The methodology has 4 basic stadiums:

1) Definition of the subject.
2) Resources to use.
3) Development.
4) Test.

STADIUM 1: Definition of subject.
1) Hint the subject(s) that should be covered
2) Hint the topic(s) of the subject(s) that should be covered
3) Desired depth
4) Pre-analysis of whole
5) Libreto

STADIUM 2: Resources to use
1) Relations among resources and events.
2) External resources to create images and sounds.
3) Relations between hardware and software

STADIUM 3: Development
1) Objects in libreto
2) Objects design

STADIUM 4: Test
1) Base test of objects test.
2) Set test.
3) Bets test.