

## Investigating Software Engineering Challenges in Game Development

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**Abstract :** This paper discusses a variety of challenges and solutions involved with creating computer games and the issues faced by the software engineers working in this field. This review further investigates the articles coverage of project scope and the problem of feature creep that appears to be inherent with game development. The paper tries to answer the following question: Is this a problem caused by a shortage, or bad software engineering practices, or is this outside the control of the software engineering component of the game production process?

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