

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 triple-A studios

POST-PRODUCTION

CONGRATULATIONS

You made it!

Answer the last question on the next card.

▲▲▲
POST-PRODUCTION

Restart?

▲▲▲
POST-PRODUCTION

POST-PRODUCTION

POST-PRODUCTION

POST-PRODUCTION

POST-PRODUCTION

POST-PRODUCTION

POST-PRODUCTION