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**The process of game development**

Game development is the process of producing computer games. Another common name: "game dev" (from the English game - the game and dev - development).

Overview

The development of video games is a process which can be represented by one person or by a company. Typically, large-scale commercial games are created by special teams within a company specializing in computer or console games. The development of a typical modern video game costs from 1,000,000 to 20,000,000 dollars or more. This process is usually funded by the publisher. The development of a modern game takes from one to three years, although there are exceptions.

Roles

In the early 1980s, in the early era of home computers and game consoles, a single programmer could manage almost all the tasks of game development. However, the creating of modern commercial video games requires a wide range of skills and support staff. As a result, working on one project often requires whole teams. A typical modern development team usually includes:

One or more producers to oversee the production

At least one game designer

Artists

Programmers

Level Designers

Sound engineers (composers and those who work on sound effects)

Testers

Some team members can perform several functions. For example, a producer can also be a designer or a lead programmer. However, if at the beginning of the era of video games this was a common occurrence, now, when developing professional games, it is becoming less and less common.

Development process

The game development process varies depending on the company and the project. However, the development of a commercial game usually involves the following steps.

Preproduction

Early stages of game development are often characterized by poor graphics quality. This is especially true for various gaming prototypes. Usually, before starting the development of any game, an idea should be formed, and the publisher / developer should give a green light.

In the more common case, if the developer and the publisher are different companies, the idea should be proposed to management, approved and submitted to publishers. A working demo can help with this, but it is not mandatory for a reputable authoritative publisher. If the interested publisher is found, you can start production. Today, the idea of the game rarely convinces if the publisher is not interested in it.

If the developer is also a publisher, or if both are divisions of the same company, only top management should give approval. However, depending on the size of the publishing company, it may take several attempts until the idea rises up through all layers of the manual.

The project representative is usually a game designer, but he can also be a person from the gaming industry of any other position. Before the start of full-scale production, the game designer must write a design document - a detailed document describing the concept and game play. It may also contain some preliminary sketches of various aspects of the game. Some game designers include in the design a document even an approximate working prototype showing one or several sides of the game. Typically, a design document combines all or most of the materials of the initial design. The main

feature of the design document is its "liveliness" - in fact, it will not be completed as long as the game is in development. It can be changed every week, sometimes every day. Therefore, even if a document design must exist in some forms before the start of full-scale production, it is almost never a complete design, although it can describe many aspects of all stages of a fully designed game.

Before an approved design, a core team of programmers and artists can begin working on ideas. Programmers can develop initial prototypes to demonstrate one or more features that some middlemen want to see in the game or  they can start developing a framework that will ultimately be used by the game. Artists can draw sketches as a springboard for the development of real game resources. First, the producer can work on the game part-time, but increase their employment as the development progresses.