GAME DEVELOPMENT ESSENTIALS

AN INTRODUCTION



Chapter 11 - Production & Management: Developing the Process

Development Phases

- Concept
- Pre-Production
- Prototype
- Production
- Alpha
- Beta
- Gold
- Post-Production

Management

- Iterative Development
- Common Mistakes
- Recovery from Mistakes
- Effective Management

Game Documentation

- Concept Document
- Game Proposal
- Game Design Document
- Art Style Guide
- Technical Design Document
- Test Plan
- Project Plan

Making It Happen

NOVY UNLIMITED

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