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Real-time strategy: Evolutionary game development

Martin Walfisz ^a ... Timothy L. Wilson ^b

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Abstract

Projects have become a way of getting things done, and have moved increasingly toward achieving qualitative goals. In this article on video game development, the opportunity is taken to relate some particular observations on creative projects and their management. The essential aspects of this approach are its incorporation of individual and group creativity into its foundation, a Lindblomian process of decision making, and a substitution of a time of regular introspection for milestones. Application depends upon the ability to have interim developments available for group examination and fixing a suitable time interval to make such assessments. The approach would seem applicable to a range of possibilities, including film making, script writing, architectural rendering, and equipment design.



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Keywords

Project management; Group creativity; Video games; Technology

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