## 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
	Noun Plural
10.	Verb Present Ends In Ing
	Verb Present Ends In Ing
12.	Noun
13.	Noun
14.	Adjective
15.	Adjective
16.	Noun
17.	Noun Plural
	Noun
	Noun

## So you want to be a game developer?

Getting started with	ctive 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 thing that can help you on your gaming journe	y is knowing the
Number simple role groups in game development: Designers, Artists, Producers, and P	rogrammers.
Designers are responsible for the <u>Noun Plural</u> and all the <u>Adjective</u> stuff the play	er can do in their
game, such asverb 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 an	d day out
Verb Present ends in ING and Verb Present ends in ING art assets and Noun, and S	sometimes also
work on creating! Producers are the task managers, responsible for keeping a te	am
	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 <u>Noun Plural</u> and type fancy syntax <u>Noun</u> into a	Noun

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