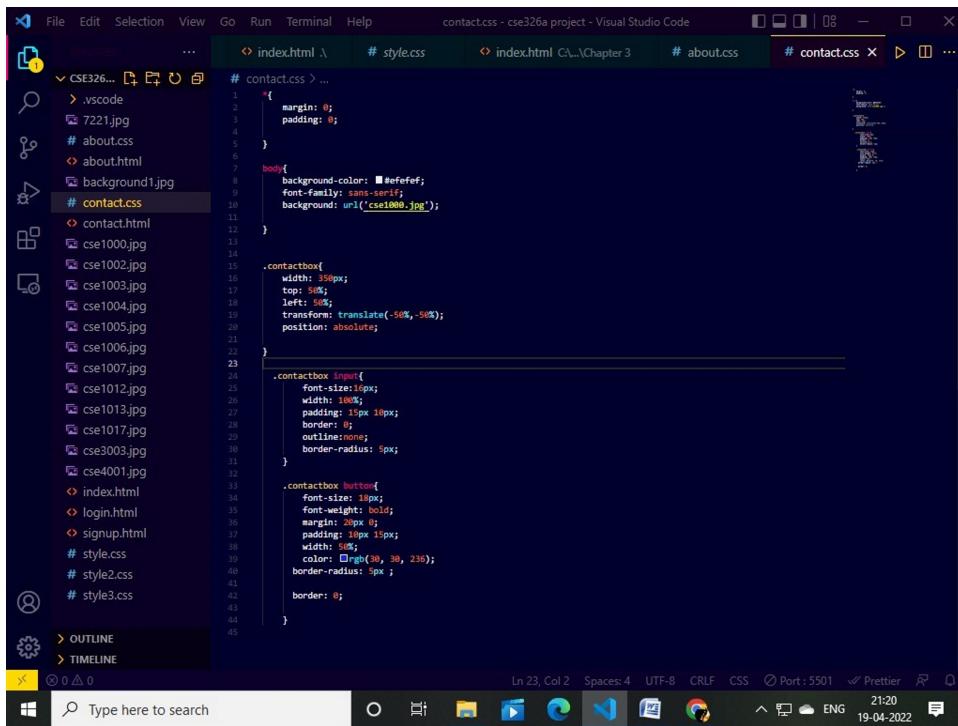
```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Sign up</title>
    <link rel="stylesheet" href="style3.css">
</head>
<body>
    <div class="registration-form">
        <h3>Sign up</h3>
        <form accept="form.php">
            <input type="text" placeholder="Enter Full Name">
            <input type="text" placeholder="Enter User Name">
            <input type="Email" />
            <input type="email" placeholder="Enter Email ID">
            <input type="Mobile Number"/>
            <input type="number" placeholder="Enter Mobile Number">
            <input type="Date" placeholder="DOB">
            <input type="Gender" />
            <select name="gender" id="gender">
                <option value="MALE">MALE</option>
                <option value="FEMALE">FEMALE</option>
                <option value="Prefer not to say">Prefer not to say</option>
            </select>
            <input type="password" placeholder="Create Password">
            <input type="password" placeholder="Confirm Password">
            <br>
            <br>
            <a href="index.html">
                <input class="btn" type="button" name value="Sign Up">
            </a>
        </form>
    </div>
</body>
</html>
```

The screenshot shows the Visual Studio Code interface with the file # style3.css open. The code defines a registration form with absolute positioning, a background image, and various font sizes and margins for its elements. The code editor has syntax highlighting for CSS.

