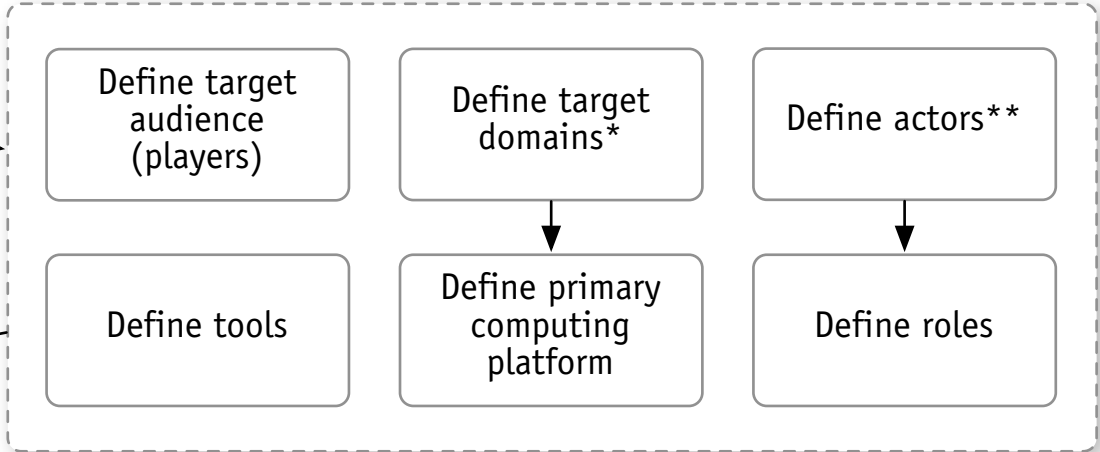


Concept Phase

Inception

Design
core game mechanics

Develop proof of concept

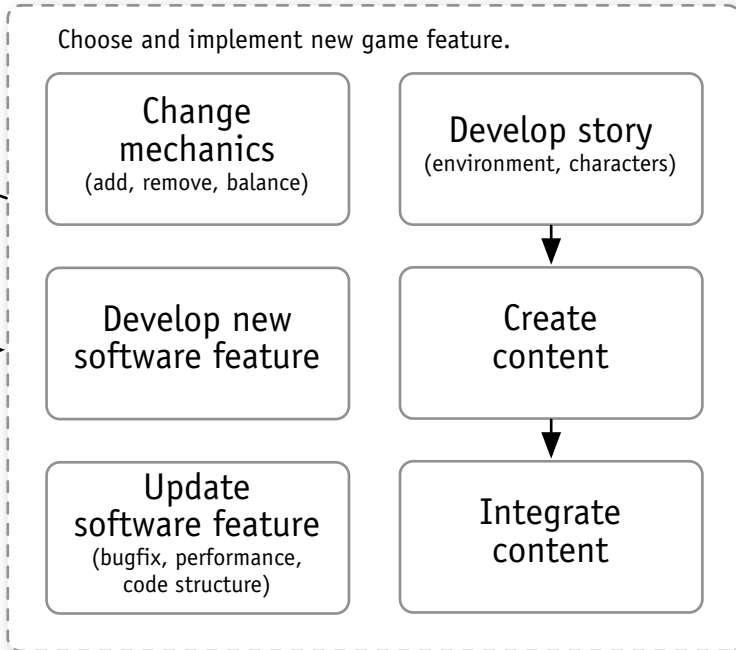


Production Phase

Play
Is the game fun for its players?

Save or revert to snapshot***

Create marketing material



Communicate directly with actors

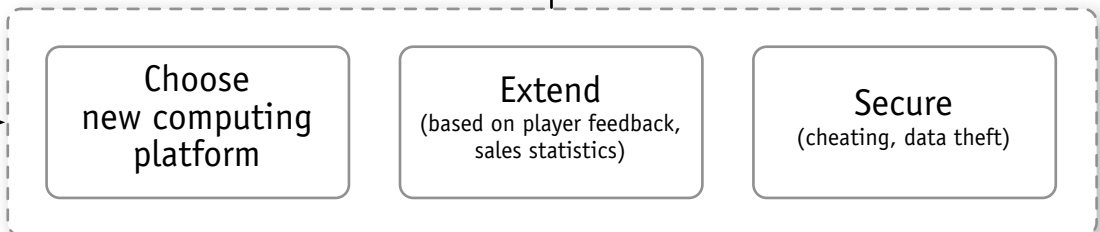
Document where appropriate

Develop custom tools where needed

Release Phase

Release
to computing platform

Marketing



* Settings in which the game will be played

** People involved with creating the game

*** Functional game in a nearly shippable state