Releasing Your Game

ElectronicArmory.com
3D Game Development Course

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Publishing Your Games

- Steam
- <u>Itch.io</u>
- GameJolt
- Google Play
- iTunes App Store
- Ads
 - Unity Ads
 - o Ad Mob
- Analytics
 - Flurry
 - o GA

Steam



\$100 registration for each game/app, recoupable after \$1,000 in sales

1-5 day review process, 30 day waiting period

Valve takes 30% of sales

Average indie game costs \$9, sells very few copies

Your Store -

Games -

Software -

Hardware -



All Games > Action Games > WW1 Game Series Franchise > Verdun

Verdun

Community Hub





Merciless trench warfare immerses you and your squad in intense battles of attack and defense. Verdun is the first multiplayer FPS set in an authentic World War One setting offering a rarely seen battlefield experience.

RECENT REVIEWS: Very Positive (601)

Very Positive (20,911)

Apr 28, 2015

M2H Blackmill Games

M2H

World War I FPS Multiplayer War Historical +

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Apple App Store

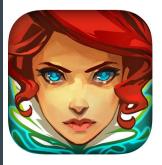
\$99/ year

Complex setup for businesses (DUNS), individual account is far easier

Apple takes 30% of sales

App Store Preview

This app is available only on the App Store for iPhone, iPad, and Apple TV.



Transistor 12+

Supergiant Games, LLC

#120 in Role Playing ★★★★ 4.4, 515 Ratings

\$4.99

Screenshots iPhone iPad Apple TV







FROM THE CREATORS OF BASTION: Experience a science fiction action RPG like no other! Wield an more

^{**} App Store Best of 2015 Selection **

^{*}Transistor requires at least an iPhone 5, iPad 4, or iPad mini 2.*

Google Play Store

\$25 one time fee

Google takes 30% of sales



The Walking Dead: Season One

Howyaknow, LLC Adventure

★★★★ 1.224.278 ♣

M Mature 17+

Offers in-app purchases

1 This app is compatible with all of your devices.

Add to Wishlist

Install





As featured in TegraZone, The Walking Dead is a five-part game series (Episode 2-5 can be purchased via in-app) set in the same universe as Robert Kirkman's award-winning series. Play as Lee Everett, a convicted criminal, who has been given a second chance at life in a world devastated by the undead. With corpses returning to life and survivors stopping at nothing to maintain their own safety, protecting an orphaned girl named Clementine may offer him redemption in a world gone to hell.

Similar

See more



The Walking Dea Howyaknow, LLC

Seguel to the critically acclaimed and awardwinning game series!



DEAD TRIGGER MADFINGER Games

Survive the dead zombie apocalypse as a sniper in this action shooting FPS!



The Wolf Among Telltale Games

From the creators of The Walking Dead, winner of over 90 Game of the Year



The Walking Dea Scopely

The #1 Official Walking Dead Strategy RPG -Recruit your team to fight

App Stores Pros/Cons

Pro: In app purchases (IAP) allows the freemium model: download for free, pay to unlock features or goods.

Pro: Almost everyone has a smartphone (large audience)

Con: Mobile performance and battery life is weak

Con: Shorter attention spans

Itch.io

Free. Revenue share allows you to share your revenue with Itch.io

Specifically for the indie game dev. Audience is people looking for the "next game" or something casual so audience expectation is more tempered.

Stripe and Paypal \$0.30 + 2.9%

Con: Smaller audience who may not pay \$20 for your game

Pro: Audience is primed for your indie game

Game Jolt

Revenue share up to 10% of your sales, your choice.

Use of Game Jolt wallet waves the processing fee (devs supporting devs)

Key and asset management

Fixed pricing or "pay what you want"

Achievements and score boards with their API

Small Team, Big Profits

First time in history it's this easy to make money.

One man shops can generate huge profits.

Flappybirds (\$50,000/day, 1 guy)

WhatsApp (\$19 billion, 32 engineers)

Business Models

Ad supported

Paid apps

Business to Business (B2B)

Business to Consumer (B2C)

More realistic view

Small dev team, building custom apps for yourself or for a client.

