

Production Process within Game Development

Pre-Production

- The stage where everything else is done before the code is written, art produced or sound recorded.
- A good pre-production can increase the chance of the game selling and speed up the actual production.
 - Try be unique and make it interesting
 - Take time to develop the idea.
 - Know your limits
 - Be realistic
 - Understand the term “Game Development.”
 - “The art of designing content, background and rules of a game in a way the players would enjoy.”
 - A well designed game doesn’t need good graphics to be fun, but if vice versa, can’t say the same.
- Write everything in documents
 - A pitch needs to be written.
 - A short summary of the game to say why the game is good and why it would sell.
 - If a pitch is accepted, a concept will need to be written afterwards.
 - A concept document is a more detailed pitch. All information about the game is there.
 - If concept is accepted, the most important document is to be written, called the “Game Design Document”. What it looks like :
 - “
 - Table of Contents
 - Title of Chapter
 - SubTitle
 - Maybe a SubSubTitle
Text
 - Another SubTitle
 - Maybe a SubSubTitle
Text ”
 - Now there is a “Technical Design Document”. It’s like a game design document but has all the technical stuff.
 - It covers:
 - “List projected system requirements and dependencies.
 - Write an overview of how objects/functions/data interact.
 - List all the classes/structures/variables, and what they contain.
 - Specify coding conventions such as variable naming and commenting.
 - List all the technologies the game uses, and how the game benefits from them. ”
- Work in a team?

Production

- There are many areas in the production
 - Game Design
 - Designing the content and rules of a game.
 - Programming
 - Level Creation
 - Art Production
 - Audio Production
 - Testing
 - Alpha testing
 - Key gameplay and assets are partially finished.
 - Game is playable and contains all major features.
 - Code freeze
 - New code is no longer added and bugs are being corrected.
 - Beta testing
 - Complete version of the game and only bugs are fixed.
 - Code release
 - Bugs are all fixed and ready to be shipped for console manufacturer review.
 - Gold master
 - Software release cycle and can be delivered to the customer.

Post- Production

- Programmers wait for a period to get as many bug reports as they can.
- Once obtained enough feedback, the programmers start working on a patch.
 - Fixes most of the bugs reported.
 - Patches will be automatic or downloadable over the internet.