Indie Game Development Survival Guide (Charles River Media Game Development)

By David Michael

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The games industry has exploded into a multibillion industry with blockbuster games that sell millions of copies. This phenomenal success has established a huge market and created the opportunity for independent developers to create and sell their own games. Do you have an innovative game idea you'd like to develop for this market, but aren't sure how to get started? If so, The Indie Game Development Survival Guide will show you how. Beginning with insightful guidelines for developing a truly unique idea, you'll learn everything you need to consider when publishing a small-to-no-budget game. Details on how to design, plan, schedule, develop, and test your game are explored in depth. Choosing the best technology for the job is also covered, along with team management tips for setting up and managing a team, even if it's just you and one other person. Once you've worked through these important stages, you'll discover new and innovative ways to use the Internet to market, test, and deliver your game, including details on successful selling methods Whether you are a programmer, artist, sound engineer, or game enthusiast, this is the one resource you'll need to get started as an independent developer.

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Editorial Review

About the Author
David "RM" Michael has been a professional programmer for over 10 years, in a variety of industries, including video games. He is the owner of DavidRM Software (http://www.davidrm.com) and co-owner of Samu Games(http://www.samugames.com), both independent software companies.
David is the author of The Indie Game Development Survival Guide (Charles River Media; ISBN:1584502142) and was a contributor to Game Design Perspectives (Charles River Media; ISBN:1584500905) on the topic of online community. He has written articles about game development, and covered the Game Developer Conference and the Indie Games Conference for GameDev.Net (http://www.gamedev.net). He has also written role-playing game articles (http://www.davidrm.com/rpg/) and designed his own (unpublished) dice-and-paper RPG rules system. Finally, David has been the editor and primary contributor for the monthly newsletters of both The Journal (http://www.davidrm.com/thejournal/newsletter/) and Artifact (http://www.samugames.com/artifact/news.shtml).

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