Game Development and Supply

GTA — Gaming Technologies Association

December 2011

Design	Development	QA/Testing	Approval	Sales/Supply

Design

Idea

Features

Trade Marks

Game Name

Patents

Theme

Cultural Suitability

Development

Hardware Compatibility

Services (eg PIDs)

Coding: Game and Base 1 million+ lines

Configuration

Limits

Denomination

Paytable
Probability
Hit Frequency

QA/Testing

Performance Validation

Environmental Simulation

Standards

Compliance Assessment

Detailed Submission

QA

Each Jurisdiction

GMNS

External Testing

Approval

Inventories

Manufacture

Regulatory Evaluation

Legislation

Policy

Game Approval

Sales/Supply

System Connectivity

Monitoring Connectivity

Analysis, Admin Support

Sales

Installation

Information Showroom Events

Site Preparation, Field Support, Troubleshooting

Maintenance Support

Company Licensed (by jurisdiction)	Executives Licensed	Premises Approved	Software Engineers	Test Lab Technicians	Submission Tracking	Compliance Support	Field Sales Executives	Field Support Technical Services

3 months +	2 months +	2 months +	2 months +	2 months +