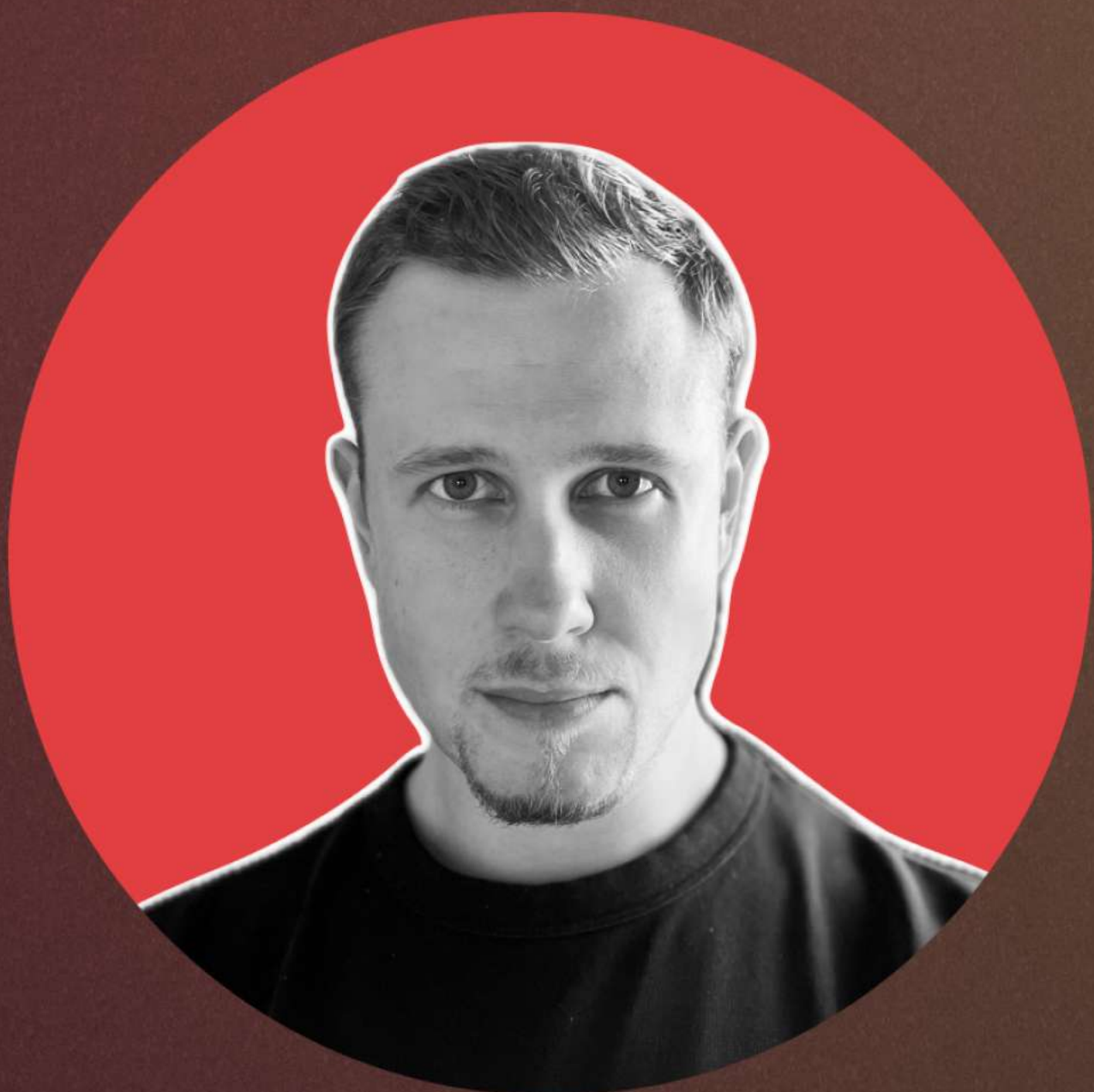


20 LESSONS

FROM RUNNING A GAME STUDIO



ANTON SLASHCEV



MYKOLA VEREMIEV



1. FOCUS BEATS HEADCOUNT



You don't need a bigger team; you need sharper priorities. Less is more when it comes to quality.



2. PASSION DRIVES THE BUSINESS, DISCIPLINE SUSTAINS IT



Passion gets you started, but discipline keeps the studio alive. Budgets, timelines, and team dynamics are as important as creativity.



3. SOMETHING WILL ALWAYS GO WRONG



Plans fail, mistakes happen. The key is to adapt quickly and keep moving forward.



4. BUILD A CULTURE, NOT JUST GAMES



Strong studio culture fosters creativity and collaboration, which leads to better games and happier teams.



5. SPEED > QUALITY > QUANTITY



Fast iterations lead to better outcomes. But never sacrifice quality for more output.



