Bonus Questions (While We Wait for 10:00)

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Going Indie:
10 Questions to Help Decide if It's Right for You

Don Daglow

GDC 2014 San Francisco

1971 - 1980 University mainframes: Baseball (1971-80, first interactive sports sim & Baseball game), Star Trek (1972-74), Dungeon (1975-80, first computer RPG)

1980 - 1983 Director, Intellivision Game Design at Mattel: Utopia (1981, first sim game, "Ten most Influential Games of the 80's"), World Series Baseball (1983, first use of camera angles in games)

1983 - 1987 One of 3 Producers at early EA: Adventure Construction Set (1985), Racing Destruction Set (1985), Earl Weaver Baseball (1987), 11 more titles.

1987 - 1988 – Head of Entertainment & Education Division at Broderbund
(Sim City, Prince of Persia, Carmen Sandiego, Star Wars)

1988 - 2008 – President, Stormfront Studios: 14,000,000+ games sold, $500,000,000+ at retail (Neverwinter Nights, Madden Football, D&D "Gold Box" RPG's, NASCAR Racing, The Lord of the Rings: The Two Towers)

2008 - Present: Advisor to teams from Indie Developers to large international publishers, currently working on new mobile game.

2008: Emmy® Award for Technology for creating Neverwinter Nights, first graphical MMORPG, paving way for Ultima Online, Everquest & WoW.

President, Academy of Interactive Arts and Sciences Foundation

Advisor, International Center for the History of Electronic Games.

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Please write down answers (or text yourself, type as note in phone etc.) No one else will see or hear your answers.
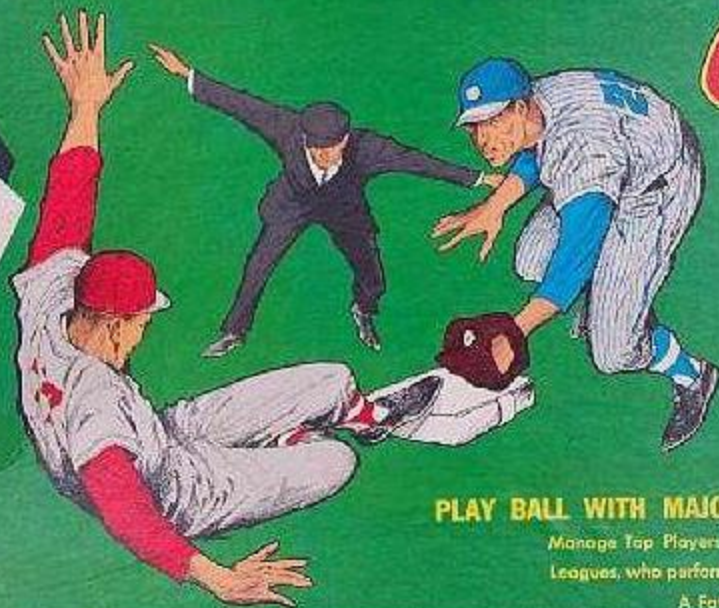
#2: When you're thinking about "being an Indie" what will your business card say and what will you spend most of your days doing?

Please write down answers (or text yourself, type as note in phone etc.)
No one else will see or hear your answers.

Risk
Tolerance

Experience

Risk Tolerance

Experience

Risk
Tolerance

Experience

#3: Do you have a paying job you're giving up, or can you pursue your project in your spare time?

Please write down answers (or text yourself, type as note in phone etc.) No one else will see or hear your answers.

#4.1: How much money do I need to bring in FOR SURE each month to be OK, and how long can I sustain living that way?

#4.2: How much does our team need for every person to be OK & how long can we do this?

Please write down answers (or text yourself, type as note in phone etc.) No one else will see or hear your answers.

