

# GA502 - Level Design II – Session 03

## Software Development Life-cycle

- Analysis
- Design & Planning
- Development
- Integration & Testing
- Deployment
- Maintenance

## Paradigms popular the games industry:

### Agile

1. *Customer satisfaction by early and continuous delivery of valuable software*
2. *Welcome changing requirements, even in late development*
3. *Working software is delivered frequently (weeks rather than months)*
4. *Close, daily cooperation between business people and developers*
5. *Projects are built around motivated individuals, who should be trusted*
6. *Face-to-face conversation is the best form of communication (co-location)*
7. *Working software is the principal measure of progress*
8. *Sustainable development, able to maintain a constant pace*
9. *Continuous attention to technical excellence and good design*
10. *Simplicity—the art of maximizing the amount of work not done—is essential*
11. *Best architectures, requirements, and designs emerge from self-organizing teams*
12. *Regularly, the team reflects on how to become more effective, and adjusts accordingly*

### Pros

- Iterative
- Adaptable to change
- Gives feedback

### Considerations

- Needs good planning and management to be successful.
- Requires lots of testing.

### Scrum

- Agile framework
- Sprint
- Product owner
- Scrum Master

### Kanban

- Method for managing work.
- Team members pull from available work.
- Stories

- States
- Buckets

## Level Production Lifecycle

- Concept
- Design
- Greybox
- Production
- Finalization
- Testing
- Release
- Post-production

## Teamwork

### **Source Control**

- Git, SVN, SharePoint, etc.

### **Pipeline**

- Art
- Code
- Design
- Testing

### **Documentation**

- Design
- Technical

## Design Document

- One-two pages.
- Detailed description of concept, art direction, level features etc.
- Each feature or interactive element has a detailed breakdown.
- Detailed map of physical layout.
- You should be able to give your document to someone else and get your vision.