

Game Production Roadmap

Gaming, Esports & Digital Entertainment

Document type: Plan / SOP / strategy / guide · Generated 14 Oct 2026

This guide explains what the tool produces, how to use the output, and what to watch for. The actual output (draft/report) is generated on the tool page.

Background

Produces a production roadmap for a game — milestones (prototype, vertical slice, alpha, beta, soft launch, global), scope per phase, team allocation and risk gates. Use it to plan and track development. For live-game operations use the LiveOps Plan.

Purpose of this tool & output

Plan development to soft launch and beyond

How the output is used

Use it to plan development to soft launch and beyond — a production roadmap across milestones, builds and testing.

Important cautions

Use metric-based gates (fun, then retention) at prototype and soft launch to greenlight or kill before expensive full production — this is the single biggest risk control in game dev. Timelines slip; build buffer. Indicative plan.

Companion documents

- Game Design Document (GDD) Builder
- Game Concept Pitch Deck
- Game Engine & Tech Stack Advisor
- Game QA & Testing Plan
- LiveOps & Live-Game Plan
- Post-Launch Growth Roadmap

This is AI-assisted guidance. Verify with a qualified professional before any binding decision. Fees, authorities and processes vary by state and change over time — confirm with your state authority.