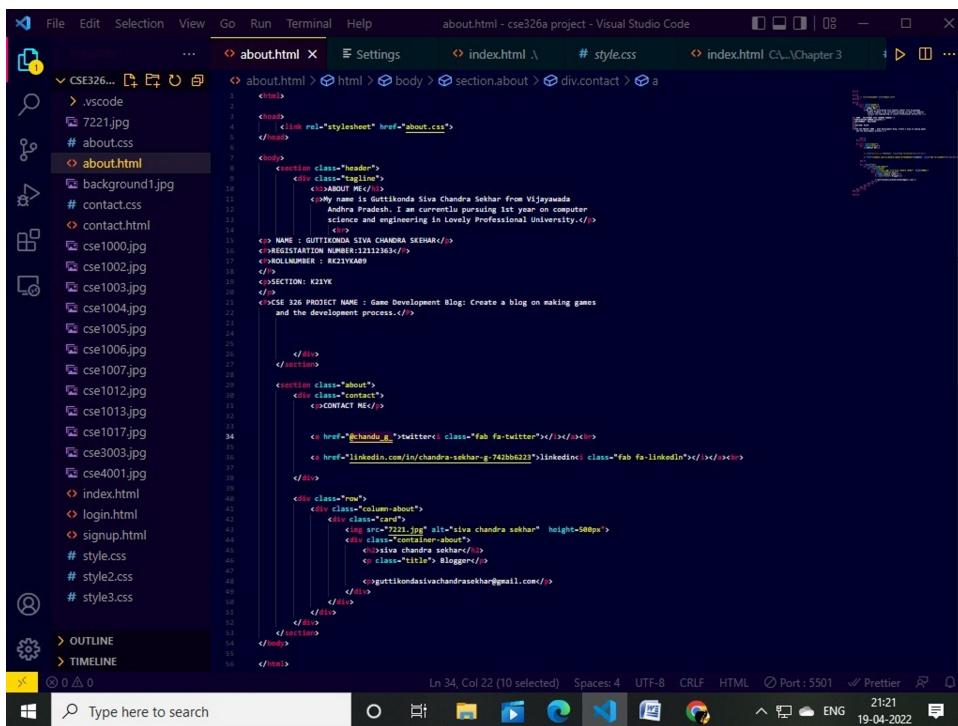
```
# style3.css
1 padding: 0;
2 margin: 0;
3
4 body{
5   background: url('cse4001.jpg');
6   background-size:cover;
7 }
8
9 .registartion-form{
10   position: absolute;
11   top: 50%;
12   left: 50%;
13   transform: translate(-50%, -50%);
14   width: 350px;
15 }
16
17 .registartion-form h1 {
18   font-size: 30px;
19   text-align: center;
20   text-transform: uppercase;
21   margin: 20px;
22 }
23
24 .registartion-form p {
25   font-size: 20px;
26   text-align: center;
27   margin: 15px;
28 }
29
30 .registartion-form input {
31   font-size: 16px;
32   padding: 15px 10px;
33   width: 100%;
34   border: 0;
35   border-radius: 5px;
36   outline: none;
37 }
38
39 .registartion-form button {
40   font-size: 16px;
41   font-weight: bold;
42   margin: 20px 0;
43   padding: 10px 15px;
44   width: 50%;
45   border: 0;
46   border-radius: 5px;
47 }
```