A couple hobby apps that generate \$50-100/month

B2C

Business to Consumer (B2C)

Most apps are this model (including apps with ads)

It takes a lot of \$1 downloads to make a living.

Profits, Break Evens and Budgets

Cost of App	\$0.99											
Store's Cut	\$0.30											
Revenue	\$0.69											
Cost of Dev	\$2,100.00											
						Months						
Daily Sales	1	2	3	4	5	6	7	8	9	10	11	12
1	\$20.79	\$41.58	\$62.37	\$83.16	\$103.95	\$124.74	\$145.53	\$166.32	\$187.11	\$207.90	\$228.69	\$249.48
2	\$41.58	\$83.16	\$124.74	\$166.32	\$207.90	\$249.48	\$291.06	\$332.64	\$374.22	\$415.80	\$457.38	\$498.96
3	\$62.37	\$124.74	\$187.11	\$249.48	\$311.85	\$374.22	\$436.59	\$498.96	\$561.33	\$623.70	\$686.07	\$748.44
4	\$83.16	\$166.32	\$249.48	\$332.64	\$415.80	\$498.96	\$582.12	\$665.28	\$748.44	\$831.60	\$914.76	\$997.92
5	\$103.95	\$207.90	\$311.85	\$415.80	\$519.75	\$623.70	\$727.65	\$831.60	\$935.55	\$1,039.50	\$1,143.45	\$1,247.40
6	\$124.74	\$249.48	\$374.22	\$498.96	\$623.70	\$748.44	\$873.18	\$997.92	\$1,122.66	\$1,247.40	\$1,372.14	\$1,496.88
7	\$145.53	\$291.06	\$436.59	\$582.12	\$727.65	\$873.18	\$1,018.71	\$1,164.24	\$1,309.77	\$1,455.30	\$1,600.83	\$1,746.36
8	\$166.32	\$332.64	\$498.96	\$665.28	\$831.60	\$997.92	\$1,164.24	\$1,330.56	\$1,496.88	\$1,663.20	\$1,829.52	\$1,995.84
9	\$187.11	\$374.22	\$561.33	\$748.44	\$935.55	\$1,122.66	\$1,309.77	\$1,496.88	\$1,683.99	\$1,871.10	\$2,058.21	\$2,245.32
10	\$207.90	\$415.80	\$623.70	\$831.60	\$1,039.50	\$1,247.40	\$1,455.30	\$1,663.20	\$1,871.10	\$2,079.00	\$2,286.90	\$2,494.80
15	\$311.85	\$623.70	\$935.55	\$1,247.40	\$1,559.25	\$1,871.10	\$2,182.95	\$2,494.80	\$2,806.65	\$3,118.50	\$3,430.35	\$3,742.20
20	\$415.80	\$831.60	\$1,247.40	\$1,663.20	\$2,079.00	\$2,494.80	\$2,910.60	\$3,326.40	\$3,742.20	\$4,158.00	\$4,573.80	\$4,989.60
25	\$519.75	\$1,039.50	\$1,559.25	\$2,079.00	\$2,598.75	\$3,118.50	\$3,638.25	\$4,158.00	\$4,677.75	\$5,197.50	\$5,717.25	\$6,237.00
30	\$623.70	\$1,247.40	\$1,871.10	\$2,494.80	\$3,118.50	\$3,742.20	\$4,365.90	\$4,989.60	\$5,613.30	\$6,237.00	\$6,860.70	\$7,484.40
35	\$727.65	\$1,455.30	\$2,182.95	\$2,910.60	\$3,638.25	\$4,365.90	\$5,093.55	\$5,821.20	\$6,548.85	\$7,276.50	\$8,004.15	\$8,731.80
40	\$831.60	\$1,663.20	\$2,494.80	\$3,326.40	\$4,158.00	\$4,989.60	\$5,821.20	\$6,652.80	\$7,484.40	\$8,316.00	\$9,147.60	\$9,979.20
45	\$935.55	\$1,871.10	\$2,806.65	\$3,742.20	\$4,677.75	\$5,613.30	\$6,548.85	\$7,484.40	\$8,419.95	\$9,355.50	\$10,291.05	\$11,226.60
50	\$1,039.50	\$2,079.00	\$3,118.50	\$4,158.00	\$5,197.50	\$6,237.00	\$7,276.50	\$8,316.00	\$9,355.50	\$10,395.00	\$11,434.50	\$12,474.00
55	\$1,143.45	\$2,286.90	\$3,430.35	\$4,573.80	\$5,717.25	\$6,860.70	\$8,004.15	\$9,147.60	\$10,291.05	\$11,434.50	\$12,577.95	\$13,721.40
60	\$1,247.40	\$2,494.80	\$3,742.20	\$4,989.60	\$6,237.00	\$7,484.40	\$8,731.80	\$9,979.20	\$11,226.60	\$12,474.00	\$13,721.40	\$14,968.80
70	\$1,455.30	\$2,910.60	\$4,365.90	\$5,821.20	\$7,276.50	\$8,731.80	\$10,187.10	\$11,642.40	\$13,097.70	\$14,553.00	\$16,008.30	\$17,463.60
80	\$1,663.20	\$3,326.40	\$4,989.60	\$6,652.80	\$8,316.00	\$9,979.20	\$11,642.40	\$13,305.60	\$14,968.80	\$16,632.00	\$18,295.20	\$19,958.40
90	\$1,871.10	\$3,742.20	\$5,613.30	\$7,484.40	\$9,355.50	\$11,226.60	\$13,097.70	\$14,968.80	\$16,839.90	\$18,711.00	\$20,582.10	\$22,453.20
100	\$2,079.00	\$4,158.00	\$6,237.00	\$8,316.00	\$10,395.00	\$12,474.00	\$14,553.00	\$16,632.00	\$18,711.00	\$20,790.00	\$22,869.00	\$24,948.00

