

What the game is going to be, looks, plays and what it's about

-Concept



Creating sprites, text, models and user interface

-Art



Writing the systems that determines how the player interacts with the game world

-Coding



Test your game and make sure it's ready for final production

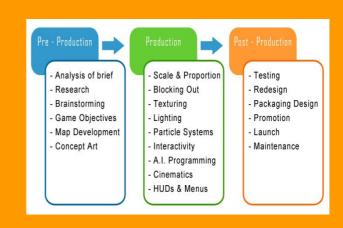
-Testing



Getting your game out to the players, as well as your brand

-Distribution

## The Process of Making Video Games



Year Schedule of Development

