Subject: Re: Ever wonder how they make our games?
Posted by warranto on Fri, 20 Apr 2007 13:06:19 GMT
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Heh, I notice how the flow chart fails to mention anything about actually testing or quality assurance before the "Final Game Asset" stage

(Yes they mention alpha and beta stages, but nothing about fixing what is found in them... just about adding new stuff.)

Yes, this is a cheap shot, but I'm taking it.