#5: How many people depend on your income?
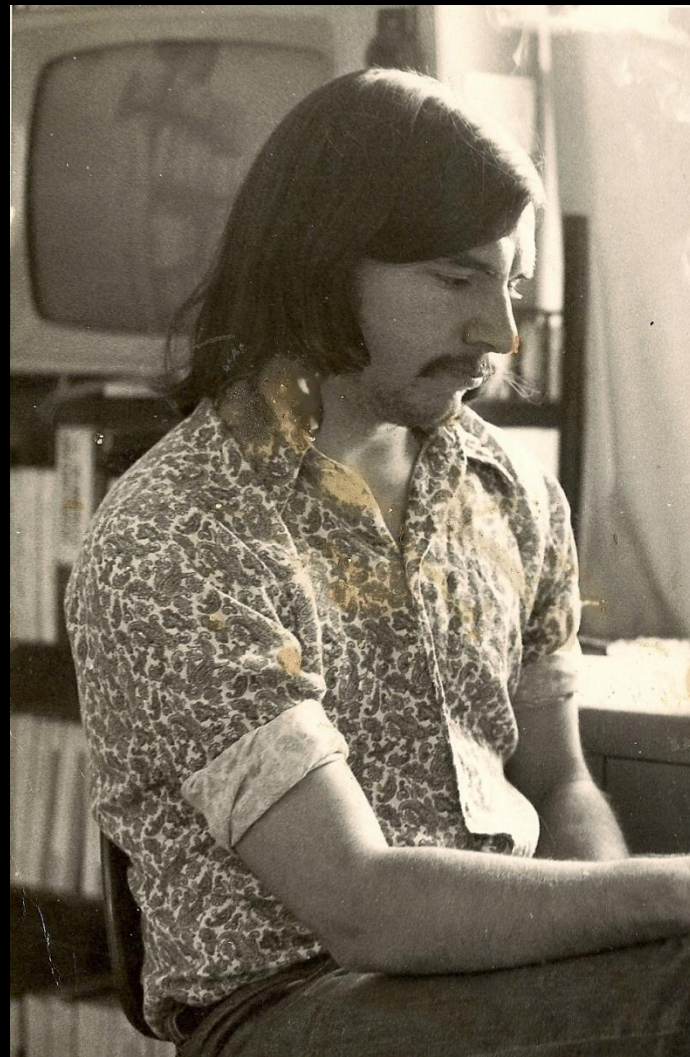
Please write down answers (or text yourself, type as note in phone etc.) No one else will see or hear your answers.

#6: How does your partner feel about the risk?

Please write down answers (or text yourself, type as note in phone etc.) No one else will see or hear your answers.

The Daglow Decles, 1982

**Risk
Tolerance**

Experience

Risk
Tolerance

Experience

VB
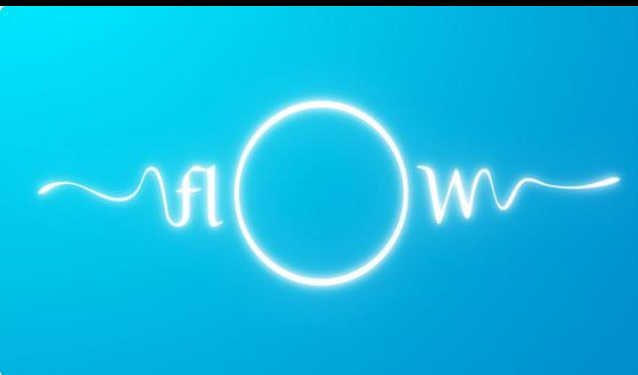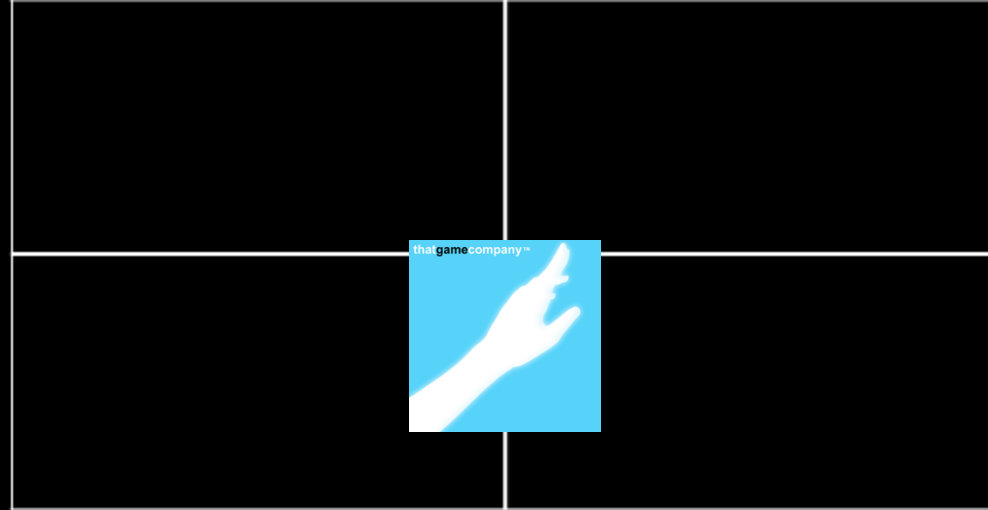
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authors

Dan "Shoe" Hsu

An interview with Jenova Chen: How Journey's creator went bankrupt and won game of the year

Sign up for...
The DeanBeat
Weekly column by Lead GamesBeat writer Dean Takahashi

February 8, 2013 10:00 AM

3 Comments

Risk
Tolerance

Experience

Risk Tolerance

Experience

#7: If you start up a company and have some success, how long a commitment do you think that you're making?

