

EPILOGUE: GAME OVER

Well done! You have finished reading the Game Startup Survival Manual: Game Design. You now possess the necessary knowledge, skills, and attitude to produce exceptional games that captivate and amuse gamers. You have also gained insight into the basics of game design, covering topics such as game mechanics, player experience, and prototyping. Your game development journey is just starting. The game industry constantly changes, and new technologies, platforms, and players emerge daily. To stay ahead of the game, it's essential to continue learning, experimenting, and iterating. As we come to the end of this epilogue, we would like to offer some final thoughts and advice for your game startup journey:

- **Stay curious:** The game development is full of creativity and excitement, but it also requires a continuous desire to learn, explore, and experiment. To stay current, keep up with the latest trends, technologies, and games, and always be curious and inspired to ask questions.
- **Embrace feedback:** When designing a game, it's important to understand that the process is collaborative and requires input from players, peers, and mentors. Embrace criticism and suggestions to improve both your game and your skills. Continuously iterate and refine your game until it reaches its full potential.
- **Build community:** Just creating games is not enough for game development. It's equally important to establish a devoted and interactive community of gamers, supporters, and enthusiasts. Allocate resources towards social media, marketing, and community-building endeavors, while developing a compelling and unique brand that captivates your intended audience.
- **Have fun:** Developing a game can be difficult and tense, but it can also be satisfying and meaningful.

It's important to enjoy the process, acknowledge your achievements, and gain insight from your setbacks. Stay strong, face challenges head-on, and have confidence in your abilities and goals.

We believe that this book has motivated and given you the confidence to begin your journey in starting a game company that will be both thrilling and prosperous (well, maybe). But always remember that game development is not just work or a source of income but also a passion and a vocation. Therefore, keep playing, keep inventing, and keep pushing the boundaries. We look forward to seeing you in the gaming industry!

“We are a way for the universe to know itself.”

Carl Sagan
Astronomer

Congratulations! You win.

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