

Producer Panel:

Managing Your Indie Team

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GAME DEVELOPERS CONFERENCE®

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#indiedev



Natalie Dee.com



Jenna Hoffstein

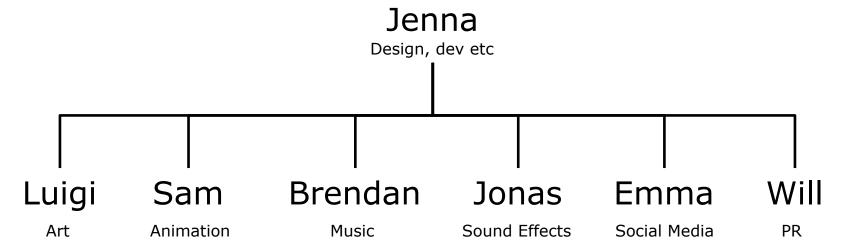
- Designer
- Developer

but also:

- Business
- Marketing
- Producer



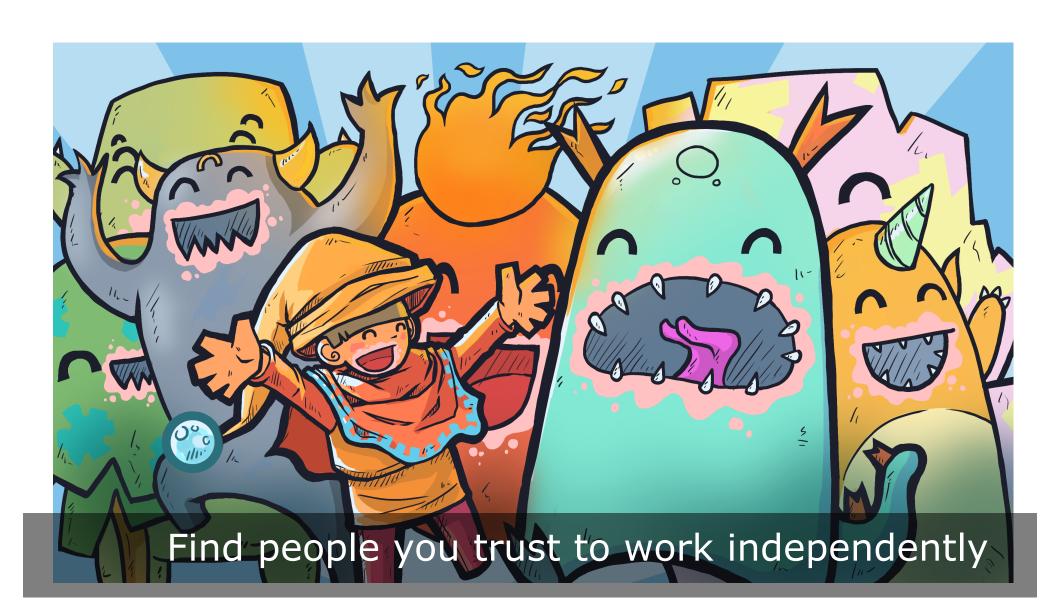


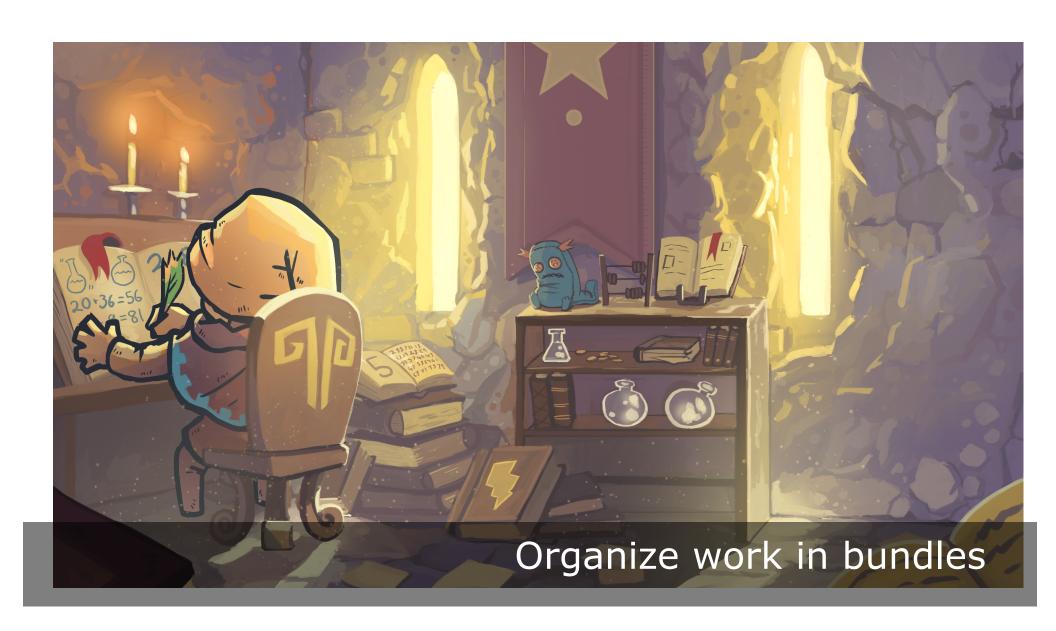




Challenge # 1

How do I manage a team while still having time to make the game?







Flat fee

