Background truly successful commercial game of today. since

Art & Culture, Artists

BackgroundVideo games in their60-year history have changed a lot. The first gaming machine was created in1940, but the development of video games began in the early seventies with thefirst home console Odyssey and video game Pong in 1972, which has become one ofthe famous, first truly successful commercial game of today. Since thencomputers have become so common that anyone could create their own game.

Thecurrent video game market has a lot to offer due to the fast-growingtechnology. 1. 0   Terms of ReferenceSTEPHEN COLBERT (Lecturer)has requested PIOTR GRZEBIELSKI to write a report to examine: Video GameDevelopment. It is a requirement of Communication, Level 6 unit, F3GB 12, andis due to be submitted on 27 October 2017.

2. 0   ProceduresResearch for this reportwas conducted primarily via internet, by visiting reputable websites ofjournals, newspapers, and official reports. 3. 0   Findings   Nowadays, creating AAAgames (highest development budgets and levels of promotion) requires largefinancial resources and is associated with a high risk of failure. To reducethe risk of low sales of the game, large companies must carefully planproduction processes before starting the game development process. Video games are hardly ever built in a consistent mannerinstead creative teams of up to 200 people jump back and forth betweendifferent stages of the development process and often entirely differentcompanies are tasked with handling certain components like multiplayer ingeneral however the game development process starts and ends with a number ofparticular phases3.

1   ConceptThe process of creatinggames starts with the simple concept or idea.

Usually this is an originalconcept created inside the company, but it happens that the idea is taken fromoutside. Often it is a continuation of the existing title, or the plot of thegame is based on movies, comics, folklore or history. The team must considerthe platform on which the game will operate, its technical capabilities andlimitations. After developing thestoryline, the company needs to do a storyboard, which is a visualrepresentation of the plot, including sketches, concepts, and text to explainwhat is going on in every section or scene of the game. At the same stage, itanalyzes how the game will play, what is the game's purpose and rules, and mapsof different worlds or levels in the game. Software engineers decide whatexactly happens on the screen when a specific button is pressed, which may andmay not be the interaction that script events occur, and how the non-controlledcharacters react to what the player is doing.

The first stage is the brainstorming phase in which variouscreative and design directors decide what kind of game they will make here aresome popular game genres which can be blended together developers are limitedby the technical specifications of the particular platform their game is beingcreated for the engine is the most important component of the game it compilescode and visual assets3. 2   PitchingPhase two is the pitching phase a couple of documents arepresented to the game publishers detailing concepts fleshed out in stage oneindependent valves usually pitch their game ideas to the public in order toraise money generally through the help

of websites like Kickstarter The next step ispre-production. After defining a simple concept and choosing a platform, producers, designers, programmers and artists will work on issues such asstorytelling, scripting and creating complete design documents detailing gameobjectives, design levels, game mechanics. When the game is created on theoriginal concept, the authors of the scripts, artists and designers have thefreedom to create. In cases where game development is based on a license orsimulation of a real event, creative freedom is often limited to acceptable withinthe realm or real world.

3. 3   Story development andconcept artIn this stage visual artists are tasked with gatheringreference material and designing the look and feel of the game world within theboundaries set by the script writers it is here that various game designers cansee if their ideas will work in practice in stage 4 concept art is translatedinto the digital space together with professional level designers 2d and 3dartists both everything the player will see motion capture technology iscurrently being used to create more realistic animations and performances withthe help of famous actors characters and settings are often made by multiplepeople somers model while others texture rig and light voice acting runs incorrelation with the space programmers are given 2d and 3d assets as they arebuilt to make sure they function within the game engine in Phase five writingthousands of lines of code to allow players to interact with them artistsanimators and programmers work together to ensure their game is responsive aswell as visually captivating in In production, producerswill collaborate with teams of designers, artists and programmers to make sureeveryone is working together and are at the same stage.

Schedules are respectedto ensure that the goals of the project are adhered to throughout thedevelopment of the game. 3. 4   PostproductionWhen the game istheoretically starting to look like a designer's vision, testing begins. Byperforming focus tests, developers see what is difficult for the players, andthen improve or fix them.

During this production phase, the original vision islikely to change in small ways to correct errors in the design. Continuing tofocus on testing and improving the gameplay, the game is polished. Phase six devs privately or publicly share alpha and betaversions of their game gathering feedback and bug reports which can fix beforerelease and use to make sure everything is as engrossing and compelling aspossible once completed the games assets and code are sent off to be printed ondisks and distributed to retail stores across the globe or release digitallygame trailers are featured online along with physical advertisements andmarketing campaigns the final stage of game development regards updates andpatches to fix more bugs and glitches as well as either paid or free storybased or multiplayer downloadable content to key players enjoying the game acouple years after release and that concludes this breakdown of the video gamedevelopment process. 4. 0   ConclusionTechnology, especiallygames are developing at a rapid speed, therefore developers who want to becomeimportant competitors, must analyze the future of the gaming market. Theyshould be open to new distributions for their games.

Creating video games is acomplex process but giving developers great satisfaction and chances forpersonal development and significant financial

gains. Covers so many areas, through creating a scenario, music, graphics, drawing and managing, that almosteveryone who want to create games finds something for themselves and can be aco-creator of virtual entertainment history. 5. 0   RecommendationsCreating a video game isan extremely complex and difficult to manage process that can last for severalyears. It's an incredibly bustling market, one that frequently brings in morethan movies, but with a bad managing it can last for many years, absorb a lotof financial resources and end up failing.

Therefore, besides it's a good ideaon the game and willingness it is important to choose the necessary number ofpeople, designate and calculate the so-called milestones. Developers also needto determine on what platform the game will be displayed and what technologiesmay appear in the near future to move the title to the newly created devices.