

Game Development Essentials: Game Project Management

John Hight, Jeannie Novak



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Game Development Essentials: Game Project Management John Hight, Jeannie Novak Game Development Essentials: Game Project Management is the only book on the market that offers a comprehensive introduction to game project management in an informal and accessible style, while concentrating on both theory and practice. This book offers an overview of the game project management process including: roles and responsibilities of team members; phases of production; concept development; testing, marketing; scheduling; and budgeting. The fast-growing game industry has fueled rapid upward movement of game production staff into the ranks of management. This book will train readers in the tools and techniques necessary to become effective team leaders.

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