
Subject: Re: Ever wonder how they make our games?
Posted by [Crusader](#) on Fri, 20 Apr 2007 15:12:24 GMT
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warranto wrote on Fri, 20 April 2007 09:06Heh, 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.

Hahaha! That's probably why EA's games come with a s***load of glitches! lol! Good point!
