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## **WORKING AS A DEVELOPER. PROS AND CORNS**

A big amount of people considers that making games is the same as playing games. Someone thinks that it is easy to be a game developer because you can play the computer all the time and sometimes you need to write code but it is not hard, isn't it? So, for people who think so this research has been prepared. The work aims to understand what it is to be a game developer, to talk about the experience of other people from this industry. The author tries to reveal pros and cons of working as a game developer as well as systemize all the knowledge in this field.

**Objective.** Informing people about game development industry, peculiarities of working process and possibilities of working there.

The research is based on the experience of the most popular Ukrainian game developers who shared the peculiarities of their working process. We managed to systemize all the information from different interviews<sup>[1]</sup> which have been taken for more than 2 years. Also we have analyzed the book of the famous journalist Jason Schreier "Blood, Sweat and Pixels" where the author tells us a story about the development process of the 7 famous games from different game studios.

Also it is important to tell people about the possibilities to work as a game developer<sup>[2]</sup>, to give them a vision of the most popular professions in this industry because our Game-dev industry needs new talents, fresh blood for creating new wonderful worlds.

There were times when Ukraine was the lead country in the game-dev industry in the Eastern Europe. But for today we are not the first. And it is disappointing. We think that it is the right time for changing the situation.

And, of course, we talk about pros and cons of being game developer<sup>[4]</sup>. We talk all about crunches, NDA, exhibitions, conferences and all that the beginner in game-dev needs to know.

For today Game development industry is the richest industry in the world. There are billions of dollars circulated there and it is not a surprise that many people would like to start being a game developer. But this people don't know (in the most cases) about the hidden dangers waiting for them on this way<sup>[3]</sup>. The target of this research is not to scare people but prepare them to some tough thoughts which they can face.

It is important to understand that if you would like to be a game-developer, you have to be ready for working several days without any rest, experience pressure from investors and chiefs. But if you are ready to face these problems, you have an ability to work under one of the best conditions in the world, with the talented and understanding people from all over the world, and you have an ability to make something great.

**Conclusions.** The insight into the processes of game development companies has been studied. More than 20 interviews have been taken. We try to analyze and understand the culture of game development in Ukraine and other countries. Also we discovered new ways how to start being a game developer and how to run your own business connected with games.

**Key words:** Game development, games, crunch.

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