GAMES DEVELOPMENT

By Morgan Wall (@VoxelVoyager)

ABOUT ME

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- Game play and AI programmer at Defiant Development

- Worked for Gameloft Brisbane previously

- QUT graduate - Bachelor of Mathematics / IT (IX57)

- Majored in Software Engineering and Applied Mathematics

PROJECT TIMELINES

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- Varies from company to company

- Generally consists of four key stages:

  - Concepting

  - Preproduction

  - Production (incl. alpha, beta, golding)

  - Game Evolution

CONCEPTING

- Exploring opportunities via several means:
  - Paper prototypes
  - Market research and competitor analysis
  - Exploring core pillars
  - Digital prototypes (even restricted by feature)

PREPRODUCTION

- Developing concrete exemplars of the game:

    - Answers questions posed during concepting

    - Vertical slice

    - Playable prototypes for the core loop

    - Establishing GDD and TDD

PRODUCTION

- Developing the product:
  - Built from "scratch" or developed on top of prepoduction deliverables
  - Implementing all the features (alpha)
  - Addressing all development issues (beta)
  - Passing platform submission processes (golding)
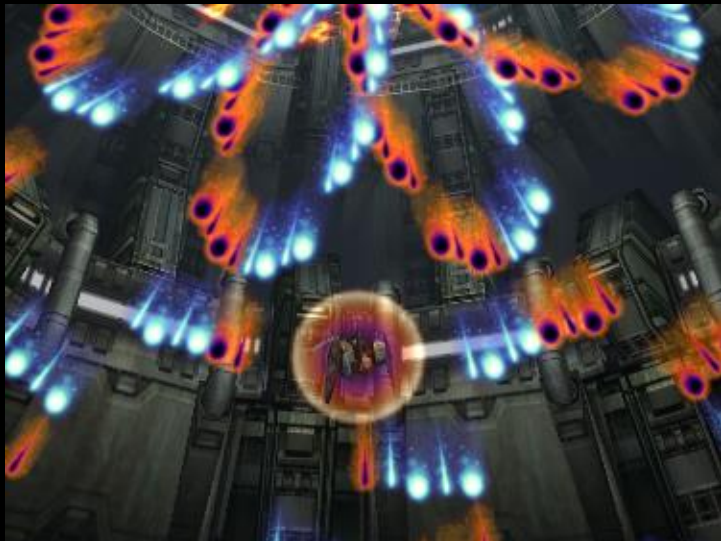
GAME EVOLUTION

- Expanding the product based on user feedback:
  - Addressing issues missed during production
  - Added expansions and additional content
  - Hosting events (typically based on calendar events)
  - Games as a service

PROTOTYPING HANDS ON

IKARUGA

- Japanese shoot 'em up from the early 2000's

- Colour-coded combat was the defining feature

DEVELOPING YOUR OWN LEVEL

REFLECTION

QUESTIONS