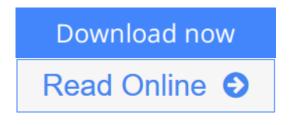
The Indie Game Developer Handbook



By Richard Hill-Whittall



The Indie Game Developer Handbook By Richard Hill-Whittall

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 studies and industry professionals grant an first-hand look into the world of indie game development

Download The Indie Game Developer Handbook ...pdf

Read Online The Indie Game Developer Handbook ...pdf

The Indie Game Developer Handbook

By Richard Hill-Whittall

The Indie Game Developer Handbook By Richard Hill-Whittall

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 studies and industry professionals grant an first-hand look into the world of indie game development

The Indie Game Developer Handbook By Richard Hill-Whittall Bibliography

- Sales Rank: #1194419 in Books
- Published on: 2015-02-13
- Original language: English
- Number of items: 1
- Dimensions: 8.80" h x .47" w x 6.59" l, .84 pounds
- Binding: Paperback
- 278 pages

<u>Download</u> The Indie Game Developer Handbook ...pdf

<u>Read Online The Indie Game Developer Handbook ...pdf</u>

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 nd 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:

The reserve with title The Indie Game Developer Handbook includes a lot of information that you can discover it. You can get a lot of advantage after read this book. This kind of book exist new information the information that exist in this reserve represented the condition of the world now. That is important to yo7u to know how the improvement of the world. This kind of book will bring you within new era of the the positive effect. You can read the e-book on the smart phone, so you can read the item anywhere you want.

Karen Taylor:

A lot of people always spent their free time to vacation or go to the outside with them friends and family or their friend. Do you know? Many a lot of people spent they will free time just watching TV, as well as

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:

What is your hobby? Have you heard which question when you got learners? We believe that that query was given by teacher to their students. Many kinds of hobby, Every individual has different hobby. And you know that little person like reading or as studying become their hobby. You need to know that reading is very important as well as book as to be the thing. Book is important thing to include you knowledge, except your teacher or lecturer. You see good news or update regarding something by book. A substantial number of sorts of books that can you go onto be your object. One of them is this The Indie Game Developer Handbook.

Download and Read Online The Indie Game Developer Handbook By Richard Hill-Whittall #7RFYNJT4102

Read The Indie Game Developer Handbook By Richard Hill-Whittall for online ebook

The Indie Game Developer Handbook By Richard Hill-Whittall Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read The Indie Game Developer Handbook By Richard Hill-Whittall books to read online.

Online The Indie Game Developer Handbook By Richard Hill-Whittall ebook PDF download

The Indie Game Developer Handbook By Richard Hill-Whittall Doc

The Indie Game Developer Handbook By Richard Hill-Whittall Mobipocket

The Indie Game Developer Handbook By Richard Hill-Whittall EPub