

Game Development

Hard · 16 × 16 · 18 words · every direction, backwards too

T	I	G	N	I	G	G	U	B	E	D	O	O	O	L	E
N	O	T	A	E	P	R	O	T	O	T	Y	P	E	O	P
I	E	E	G	E	E	H	F	S	S	N	S	V	Y	M	R
O	A	S	E	A	A	R	A	R	G	U	E	I	H	S	O
P	E	R	C	S	M	V	C	I	E	L	A	A	O	E	C
N	R	G	E	I	E	E	S	S	E	D	P	N	T	S	E
W	U	L	N	F	H	E	E	D	G	A	A	A	S	O	D
A	T	W	I	I	D	I	I	N	T	N	G	H	N	I	U
P	X	L	I	D	T	T	T	H	G	N	I	N	S	P	R
S	E	R	N	R	O	S	F	B	I	I	O	D	O	D	A
N	T	U	E	R	E	I	E	R	O	G	N	O	A	I	L
A	O	M	R	E	N	F	E	T	Y	X	L	E	C	O	O
S	T	L	E	D	N	D	R	L	Y	E	A	O	I	A	L
R	E	C	I	R	N	H	O	A	M	A	L	A	O	E	A
R	I	N	F	E	P	P	O	A	M	E	L	P	D	O	D
P	G	R	R	T	Z	D	G	G	E	E	I	P	T	E	M

☐ GAME ENGINE
☐ LEVEL EDITOR
☐ PROTOTYPE
☐ PLAYTESTING
☐ GAME LOOP
☐ HITBOX

☐ SPAWN POINT
☐ PATHFINDING
☐ PROCEDURAL
☐ RENDERING
☐ SHADER
☐ TEXTURE

☐ POLYGON
☐ WIREFRAME
☐ SOUND DESIGN
☐ LOADING SCREEN
☐ DEBUGGING
☐ SAVE FILE

Game Development: answer key

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