Top 10 common mistakes while developing a mobile game.

Building a game is much harder than you things, It's like building a whole house on your own from the start. And there are many possibilities of things to go wrong. To make sure take care of 10 common mistakes to avoid while developing a mobile game.

Too much Functionality

Simple is best, heard everywhere right| But at the beginning of the game, this is the most important thing to see. The game should easily define what it is rather than make it way too much clutter to present it over the top.

Ignoring the difference between IOS and Android

Ios and Android are different operating systems. And both the systems have different approaches to design the different characteristics and different navigation. So make sure to avoid this mistake and go for the cross-platform for native solutions.

Bad Backend architecture

We always [keep](#) the focus on the primarily visible screen. However there is more than what you see on screen, there is a backend that serves logic, database, structure, and this all is connected to extended service. So don't forget the rationality of the backend.

Designing for yourself and not users

One of the mistakes everyone makes is that we make games things for people, for the audience not for our own self. So keep that in mind and make the game according to the audience's taste keeping them in mind. Don't make the game as per your taste or preference, This is the most common mistake to be avoided.

No Marketing strategy

Marketing strategy is an important task to be considered. Before technical make sure to go through the marketing strategy. There should be a proper way of promoting the game, analytical, and advertising. Make sure to have a proper marketing strategy before putting it out to the audience.

No organized Testing

This is not about testing for errors in the code. After the mobile application is published on the App Store and Google Play, advertising is created, and, after some time, conclusions are drawn based on it. When developing mobile applications, special attention should be paid to product testing as an essential element of development.

No customers Feedback

Feedback from the user is crucial, Every question from the audience needs to be heard and answered. Also, make sure the answers should be quick and solve the problem. While developing the game make sure to have a feedback form for benefit of both company and the audience.

No set goals

Goals should be specific, What the company is expecting from games after the months of its launch. Whatever you expect from the company must be pen down for the better future of the company and to see the shortcomings in the future. Often, specific goals are missing, preventing the team from focusing on the result.

Lack of Flexibility

While developing a game you should be flexible about the changes. There is no place for stubbornness in game development. While developing a game there are most definitely chances of errors and things not go accordingly, So always be prepared with new adapting situations for the application.

Aggressive monetization

To gain the maximum value of assets, First, gain the audience. Quickly make the move and effectively meet the needs of many people. Carefully monetize the profit and loss of money. So you can keep a track record of the company's future.

Conclusion

There are many obstacles to developing mobile games. However, we try to give ten common basic mistakes to be avoided while making the mobile game. Start the development process to show the experience of mobile gaming in today's world.