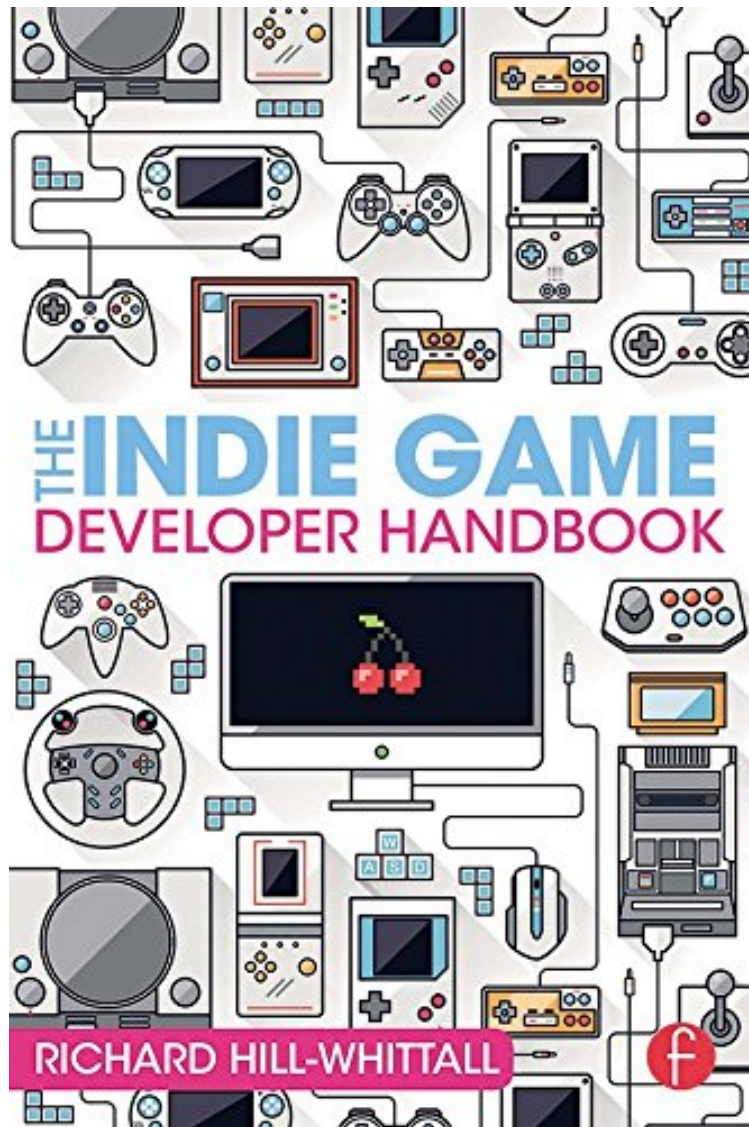


# The Indie Game Developer Handbook

Richard Hill-Whittall

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**Richard Hill-Whittall : The Indie Game Developer Handbook** before purchasing it in order to gauge whether or not it would be worth my time, and all praised The Indie Game Developer Handbook:

19 of 20 people found the following review helpful. would have been better as a blogBy Mick Charles BeaverFirst off, I have read over half of this book, but ultimately decided to put it down because it had a low signal-to-noise ratio. If the second half is filled with magic, I apologize in advance. What I liked: \* The author is very honest. He does not shy away from discussing his failures (and successes). \* The postmortem on the game "Life of Pixel" was especially good. \* Interviews from various indie studios are sprinkled throughout. What I did not like: \* A number of pieces of information were already out-of-date. This makes me think that the concepts should have been discussed at a higher

level. For example, specifics about game engine costs are discussed. These numbers have changed since E3 of this year. Definitely recheck any information before formulating a plan based on the book's recommendations.\* The indie studio interviews are a wasted opportunity in that they each interview has the same set of questions. It's like a questionnaire was sent out via email and the responses were pasted into the book. \* When discussing commercial options, such as engines or other software packages, blurbs once again appear to be cut-and-pasted (this time verbatim from the package's web site).\* Some of the advice is too broad and too light. For example, when writing about how to create a press release, the author discuss how to write in the active voice. I'm frankly not looking for writing tips in my Indie Game Developer Handbook.\* The book is filled with tons of web links. My paperback copy was not so useful here. I ultimately left the book with the impression that the information would have been much better in the form of a blog. The author could have really gone in depth with the parts of the book that shined while keeping the surveys of topics in a form that serves them better (i.e. web links on the web). 0 of 0 people found the following review helpful. Halfway through and enjoying the TitleBy Jacob Palacios About Halfway through this book. I will update my review after I finish it. But seeing the scores on here I did not want the writer to get Discouraged! I read this book on safari book online. The best use of this book seems to be a nice "Window" into the lottery of game development. Every gamer and programmer at some point wonders what it will be like to start your own "Studio" and hit the keyboard on developing, this book is giving me a clear picture of what it is going to be like to tread down that path. I like that the writer is being honest through out most of the book as there is very little "Game DEV was super easy that year, we made lots of money and you can too!!". Nope, this book holds very little "Glamor" and gives you the tools and cold truth of developing games. Halfway through I wonder why the writer is even doing this, because it does seem like he is just playing the lottery and would be better off working for a studio for that steady pay check. Still, here are my thoughts so far.- Book has been a great breakdown read that tries to consolidate A LOT of material that is rapidly changing. The writer is going to have trouble keeping his book up to date if he chooses to do so.- Love how he just lays out the tools you need and gives you the links. You really don't need much more then that, the websites will go over the tools way more then the writer ever could. Answers a lot of questions on "How" certain things are done in game dev.- The Quick Indie dev interview are great, and you can see a common threads that all the studios seem to have trouble with or recommendations for new studios.- There are small grammer issues, but its no deal breaker. I only had to stop once so far to re read something that was written poorly. I would recommend the Author work on his Point of View tones. One example is where he is talking in the 3rd person, then starts talking about himself in 1st person, then 2nd person by addressing the reader directly with "you" in 1 or 2 sentences. It is a bit Jarring and suddenly happens when he goes into dev stories. This also was kind of confusing if the writers was talking about his own studio are another sometimes.- Lastly, I would recommend Author go into even more detail on his own experiences. I was very interested in his stories, but it was a bit jarring to suddenly be thrust into a story in the middle of tech recommendations. I would save the stories for the end of the chapter Like a "Developer Dairy" entry. There you can use 1st person tonality and go into details. So far I have greatly enjoyed this book as a non-but curious developer. Would recommend to anyone just wanting to see what indie game dev is really like. 0 of 8 people found the following review helpful. Just what a gamer needs! By Momx4 Perfect gift for my son!

The indie game developerr'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

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.