



The Indie Game Developer Handbook

By 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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Editorial Review

About the Author

Richard Hill-Whittall started out developing video games in 1995, at a company called Stilltunna Software. His first game was called XTreme Racing for the Commodore Amiga, and his primary role was artist and track designer. He has also dipped his toe in the water in other areas, such as PR, business development and marketing. He knew from that point on that this was what he wanted to do more than anything else in the world.

Since he was about 10 years old, video games have been his passion. He would spend hours playing games on his first computer, a ZX Spectrum, dreaming about one day creating his own games. Nearly 30 years later he is doing just that--and he has been for the last 18 years.

During this time he has managed the development of, and released, 33 games over 44 different SKUs. In addition to running the development of those games, he was also the lead artist, game designer and often the sound designer.

Users Review

From reader reviews:

Alan Johnson:

Book is to be different for every grade. Book for children until eventually adult are different content. As we know that book is very important for us. The book The Indie Game Developer Handbook seemed to be making you to know about other information and of course you can take more information. It is extremely advantages for you. The book The Indie Game Developer Handbook is not only giving you considerably more new information but also to be your friend when you feel bored. You can spend your own personal spend time to read your e-book. Try to make relationship together with the book The Indie Game Developer Handbook. You never truly feel lose out for everything should you read some books.

Leslie Martin:

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Karen Taylor:

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playing video games all day long. If you wish to try to find a new activity here is look different you can read any book. It is really fun in your case. If you enjoy the book which you read you can spent all day long to reading a reserve. The book The Indie Game Developer Handbook it is extremely good to read. There are a lot of people that recommended this book. They were enjoying reading this book. In the event you did not have enough space to develop this book you can buy typically the e-book. You can m0ore simply to read this book out of your smart phone. The price is not to fund but this book has high quality.

Denise Wallis:

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