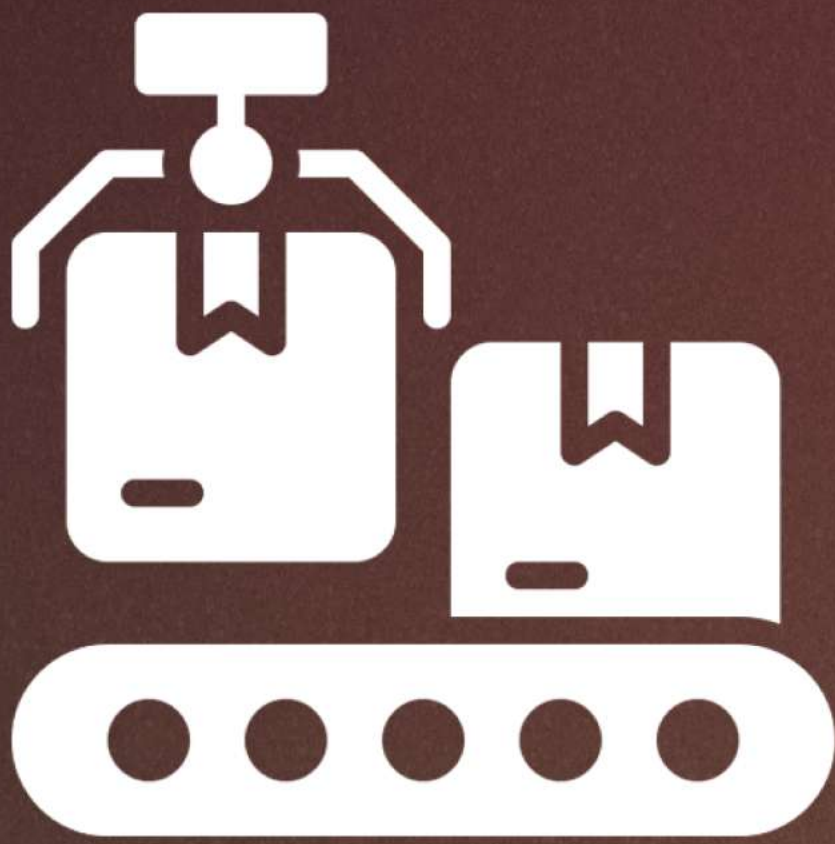
6. THE PLAYER IS YOUR COMPASS



Players are your north star. Listen to their feedback, watch their behavior, and adapt your game to their needs.



7. BUILD A PIPELINE, NOT A ONE-HIT WONDER



Success isn't magic. It comes from systems that allow you to test, learn, and reuse resources efficiently.



8. PARTNERSHIPS ARE A FORCE MULTIPLIER



Collaborating with publishers, co-developers, or platforms can unlock opportunities you couldn't achieve alone.



9. KILL YOUR DARLINGS



Sometimes a game doesn't meet expectations. Let it go, even if it's a personal favorite.



10. GOOD ONBOARDING IS NON-NEGOTIABLE



A great first impression is critical. Invest in smooth onboarding to hook players from the start.



11. LOVE THE GAMES YOU MAKE



Passion shows in the final product. When the team loves their work, players feel it too.



12. TIMING IS EVERYTHING



Even a great game can fail if it's released at the wrong time. Stay attuned to market trends and demands.



13. TALK TO YOUR PLAYERS



Engaging with players directly through reviews or playtests provides invaluable insights.



14. CRUNCH CULTURE IS A SHORTCUT TO BURNOUT



While crunch may seem necessary, it leads to exhausted teams and lower-quality games. Plan wisely to avoid it.



15. IT'S A LONG GAME



Success doesn't happen overnight. Patience and persistence are key.



16. THE MARKET IS ALWAYS CHANGING



Staying ahead of trends like new platforms and monetization models is essential for survival.



17. OWN YOUR FAILURES



Celebrate wins as a team, but take personal responsibility when things go wrong.



18. ITERATE, DON'T PERFECTIONIST



No game launches perfect. Continuous improvements based on feedback make all the difference.



19. YOU CAN'T PLEASE EVERYONE



Not every player will love your game. Focus on making your core audience happy.

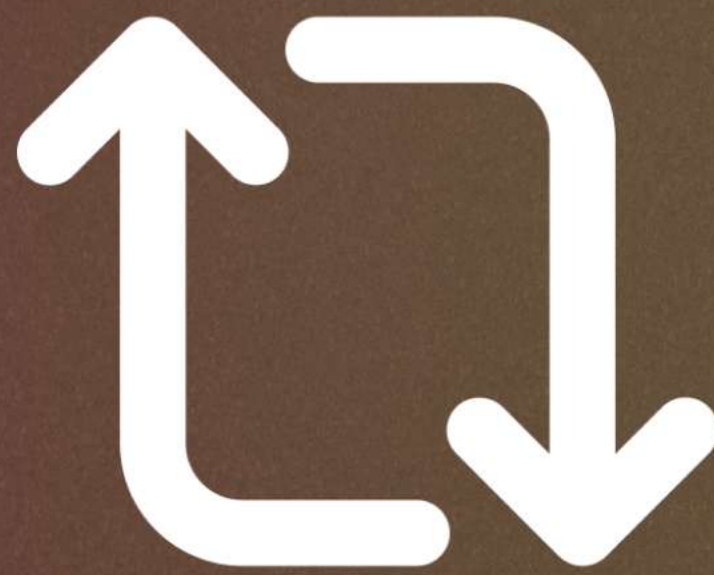


20. NETWORK LIKE YOUR STUDIO DEPENDS ON IT



Passion gets you started, but discipline keeps the studio alive. Budgets, timelines, and team dynamics are as important as creativity.

FOUND THIS **VALUABLE** ?



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