УДК 004.4

SAMARSKIY S.V.**,** ***MALIKH O.N.*****,** docent, Doctor of Science

TECHNOLOGICAL PROCESS OF AAA CLASS COMPUTER GAMES CREATION

The creation of computer games is a multimillion-dollar industry [1]. In general, the computer game is a complicated multi-module system consisting of hundreds of thousands of code lines.

Due to the fact that the game industry is relatively new, the technology of game creation is far from perfect. The main problem is the lack of intermediate stages or, in other words, the direct encoding [2]. The success of such projects depends entirely on the skill and experience of the developers. On account of the fact that computer games are popular among many people, the domestic market needs a detailed study of problems of design and production of computer games from the scientific point of view. Using a scientific approach would create competitive projects in the world market and prepare qualified specialists in this field.

Systematization of the process is to identify common stages of the production of computer games and using the decomposition method, partitioning them into smaller stages, which in turn give an opportunity to solve local problems maximally efficient.

There are currently dozens of books available on the subject of game development. Most, however, cover in great detail a specific topic in game development rather than an overall developing process. While these books definitely have their purposes, there doesn't exist any literature on how to properly organize these tidbits of knowledge [3].

Systematization of the process of creating the game will improve the quality and speed of production of software, as well as reduce the risk of the production.

Taking into account the architecture and the concept of a computer game, you need to break the technological process of production on the stages and solve local problems at each stage of development. For example, in designing artificial intelligence of virtual player, the developer faces a number of subtasks, which can be solved by several methods. This allows you to choose the most suitable solution.

Based on the architecture of Rollings and Morris [4] a model of computer games was constructed, as well as solutions of problems arising in the design of individual modules were proposed.

A systematic approach to the production of computer games allows to select the most favorable strategy and take effective decisions. This approach allows to create computer games using the highest quality resources rationally.

List of references: 1. "3 Million Lines of Code."EdGames. Sept. 13, 2004. **2.** *Jeff Plummer*, ”A Flexible and Expandable Architecture for Computer Games”, ARIZONA STATE UNIVERSITY, December 2004,

p.1. **3.** *Jeff Plummer*, ”A Flexible and Expandable Architecture for Computer Games”, ARIZONA STATE UNIVERSITY, December 2004, p.11. **4.** *Andrew Rollings, Dave Morris,* "Game Architecture and Design" The Coriolis Group, 2000, p.626.