

LEAVING THE GAME

Try to relax the players after a play session.

Following cards contain methods to this topic.

Pick 1 card.



POST-GAME

Let the players leave with a positive feeling of achievement.



POST-GAME

AFTER THE GAME

Creating a relaxing experience after the game can be quite challenging.

Following cards contain methods to achieve this experience.

Pick 1 card.



POST-GAME

Try to implement a relaxing method or an experience in your game which players can use in real life (For instance the in game character overcomes stressful situation by breathing calmly)



POST-GAME

BEFORE CONTINUING

After the game is before the game.

Following cards contain ideas on how to relax the players before they continue the game.

Pick 1 card



POST-GAME

Don't overwhelm them with informations immediately after starting the game.



POST-GAME

THE ENDING

Some players feel sad at the end of your game. Especially if you have good written story with great characters.

Following cards contain tips on how to help the players through this time.

Pick 1 card



POST-GAME

Give the players full control over taking the leave. Don't force the ending on them if they're not ready.



POST-GAME

RELEASE

It's time to release your game!

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



POST-PRODUCTION

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



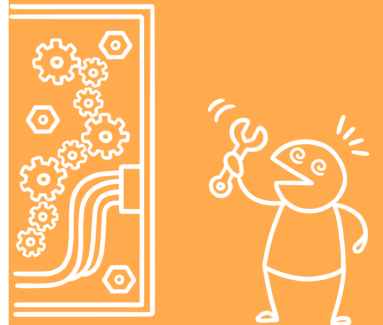
POST-PRODUCTION

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 critique 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



POST-PRODUCTION