

**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



*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.*

★★★★★  
POST-PRODUCTION



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

★★★★★  
POST-PRODUCTION



*Choose the Releasedate carefully. You don't want to release your game at the same time as tripple-A studios*



**CONGRATULATIONS**

*You made it!*

*Answer the last question  
on the next card.*

© © © © © ©  
POST-PRODUCTION

Answer the last question  
on the next card.



## POST-PRODUCTION

## POST-PRODUCTION

## POST-PRODUCTION

## POST-PRODUCTION

## POST-PRODUCTION

## POST-PRODUCTION