



The Indie Game Developer Handbook

Richard Hill-Whittall

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The indie game developer's complete guide to running a studio.

The climate for the games industry has never been hotter, and this is only set to continue as the marketplace for tablets, consoles and phones grow. Seemingly every day there is a story of how a successful app or game has earned thousands of downloads and revenue. As the market size increases, so does the number of people developing and looking to develop their own app or game to publish. *The Indie Game Developer Handbook* covers every aspect of running a game development studio—from the initial creation of the game through to completion, release and beyond.

- Accessible and complete guide to many aspects of running a game development studio from funding and development through QA, publishing, marketing, and more.
- Provides a useful knowledge base and help to support the learning process of running an indie development studio in an honest, approachable and easy to understand way.
- Case studies, interviews from other studios and industry professionals grant an first-hand look into the world of indie game development

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