2009

January

SUN	MON	TUE	WED	THU	FRI	SAT
				1	2	3
4	5	6	7	8	9	10
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February

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March

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April

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May

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June

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July

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August

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September

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November

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December

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20	21	22	23	24	25	26
27	28	29	30	31		

Cash

Cash in Bank

The Lion and the Wildebeast

#8: What's the project from your career where teammates and players gave you the most praise for your work?

Please write down answers (or text yourself, type as note in phone etc.) No one else will see or hear your answers.

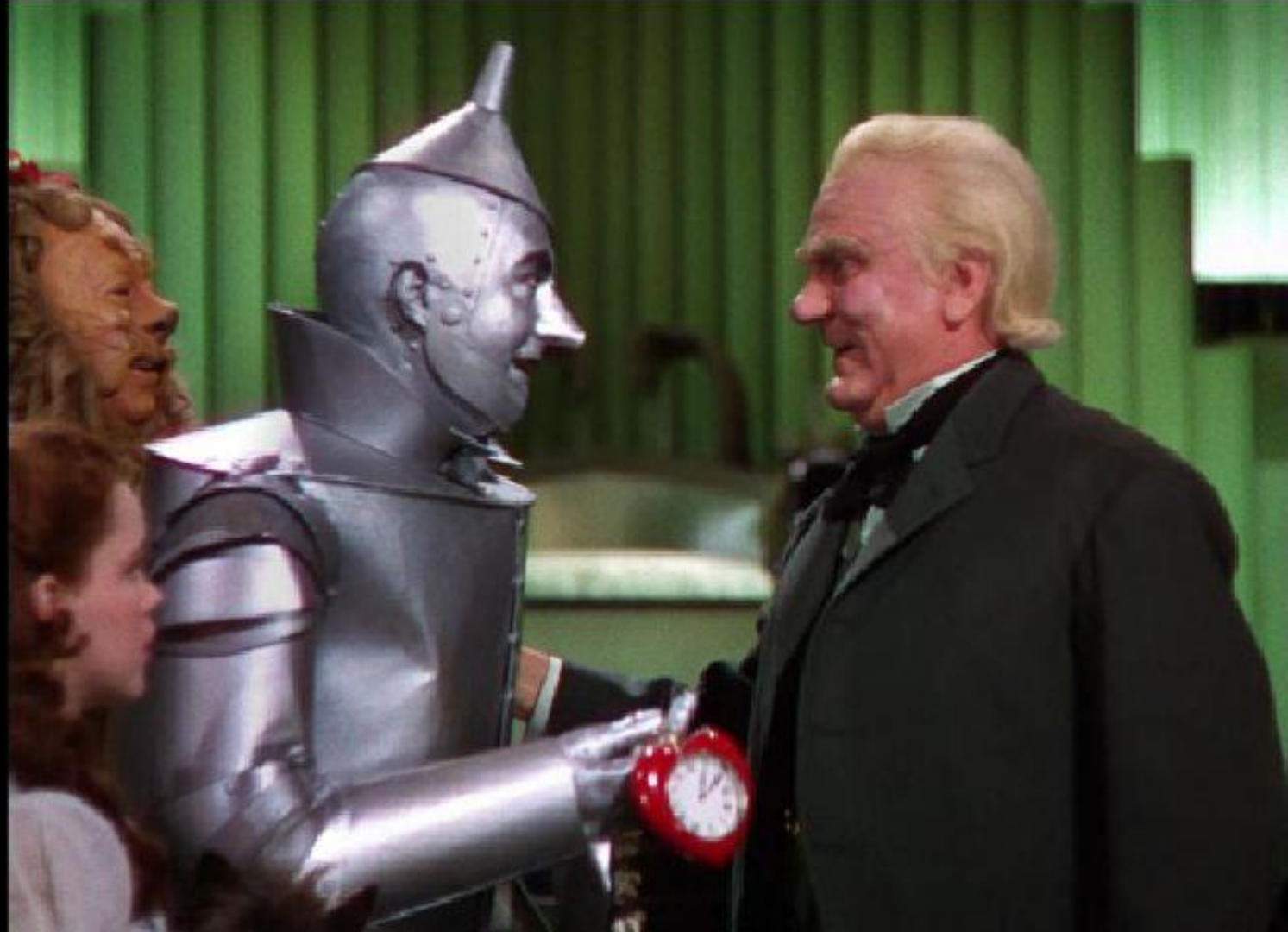#9.1: What's the biggest project you've worked on start-to-finish that shipped successfully?

