

RELEASE

*It's time to release your
game!*

*Use all following cards to
get the last pieces of
advice.*

♥♥♥♥

POST-PRODUCTION

Use all following cards to get the last pieces of advice.



Choose a creative name for your game. Make sure to look up if the name is not already taken.



Create a sales pitch by using the intended experience of your game.

♥♥♥♥

POST-PRODUCTION



Be careful about releasing your game on multiple platforms. Multiple releases means higher maintenance for your community.

♥♥♥♥

POST-PRODUCTION



*Don't forget to provide
your community with a
bug-fixing service for
your game.*

*They will be thankful for
it.*

♥♥♥♥

POST-PRODUCTION



Some players will love your game, some will hate it with a burning passion. Try to develop a thick skin and take each critic serious to become better as a developer.



A while after releasing your game take some time off and analyze your process.



CONGRATULATIONS

You made it!

*Answer the last question
on the next card.*

★★★★★
POST-PRODUCTION

Answer the last question
on the next card.



Restart?

★★★★★
POST-PRODUCTION

