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Game development is a complex process that involves many different stages. One of the most important stages is prototyping. Prototyping allows game developers to create a playable version of their game that they can use to test their ideas and gather feedback from players. This feedback is then used to make improvements to the game. Prototyping also helps game developers to identify any technical issues that may arise early in the development process. There are several different ways to create a prototype, but the most common way is to use a game engine. Game engines provide a framework for creating a game and allow developers to focus on the game's mechanics and content. Prototyping can be done in a variety of ways, but the most common way is to use a game engine. Game engines provide a framework for creating a game and allow developers to focus on the game's mechanics and content. Prototyping can be done in a variety of ways, but the most common way is to use a game engine. Game engines provide a framework for creating a game and allow developers to focus on the game's mechanics and content.

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