

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.

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POST-PRODUCTION

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

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POST-PRODUCTION

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

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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.

★★★★★
POST-PRODUCTION

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

★★★★★
POST-PRODUCTION

Choose the Release date 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.

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POST-PRODUCTION

Restart?

⌚⌚⌚⌚⌚⌚
POST-PRODUCTION

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