The gaming world is a dynamic, fluid industry affected by constant change. The market experiences constant growth, with more and more people joining the ranks of players every day. As the audience grows, each person with their own tastes, the market must grow, too, to supply the demand. But what is being demanded? And where is the industry going?

Game development can be separated, in its simplest form, into two categories. Indie games and Triple-A games. Triple-A games are developed by mid-sized to large game companies with larger teams and larger budgets. Indie games are developed by smaller companies, often in smaller teams and tend to be crowdfunded or invested in by its developers (Lowrey, 2017).

The largest difference, however, can be found in the “heart” of the games. Indie games can often be identified by their distinct and charming art styles, whereas Triple-A game art styles - while usually still beautiful interesting - can often be monotonous and bland. Indie game developers also have a tendency to be more receptive to an audience’s desires and critiques, whereas Triple-A developers have a tendency to appear cold, distant, and deaf.

Taking these descriptions at face-value, one could infer that Indie games fare better than Triple-A. This, however, isn’t the case. The risk is greater for Indie game developers, who tend to survive game-to-game, whereas Triple-A developers often have revenue from other games to fall back onto should their newest game fail; which rarely happens, given a large and loyal fanbase. An Indie game falling flat could be the end of a company. A Triple-A game falling flat could be devastating, but not ca

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