

Kevuru Games Developers Share Hands-On Findings on AI Agents

Kevuru Games developers tested AI agents inside real production pipelines and share what actually works. Insights every games development studio needs in 2026.

LOS ANGELES, CA, UNITED STATES, June 21, 2026 /EINPresswire.com/ -- As agentic AI became one of the most discussed topics in software engineering throughout 2025 and 2026, Kevuru Games [game development studio](#) set out to evaluate how these systems perform inside actual game development environments.

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AI agents are useful much earlier than people expect. During project estimation, planning, they can help speed up requirement analysis and the initial decomposition of a project into tasks and systems”

Mykhailo Kravets, Gameplay Mechanics Expert at Kevuru Games

The company tested several widely discussed AI agent systems, including Claude Code, OpenAI Codex, Google Jules, Devin, OpenHands, and SWE-agent, across engineering, documentation, QA, research, and production support workflows.

What Are AI Agents in Game Development?

The term AI agent is quite overused these days. AI is in hype, and an AI agent shows up as that dream robot that

will replace human employees fully. But it's important to tell the difference between an AI agent and a language model.

Claude Sonnet, Claude Opus, GPT-5, and Gemini are often part of an agent, but they are not the entire system. Think of them as the reasoning component. The agent is everything around the model: the tools it can access, the files it can read, the actions it can take, and the tasks it can continue working on after the initial prompt. An AI agent goes a step further. It can plan tasks, use tools, access files, interact with software, and execute a sequence of actions with limited human input.

For game development companies, that distinction is more than a technical detail. Asking an AI to generate a shader, a quest description, or a character biography is not agentic behavior. Asking it to inspect a repository, identify missing assets, generate code, run tests, fix errors, and report the results is much closer to how modern AI agents operate.

The rise of agentic workflows has been particularly visible in software engineering. By 2026, systems such as Claude Code, OpenAI Codex, Google Jules, Devin, OpenHands, and SWE-agent

are capable of working across entire repositories rather than individual files. Recent academic research describes this shift as a move from code generation toward delegated execution under human supervision.

These are common uses for AI agents in game dev:

- Generate and refactor gameplay code
- Create tools for level designers and artists
- Write technical documentation
- Review pull requests and identify bugs
- Generate test cases and QA reports
- Assist with balancing and gameplay analysis
- Manage content pipelines and asset organization

While the technology has generated significant industry attention, Kevuru Games found that the most valuable use cases are often more practical than many of the public discussions suggest.

According to the company's findings, AI agents currently provide the most value in software engineering support rather than fully autonomous development. Documentation emerged as another practical application, and here, even without an agent, AI is of great use.

"Documentation is one of the areas where AI creates immediate value," says Margo Korol, QA Lead at Kevuru Games.

"Even without a full agentic workflow, tools like ChatGPT can save a significant amount of time spent preparing documentation and test-related materials."

How do AI agents help game developers?

Most studios use agents for small jobs that appear constantly during production. A programmer needs a quick tool. A producer wants release notes assembled from hundreds of commits. A QA specialist is trying to reproduce a bug reported three weeks ago. These are the kinds of tasks where agents are finding a place.

What AI tools are best for game art and asset generation?

For concept art, teams commonly experiment with Midjourney, Flux, Leonardo AI, and Stable Diffusion. For 3D art, Meshy and Tripo AI are among the better-known options. Most studios use these tools to speed up parts of production rather than generate final assets without modification.

Responsible [game outsourcing](#) does not cut corners on art. Studios that take their projects seriously know that authentic game art is not something an algorithm can fully replace. Character design, environment art, concept work, and animation all carry a creative signature that players recognize and respond to. When that signature is missing, the game feels hollow — and players notice faster than any QA team.

Human authentic [game art services](#) exist for exactly this reason. A skilled art outsourcing partner brings not just technical execution but cultural context, stylistic consistency, and creative problem-solving that AI tools still cannot match. For studios outsourcing art production, the difference between a vendor who uses human artists and one who passes off AI-generated assets as finished work is the difference between a shipped product players remember and one they refund.

Can AI agents create full games automatically?

Not today. An AI agent may be able to create a prototype, but building a full game requires running many interconnected complex processes that require human professionals.

Game production involves dozens of interconnected systems: art, code, audio, narrative, QA, balancing. All the processes depend on each other. No current AI can manage that chain end-to-end without breaking something.

Mobile game development services are evolving alongside this shift. Studios working in mobile now use AI agents for asset generation, localization, A/B testing copy, and push notification optimization.

Experienced professionals make the calls that matter: creative direction, technical architecture, player experience design, and quality control. AI handles repetitive and generative tasks. Humans handle judgment.

How do I choose the right AI agent for game development?

Start with a specific problem, not a product search. The right AI agent is the one that solves the exact bottleneck your team is hitting right now.

From our experience as studios do not evaluate ten different agents and pick the best one. They identify a pain point, for example: slow asset iteration, repetitive NPC dialogue, QA coverage gaps. And having a clear problem in mind they choose a tool built for that use case. From there, the evaluation becomes straightforward: does it fit the pipeline, does the team adopt it, does it save measurable time. If yes, it earns a permanent spot. If not, you move on without losing much.

A programmer wants help navigating a large repository. A QA lead wants to reduce the time spent on regression testing. A producer is looking for a better way to organize project information. The use case often determines the tool.

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