#9.2: What's the biggest role you've had on a project that shipped successfully?

Please write down answers (or text yourself, type as note in phone etc.) No one else will see or hear your answers.

#9.3: What's the biggest project you've ever led?
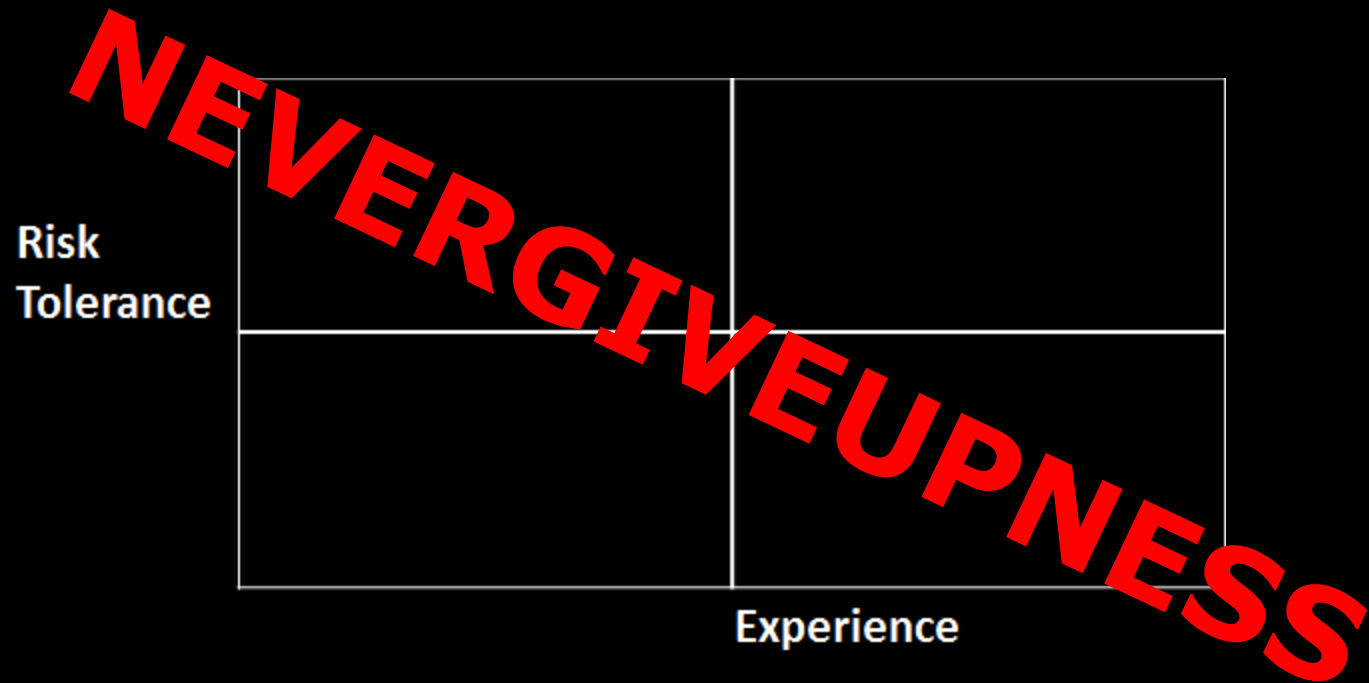
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#10.1: How would you feel if GameSpot, IGN, Kotaku and Gamezebo and 17,126 website comments all said your game sucks?

#10.2: What would you do if your game didn't make any money?

