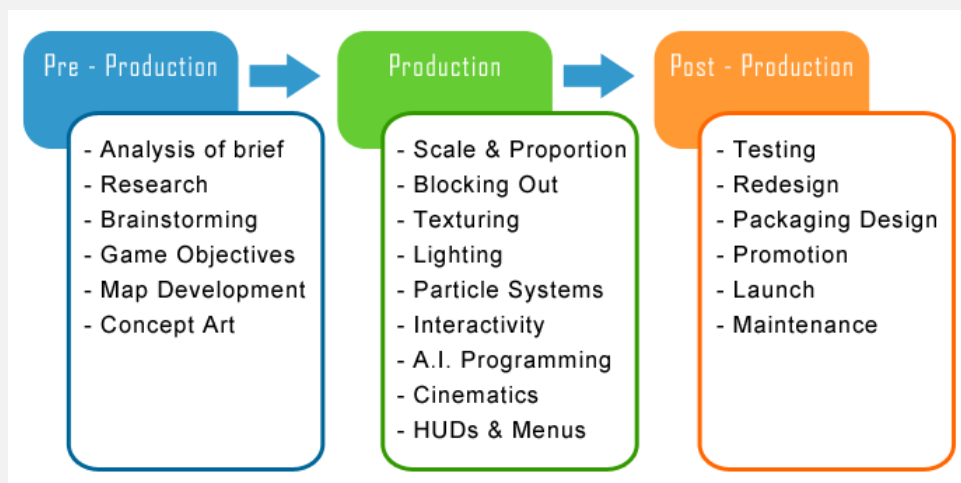


LEARNING GOAL & SCALE: Standard	
4	Student will be successful in level 3 and: Student will create their own visual representation of the video game production process.
3	Student will: Examine and categorize the significant processes in the production of games. -Describe what publishers, developers, distributors, marketers, and retailers each do. - Identify processes of development including content creation, team roles, design documentation, and process management (Standard 26.0) -Describe alpha, beta, release iterations in game design (35.02)
2	Student will: Define production, publisher, developer, distributor, marketer, and retailer. Research production processes
1	With help from the teacher, the student has partial success with the current content.
0	Even with help, the student has no success with the current content.

Work Scenario: You are trying to get an internship under a project manager at a game development company. You know the basic processes involved in game design but need to dive deep and do extensive research on steps within each process to have a clear understanding of what project managers oversee.

Your overall goal is to describe the processes of game development including pre-production, production, and post-production activities. Talk about those processes in detail as well as design iterations (alpha, beta, and release versions). You can do this in Word or blog format or another option of your choice as long as it meets the requirements- the important piece is extensive research!



Game Development Life Cycle

Your individual project should include (in your own words):

1. Steps of the game development life cycle with a description of what each step is.
2. A description of Alpha, Beta, RTM (release).

Possible options for this project: a blog, PowerPoint, Prezi presentation, sketches with captions, three GameMaker games (1 level each) that are Alpha, Beta, and RTM quality levels, research paper, etc.

Useful Resources:

Check out these articles to get started learning about the game development life cycle. **It is EXTREMELY important you understand the terms Alpha, Beta, and Release!**

<https://personanonymous.wordpress.com/2013/01/06/game-development-lifecycle/>

http://www.ijircce.com/upload/2013/october/36_Lifecycle.pdf

<https://prezi.com/wwrjkh5ezzcp/game-development-life-cycle/>

<http://www.pbs.org/kcts/videogamerevolution/inside/how/01.html>

<http://www.ign.com/articles/2006/03/16/the-game-production-pipeline-concept-to-completion>

<http://www.madehow.com/Volume-5/Video-Game.html>

<https://digitalworlds.wordpress.com/2008/04/10/the-process-of-game-creation-the-game-design-document/>

http://www.onlinedesignteacher.com/computer_games_design/games_design_process.html#.VUjO8qHD-AU

Overall Development Life Cycle

1. Initiation & Team building/choosing
2. Pre-production- Market research, brainstorm, game objectives, concept art
3. Production- Development, **Alpha version and Beta version**
4. Post Production- Release version, Packaging, Promotion, Launch