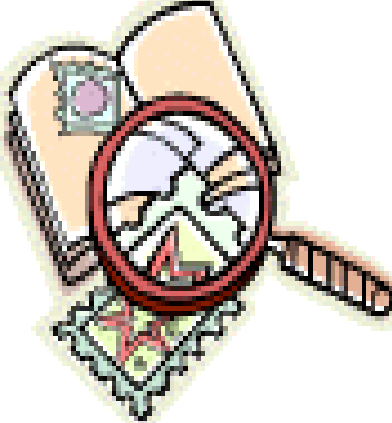


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|                                                                                   | <p><b>Game Development</b></p>                                                                                                                     |

## DEFINITIONS

### *Game Development*

- Game development is the process by which a game is produced. Today this term almost exclusively refers to the development of computer or video games. ([http://en.wikipedia.org/wiki/Game\\_development](http://en.wikipedia.org/wiki/Game_development))
- Game development is the software development process by which a video game is produced. Games are developed as a creative outlet and to generate profit. Development is normally funded by a publisher. Well-made games bring profit more readily. However, it is important to estimate game's financial requirements, such as development costs of individual features. Often game projects developed with "heart and soul" turn no profit failing to provide clear implications of game's expectations may result in exceeding allocated budget. In fact, the majority of commercial games do not produce profit. Developers such as BioWare, Blizzard Entertainment, and id Software are famous for releasing quality games on completion, rather than being constrained by financial limitations. However, most developers cannot afford changing development schedule and require estimating their capabilities with available resources before production. ([http://en.wikipedia.org/wiki/Video\\_game\\_development](http://en.wikipedia.org/wiki/Video_game_development))

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2<sup>nd</sup> and 3<sup>rd</sup> Floor, University Library

#### **Game development tuts+**

Retrieved November 20, 2015 from <http://gamedevelopment.tutsplus.com/>

Tuts+ is a game developer's best friend. This is a website offering loads of tutorials and illustrations along with a large collection of eBooks, courses, and business. There is also a blog aiding programmers in developing games in a hassle-free manner.

#### **Coursera**

Retrieved November 20, 2015 from <https://www.coursera.org/>

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With Coursera, beginners will be able to learn step-by-step procedures for game developers. The website doesn't require a vast knowledge of languages, and teaches everything from creating a game with many languages to creating a game with C#.

**Walkerboystudio**

Retrieved November 20, 2015 from <http://www.walkerboystudio.com/wbstudio/>

If you're looking for a step-by-step video tutorial for game development, Walkerboystudio is the site for you. With ample HD videos and recorded materials, this site is a developer's tutorial heaven.

**Gamedev.net** [Retrieved March 12, 2014]

<http://www.gamedev.net/reference/>

GameDev.net has emerged as the leading online community for game developers of all levels, from the green beginner to the seasoned industry veteran. Over 850,000 developers from around the world return here regularly to take advantage of the frequently updated developer news, thousands of articles and other resources, amazingly active forums, and most importantly to be a part of the growing international community of game developers.

**DevMaster.net** [Retrieved March 12, 2014]

[www.devmaster.net/](http://www.devmaster.net/)

DevMaster.net is a *game development* website that provides articles, a 3D engines database, daily news updates, and an active forum!

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***Reference and Information Section***

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*November 20, 2015*