The screenshot shows the Visual Studio Code interface with the file contact.html open. The code defines a contact form within a contactbox div, containing input fields for user name, email, subject, and message, along with a submit button. The code editor has syntax highlighting for HTML.

```
contact.html
1 <!DOCTYPE html>
2 <html lang="en">
3   <head>
4     <meta charset="UTF-8" />
5     <meta http-equiv="X-UA-Compatible" content="IE=edge" />
6     <meta name="viewport" content="width=device-width, initial-scale=1.0" />
7     <title>contact</title>
8     <link rel="stylesheet" href="contact.css">
9   </head>
10  <body>
11    <div class="contactbox">
12      <form>
13
14        <input type="text" class="input-field" placeholder="Enter your user name">
15        <br>
16        <br>
17
18        <input type="email" class="input-field" placeholder="Enter Email ID" />
19        <br>
20        <br>
21
22        <input type="text" class="input-field" placeholder="Subject" />
23        <br>
24        <br>
25
26        <textarea name="explain" id="explain" cols="30" rows="10" placeholder="ENTER your message "></textarea>
27        <br>
28        <br>
29
30        <a href="contact.html">
31          <input class="btn" type="button" name value="submit"></a>
32        </a>
33      </form>
34    </div>
35  </body>
36</html>
```



```
# contact.css > ...
1 margin: 0;
2 padding: 0;
3
4
5
6
7 body{
8 background-color: #eefefef;
9 font-family: sans-serif;
10 background: url("cse1000.jpg");
11 }
12
13 .contactbox{
14 width: 300px;
15 height: 50px;
16 left: 50%;
17 transform: translate(-50%,-50%);
18 position: absolute;
19 }
20
21 .contactbox input{
22 font-size: 15px;
23 width: 300px;
24 padding: 15px 10px;
25 border: 0;
26 outline: none;
27 border-radius: 5px;
28 }
29
30 .contactbox button{
31 font-size: 18px;
32 font-weight: bold;
33 margin: 20px 0;
34 padding: 10px 15px;
35 width: 90px;
36 color: #rgb(38, 38, 236);
37 border-radius: 5px;
38 border: 0;
39 }
40
41
42
43
44
45 }
```



```
about.html > html > body > section.about > div.contact > a
1 <html>
2   <head>
3     <link rel="stylesheet" href="about.css">
4   </head>
5   <body>
6     <section class="header">
7       <div class="tagline">
8         <span>ABOUT ME</span>
9         <p>My name is Guttikonda Siva Chandra Sekhar from Vijayawada Andhra Pradesh. I am currently pursuing 1st year on computer science and engineering in Lovely Professional University.</p>
10        </div>
11        <div> NAME : GUTTIKONDA SIVA CHANDRA SEKHAR</div>
12        <div>REGISTRATION NUMBER:12112363</div>
13        <div>ROLLNUMBER : K21YKA09</div>
14        <div>SECTION: K21YK</div>
15        <div><b>CSE 326 PROJECT NAME : Game Development Blog: Create a blog on making games and the development process.</b></div>
16      </section>
17
18      <section class="about">
19        <div class="contact">
20          <div>About Me</div>
21          <div><a href="#chandrasekhar">Twitter</a><a href="#">Facebook</a><br><a href="https://www.linkedin.com/in/chandrasekhar-g-742bb622/">LinkedIn</a><a href="#">GitHub</a><br><a href="#">Blogger</a></div>
22          <div>
23            <div>Siva Chandra Sekhar</div>
24            <div>Blogger</div>
25            <div>guttikondasivachandrasekhar@gmail.com</div>
26          </div>
27        </div>
28      </section>
29
30    <div class="row">
31      <div class="column-about">
32        <div class="card">
33          
34          <div>Siva Chandra Sekhar</div>
35          <div>Blogger</div>
36          <div>guttikondasivachandrasekhar@gmail.com</div>
37        </div>
38      </div>
39    </div>
40  </body>
41 </html>
```

```
# about.css
# about
{
    margin: 0;
    padding: 0;
}
body {
    background-color: gray;
}
.tagline {
    text-align: center;
}
.tagline h1 {
    margin-top: 10px;
    margin-bottom: 20px;
    color: black;
    font-size: 60px;
    font-weight: 900;
}
.tagline p {
    text-align: center;
    padding: 20px;
    color: black;
    font-size: 30px;
}
.about {
    margin-top: 80px;
    margin-bottom: 30px;
    text-align: center;
}
```

CONCLUSION

This website provides basic information about any GAME DEVELOPMENT PROCESS. After doing this project we are able to recognize the future requirements, knowledge about html coding, CSS and JavaScript. Almost all the required features and products have been made available in the website in the Required time

REFERENCES

We have used different websites during our project here are some references to that.

1. Wikipedia
1. GeeksForGeeks
<https://www.geeksforgeeks.org/>
3. w3schools
<https://www.w3schools.com/>
4. Youtube videos
5. Github
<https://github.com/chandrasekharg25/cse326>

NOTE: Please download compress of repository and extract and kindly open through vs code to get all images