Plugins:

* <http://kenwheeler.github.io/slick/>
* <https://github.com/jewlofthelotus/SlickQuiz>

Slides:

1. Title Slide
   1. Evolution picture as background.
   2. “Development Cycle of Independent Video Games”
2. The Hiring Process - Gathering your team
   1. “The first step in the process is getting your team together. Without a team, the entire project falls on your shoulders and nobody wants that. Would the world have been saved without the Avengers? I don’t think so. Having a team will allow the work to be divided equally and each member can focus on specific aspects of the game such as Music, Art, etc.”
   2. Teamwork photo or something?
3. Creating your Company name
   1. “Before getting into the deep details of a game you want your development studio to have a presence. A name you can put on the game to make your mark. It’s time to stake your claim!”
   2. Averyon Studios Logo will be on this page
4. Developing your Vision
   1. “Now that you’ve gotten everything together it’s time to design your vision. Flesh out the gameplay ideas, story, etc. THIS is the moment you’ve been preparing for ever since you decided wanted to make a game two months ago. Go big or go home.”
   2. Spongebob Imagination pic?
5. Divide your roles
   1. “Now that you have your people and developed your vision, it’s time to take on the development stages. Each member should begin working on their respective aspects. Have each person create a development schedule that works for them. Nothing is worse than being stuck in development hell.”
6. Create the Art
   1. “Have your artist start taking that vision and developing some concept art. Concept art is a good way to get everyone in the studio on the same page as to what the world will look like. It also helps to help develop nail down the tone of the game”
   2. Put some of Ryans art. Maybe Vergil and something else
7. Create the Music
   1. “Art isn’t the only thing that develops the tone of a game. Music is a huge component that can really make or break a game’s style. Have your Music director begin to create music concepts. They don’t have to be long, maybe 30 seconds tops. Having those clips allows the music director and the rest of the team to pick and choose which pieces they like best.
   2. Have a picture of something musical
8. Picking your engine
   1. “Now that the other fields are on their way, it’s time to start coding. BUT before you begin coding you have to decide which engine you would like to use to get your game going. There a bunch of different engines you can use that are prebuilt or you can make your own. It’s entirely up to you.
   2. Images of Unity, Unreal, Cryengine, and Frostbite engine logos
9. Beginning your code
   1. “Now that you’ve picked your engine, it’s time to actually begin coding your game. Start by working on basic gameplay mechanics and work from there. Take each gameplay component as its own project and don’t try to do too much at once. Small steps is key.”
   2. Screenshot of my game
10. Playtesting
    1. “Now that you’ve got everything moving, your game is ready to go into beta. Playtesting is key in order to get enough feedback to make your game good. Get as much feedback as possible”
    2. Game controller picture or something? Early access maybe?
11. Finalize your concepts
    1. “You’ve gotten your feedback and your assets. Now it’s time to push to market. Finish up any loose ends, bugs, etc. and get ready to make that sucker public.”
    2. Steam logo, Gamejolt, etc.