

## So you want to be a game developer?

1. Verb Present Ends In Ing
2. Adjective
3. Noun
4. Adjective
5. Number
6. Noun Plural
7. Adjective
8. Verb Present Ends In Ing
9. Noun Plural
10. Verb Present Ends In Ing
11. Verb Present Ends In Ing
12. Noun
13. Noun
14. Adjective
15. Adjective
16. Noun
17. Noun Plural
18. Noun
19. Noun

# So you want to be a game developer?

Getting started with \_\_\_\_\_ Verb Present ends in ING and making a game can prove to be a \_\_\_\_\_ Adjective task, so as an independent designer, here are some tips that can help you get a head start in the wide \_\_\_\_\_ Noun of video game development. The \_\_\_\_\_ Adjective thing that can help you on your gaming journey is knowing the \_\_\_\_\_ Number simple role groups in game development: Designers, Artists, Producers, and Programmers.

Designers are responsible for the \_\_\_\_\_ Noun Plural and all the \_\_\_\_\_ Adjective stuff the player can do in their game, such as \_\_\_\_\_ Verb Present ends in ING a room that needs you to find multiple \_\_\_\_\_ Noun Plural from other rooms or designing a stage around a special power-up. Artists have it rough, working day in and day out \_\_\_\_\_ Verb Present ends in ING and \_\_\_\_\_ Verb Present ends in ING art assets and \_\_\_\_\_ Noun, and sometimes also work on creating \_\_\_\_\_ Noun! Producers are the task managers, responsible for keeping a team \_\_\_\_\_ Adjective, \_\_\_\_\_ Adjective and overseeing all other \_\_\_\_\_ Noun of the game. They're in charge of making sure deadlines are met, milestones are reached, and mechanics are solidly implemented. Then there's the programmers, who just sit at \_\_\_\_\_ Noun Plural and type fancy syntax \_\_\_\_\_ Noun into a \_\_\_\_\_ Noun.