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COMMANDMENTS

Of Game Development

1. **Make it Fun**
2. **20 Devs / 2 Years**
3. **Hook and Vision**
4. **AI**
5. **Prototype and Test**
6. **Hourly Iteration**
7. **Story and Takeaway Message**
8. **Design for Expansion**
9. **Design Documentation**
10. **Deliver on Time!**
11. **Bonus Content**