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a literature review of the life cycle of the gdse process was conducted, and this revealed a scattered research activity in the domain. the study showed that research activity has been growing with the increase in the number of more reports.

the study also showed that the number of reports have increased from 10 in the year 1999 to 47 in the year 2014.

although the number of reports is low compared to the number of reports on the other topics, it reveals the increasing interest in the study. since there is no clear pathway between the traditional software development process and the gdse process life cycle, the study used some of the literature to understand the similarities and differences in the gdse process and a few software development process. building a gdse process is a challenging task. the gdse process is not so simple,

and using all phases needs cooperation of the designers with different functional teams. the current phases of

development are; analysis, concept, design, and implementation. during the life cycle of a game, the phase of experimentation plays an important role in identifying and validating the issues and potential problems. case studies of different types of games and discussions of game development team experiences that contributed to the success or

failure of project in the process of pre-production, design, development, and post-production were identified. many games in the study included the process of development, from the pre-production phase through to the post-production phase

either prove that the overall development process produces a good-quality game as a final product or reveal that it

cannot. also, game design, development, and education, team collaboration and communication, and project management skills were three aspects of study under this category. these aspects were proved that there are common

practices to be adopted in game development to achieve these goals.

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games are typically creative or creative-entertainment software products that use game technology, which includes new technology as well as traditional technology, to provide users with immersive and compelling experiences, similar to conventional art forms. the main purpose of making games is to create a fun and relaxing experience for users (brunia, 2007). the most recent gaming product is a form of multi-player online games that support online games beyond the limited border, computer games that are played in the internet, and games that are played on a public network. games allow individuals to be actively involved in their own creations, leaving almost no room for passive viewing, by allowing them to decide how the game proceeds in accordance with their individual tastes. on the other hand, in today's life,

people are increasingly using computers to play games. there are many different types of games available, which include: single-player, multi-player, strategy, simulation, puzzle, adventure, action and racing, and sporting games. according to a

2012 survey by the gallup organization, there were more than 350 million people playing video games in the world (gallup). the success of software games and more widespread interest in video game technology today are increasing the need to support software game development process, which is a dynamic and challenging process. technical skills are no

longer a question for companies to focus on, but they should focus on the process of developing as well. game

development process includes preparation, product development, quality assurance, deployment, and maintenance processes. some companies focus on only one or two phases of the development process; however, developing games

requires a complete process. because of the complex nature of the software game development process, there have been many developers of the software game development process to simplify the process for the development of software

games and also to support quality development. the software game development is a process of managing a development team, and managing a software game development team is a complex task. 5ec8ef588b

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