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* _____.