Campaign editors usually offer base tilesets to start with. Level design can begin once a base tileset is selected. Campaign editors such as StarEdit (for StarCraft) allow the following: raise/lower terrain, altering the base tileset, and adding of map objects such as trees.

Level Design & Scripting
Once the level is designed and all the necessary structures and units are added, programming or scripting can begin. Some campaign editors contain premade scripts or triggers to simplify the programming and speed the process up. StarEdit uses ‘hitboxes’ in which you assign triggers. When a unit hits the invisible ‘hitbox’ in-game, an event occurs.
Crimson Irregulars
A StarCraft Modification

Many types of games have a mission briefing or a section of the game where the objectives and/or plot are explained. Voiceovers and animations help introduce and bring life to any characters that may appear. StarEdit provides facial animations for various StarCraft characters which can be used with custom voiceovers.

Testing
Once the level is designed, programmed, and the sounds are added in, Alpha and Beta testing can begin. This is the stage where programming bugs are worked out and the sequence of the events and voiceovers are timed and balanced. Once the bugs are fixed the campaign can be released, this is known as going “Gold”.

Plots & Characters
Always too busy to explain what’s going on themselves. I know you’re not accustomed to traveling with miscal convoys, but we were the only ones heading your direction when you needed a ship.

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