




Cornell Notes 	Topic/Objective: Real-time industry	Name: Felicity Taylor
		Class/Period:
		Date:
Essential Question:		
Questions:	Notes:	
Post-production	When the project is technically complete but not yet ready for release, tis the polishing phase	
Pre-production	A time when major decisions are made so the process of making the project is smooth and efficient	
Alpha testing	Used to identify issues and areas of improvement	
Game Design Document	Information about the story, gameplay, art, and intended audience	
Careers in Programming	Quality assurance technician, programmer analyst, C# developer, unity engineer, software developer, VR / AR developer, mobile developer, UI / interface programmer, gameplay programmer	
Production	The actual creation of the project	
Generalist	Practices art, design, and programming so they can create anything	
Feature creep	The tendency to add new features to production instead of sticking to the ones already agreed on	
Operations	All the things required to keep the project running after release (sales, analytics, monetization, updates, maintenance, etc)	
Summary:		

[illegible]

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