

UNSEEN GALAXY

Production Guide

A producer's role within a games studio isn't always as straightforward as some other roles involved with development. First and foremost, a producer's job is to help their whole team. A producer working in the industry will be the person gathering the team, raising money to pay for it and making sure that you make the best game possible. You won't have to worry about raising money for this project. From the start to finish of game development, producers are involved with the entire team. Producers have to work well with lots of different people as they'll not just be working with their team but also are often the people talking to publishers and the media both during development and after release.

Running A Kanban Board

Kanban boards are like to-do lists. They help producers, and their studios visualise and understand what needs to be done, when and by whom. [HackNPlan](#) and [Trello](#) are both free and easy to use. Using cards and columns, you can create a clear and straightforward task list to keep you and your studio on track and ready to meet your deadlines without getting too distracted. Assign tasks to team members, prioritise and plan all on the same board so that everybody has access to the same information and you can help each other along the way.

Team Support

Each of your team members should have their role, as well as a job to be doing. For artists and programmers, that role is pretty self-explanatory. For producers, however, much of their job is to support their team. That isn't done by taking on the tasks of your other teammates but by effectively managing your time. If somebody is struggling with one aspect of the project, help them find a way around it or move to a different part of the project. The best way to support your team is to talk to them. Are they struggling with something? Why? How can they get around it or get past it?

Deadline Management

A producer's job is to ensure that your game is completed on time. There are a few ways to do this. Effective time management with things like a good Kanban board and clear Game Development Document are a great way to keep people on track and set to meet their deadlines. Producers can also check in on their development teams regularly. Make sure everyone is happy with what they're working on and the time frame to do it. The producer will also have to work with the game designer and the rest of the team to monitor the game's scope. If you've planned too much and don't think you'll be able to complete the project within your deadline, then the producer will need to work with their team to decide how they can scale back their project and make it easier to complete within their time frame.

Gathering Assets

Assets can refer to a few things in video games. For the producer, assets include the people and equipment your team will need to make your game. When developing a complete game, producers will have to pitch their games to publishers and investors to gain funding to make the game. They remain in control of the budget throughout the process to manage it accurately, just like they do with the deadline.

Submitting Your Game

A producer's job is to submit their game to a publisher. In this case, submit it to Unseen Galaxy. To make things as easy as possible, we've made a helpful [submission guide](#) for you to use that will tell you everything that you need to include when you come to send your game to our [submission form](#).