Game Implementation

1. Groups
   1. Programmer
      * Choosing a base engine
      * Scripting functions, events, interactions
      * Creating physics
      * Developing and modifying 3D graphic renders
      * Simulating artificial intelligence in opponents
      * Adding sound effects
      * Implementing game logic and mechanics
      * Creating the User Interface
      * Writing code specific to mouse and keyboard / controller
      * Developing custom tools
      * Implementing optimization algorithms
      * Identifying and fixing bugs
   2. Artist
      * Concept art
      * 3D models
      * Animations
      * Game world
   3. Musician
      * Music
      * Sound effects
   4. Designer
      * Developing a storyline, character backstories, dialog
      * Developing gameplay, rules, and battle system
      * Determining level of difficulty
      * Building environments, ledges, obstacles, and objects
      * Level and world design
      * Programming / Scripting
      * Digital editing

Development Process

1. Pre-Production
   1. What is the game about
   2. Who is the audience
   3. Is there a market
   4. What platforms
   5. Monetization
   6. Development time
   7. Resources required
   8. Estimated budget
2. Production
   1. Prototype
   2. First playable
   3. Vertical slice
   4. Pre-alpha
   5. Alpha
   6. Beta
   7. Final release

Goals:

* Movement system
  + Outside Done
  + Inside Done
  + Battle
* Camera System
  + Outside Done
  + Inside Done
  + Battle
* Monster class
  + Stats
  + Types
  + Names
* World design
  + Open “wild” area
  + City
    - Arena Done
    - Shop
    - Gym

Battle system

* + Move sets
  + Status effects
  + Movement
  + Camera
* Training
  + Stats
  + Equipment
  + Interaction
* Interactions
  + Catching monsters
  + Enemy encounter