3D WEB GAME DEVELOPMENT USING BABYLON JS

STAGES INVOLVED

1. Brainstroming
2. Pre-Production
3. Production
4. Post-Production
5. Launching
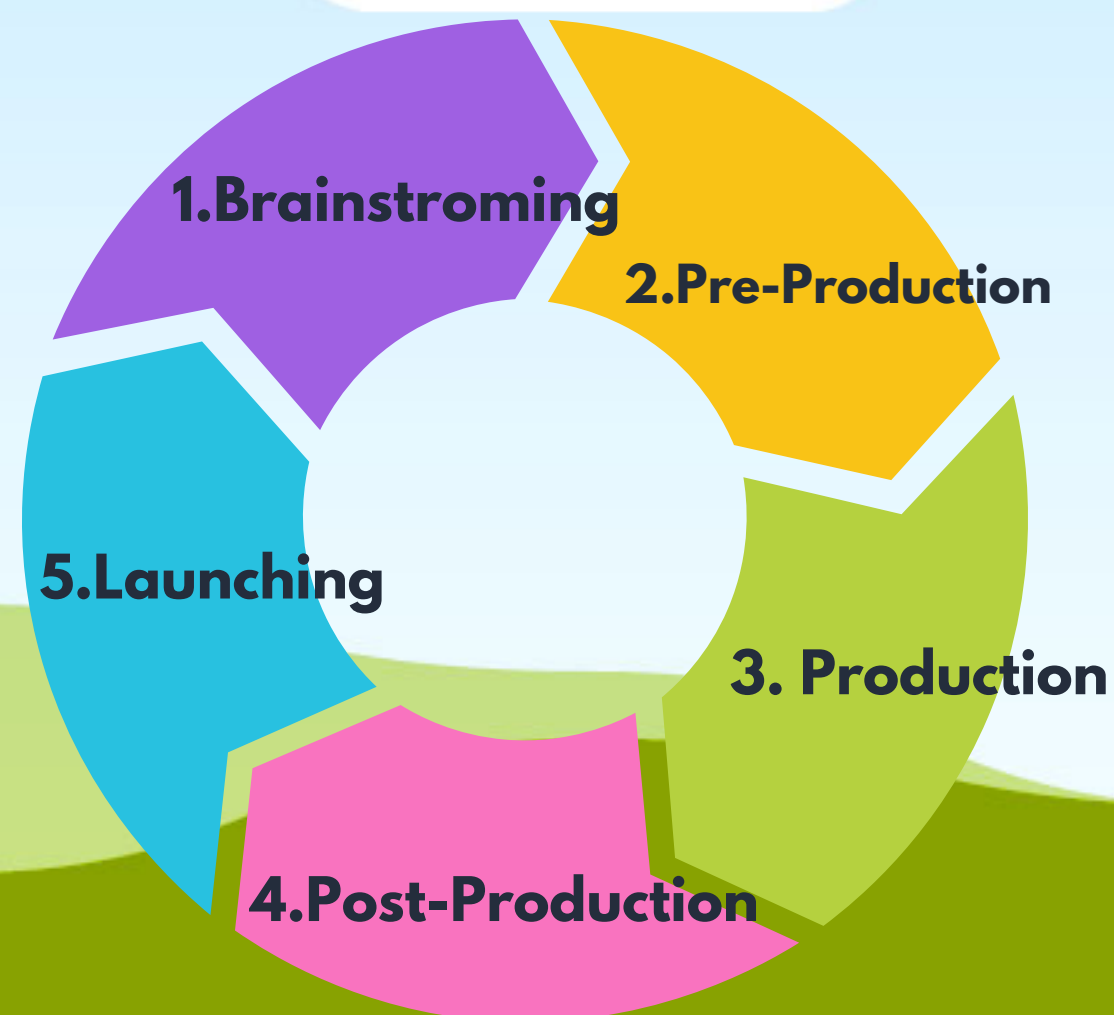
PRE PRODUCTION STAGE:

Storyboarding and StoryTelling
Creating storyboard and write game story.

Game Design Document

Writing about mechanics, dynamics, aesthetics and overall vision for the game

Milestone Scheduling

PRODUCTION STAGE:

Modeling, Desiging
Creating 3D models and starting the design of the game.

Visual effects and sounds

Writing codes to apply physics, sounds and real life simulation of objects around the scene.