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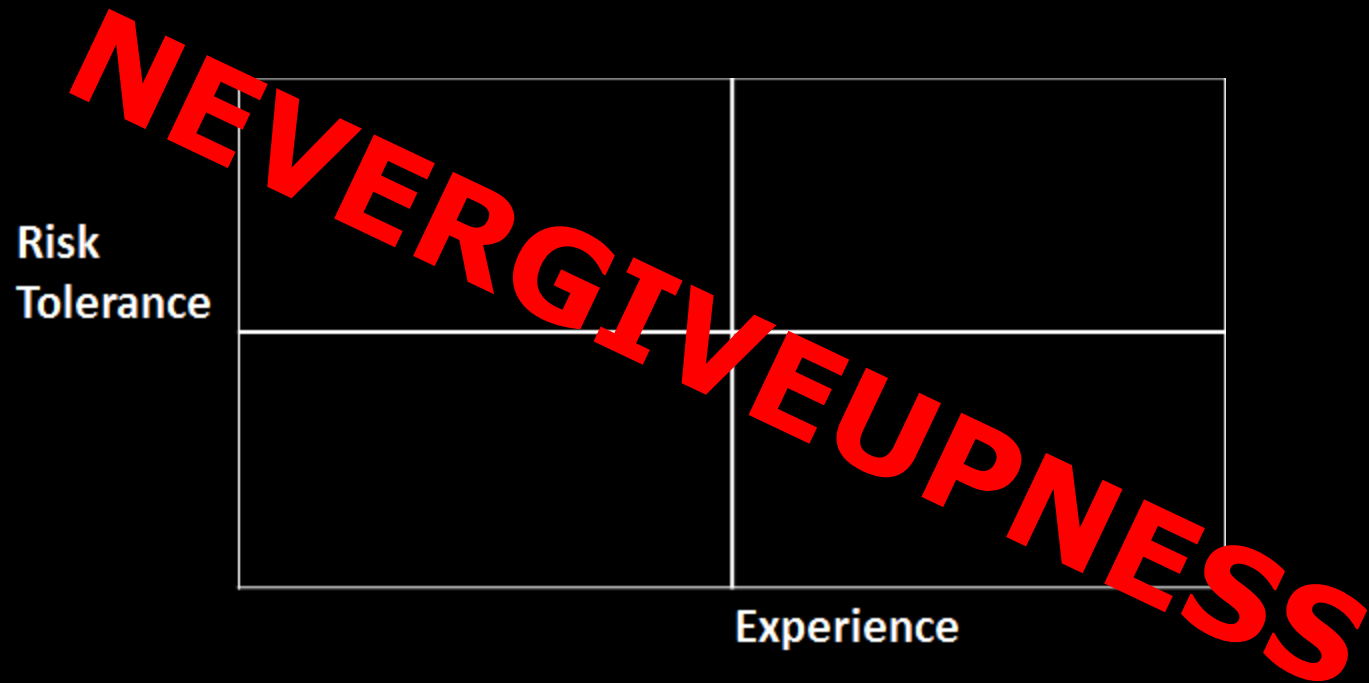
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NEVERGIVEUPNESS

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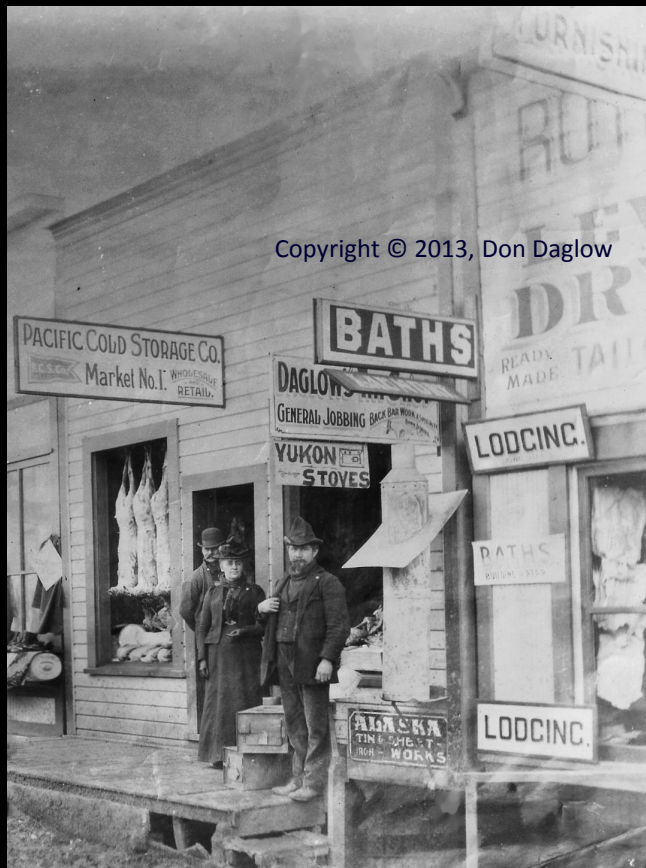
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