- + Clear expectations
- + Handles sporadic work

- Have to think ahead

Hourly

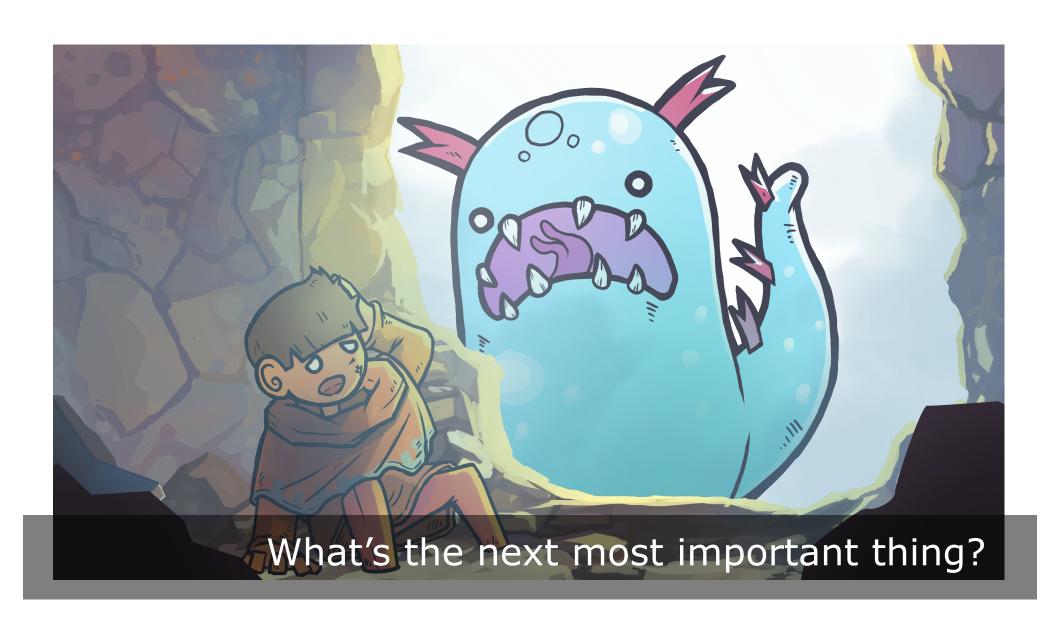
- + Handles smaller
- amounts of work+ Faster turnaround
- Can lead to surprises



Challenge # 2

How do I keep on track?

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Whack-A-Mole Development

Always ask: What's the next most important thing?

- Prevents rabbit holes
- Consistent quality bar
- Enables an iterative approach

Thank you!

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