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Waterfall Methodology – Game Development

If I were making a singleplayer game in a well-established genre I would choose to follow waterfall methodology, especially if I had less resources. With a small budget, it is important that everyone is on the same page in regard to the game’s development, so it is best to determine things early. By planning everything out right at the beginning, project leaders create strict rules for their game’s design that prevent developers from spending too many resources on something irrelevant and bringing the project out of its appropriate scope. Publishers are likely to use this line of reasoning when creating development plans with smaller developers, as they tend to follow a milestone-based waterfall approach (WhatGamesAre).

Making a game in an established and popular genre means less risk while also providing many successful examples for designers to research. One of the main downfalls of waterfall methodology is the inability to be flexible as a response to feedback, which can be counteracted through careful research. By seeing how other similar games have been received by audiences, developers can predict what kind of experience players are expecting from their game.

The grand majority of singleplayer games require prospective players to pay an upfront cost to play the game, which means that player retention is not as important as it would be in an online-only game. Waterfall excels in creating games with a solid foundation, which helps to support a game with dozens of hours of content. While some level of maintenance (such as bug fixing and optimization) is performed in patch-style updates, these updates are typically less important for profits as they would be in an online multiplayer game.

Sources:

https://www.whatgamesare.com/waterfall-development.html