Developing and rendering
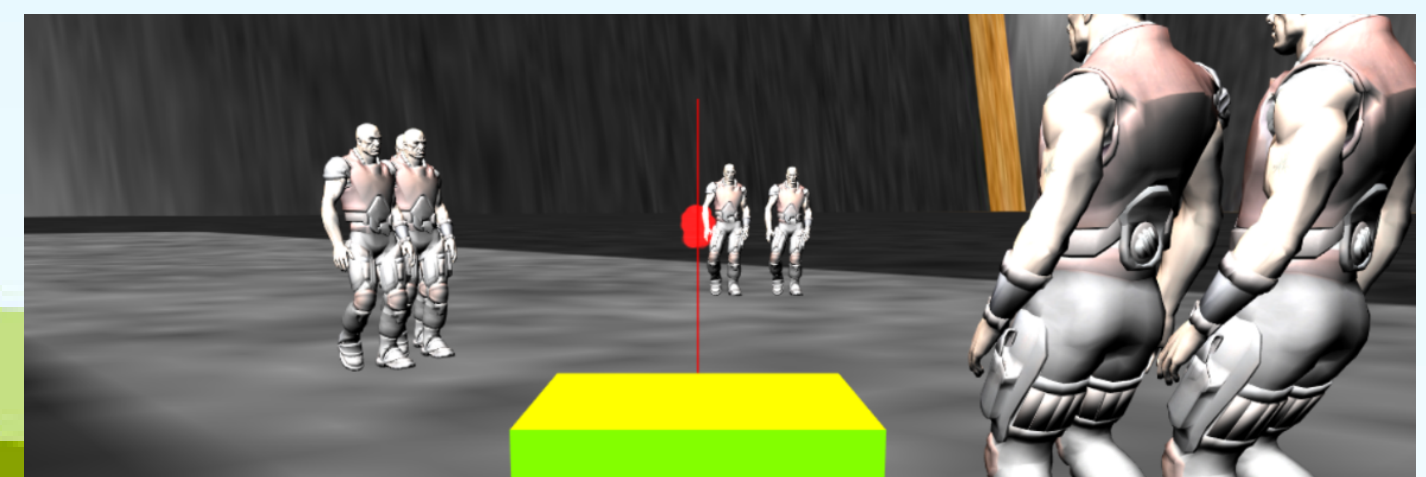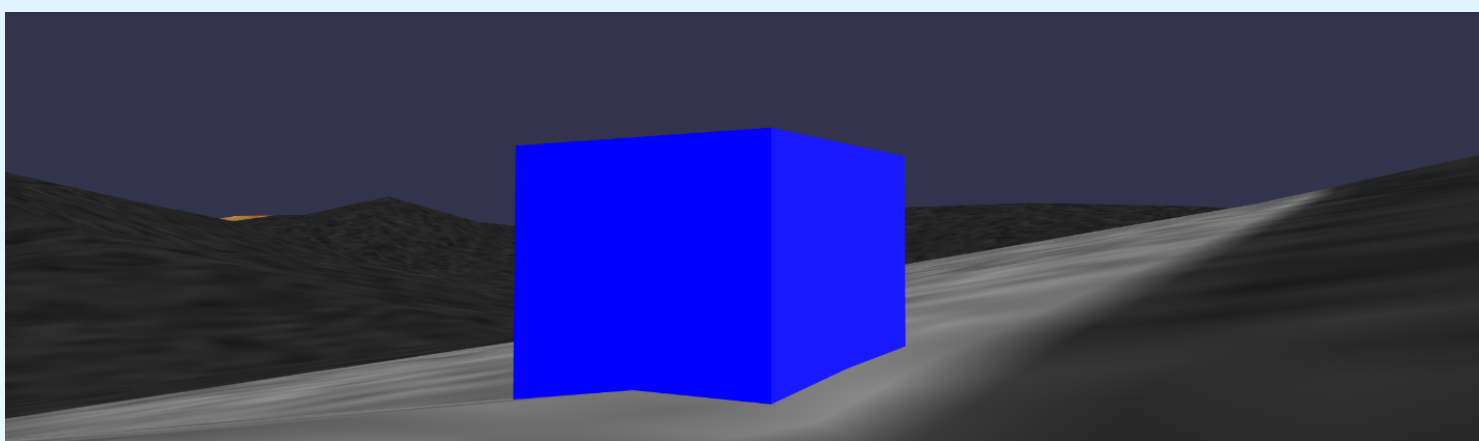
POST- PRODUCTION STAGE:

Testing and Bug squashing
Test the game in different platform and identify the bugs and eliminate.

New Content development

Adding new content in the game to make the game more fun and interesting

OUTCOMES

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