Example Game Investment

\$200 investment & 1 month (160 hours) (\$5,000.00)

App downloads per day: 3

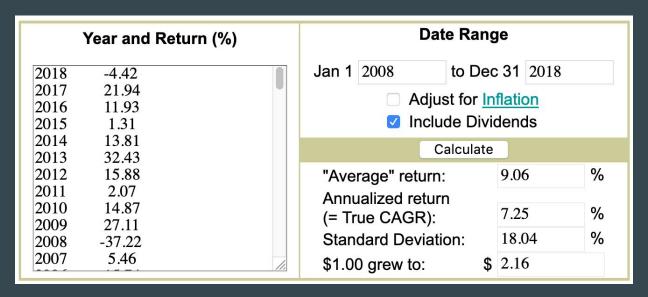
Income per day: \$2.08

Income per month: \$62.37

Yearly income: \$748.44

ROI: ...

Stock Market Interest



~\$362.50/ year

\$30.21/month

Social Media Marketing

A full time job in itself.

Use each platform's search feature to find mentions of your game or theme and respond or comment on those posts.

Post often! Content is king.

Don't spread yourself too thin.

YouTube

Start making money after 1,000 followers (Ads, YouTube Premium)

Organic followers depend on video releases and watch time

Organic followers depend highly on search terms and video "seo"

Con: Hard to produce a video

Pro: User engagement is super high

Twitter

Great for frequent updates and content that's easy to produce.

Post images, videos and links.

Con: Low engagement (~2%)

Pro: Better conversations, community outreach and more approachable

Discord

Great for live conversations, Q & As, meet the developer and bots!

Con: Has to be open and checked by players

Pro: Connect with your audience in real time

Facebook

Similar to Twitter without the character restriction

People use their real names (mostly)

Con: For old people

Pro: Largest user base of the media platforms

Twitch.tv

Play your game, get others to play it on their streams or dive deep via live video. Most people go to Twitch to watch a game being played.

Con: Long format and nature of streaming prevents a more structured discussion, videos are "one and done"

Pro: Highly game centric

Email

Everyone on the internet has an email address.

Con: Harder to get addresses - prime them with a freebie

Pro: Control the communication, more features than any other platform, higher engagement

Website

Control the presentation, features and content. Post a lot of detailed information including game play videos, screenshots, etc.

Con: Time consuming to setup initially, not as discoverable unless you have great SEO