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Power of the Pack: Success via Community-Based Development

Philomena Schwab
Co-Fawnder, Stray Fawn Studio

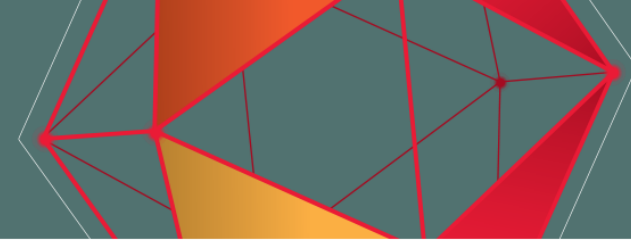
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STRAY FAWN *studio*

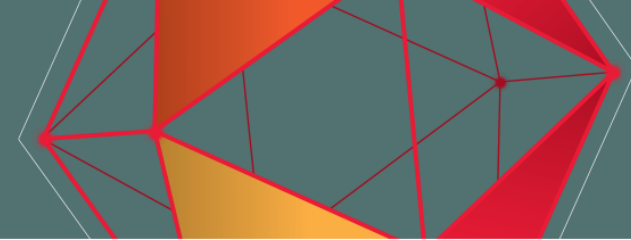
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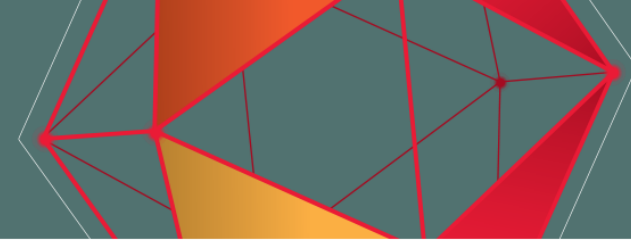
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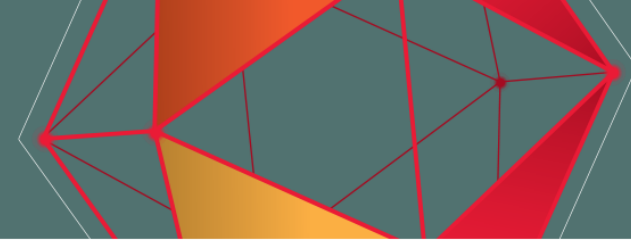
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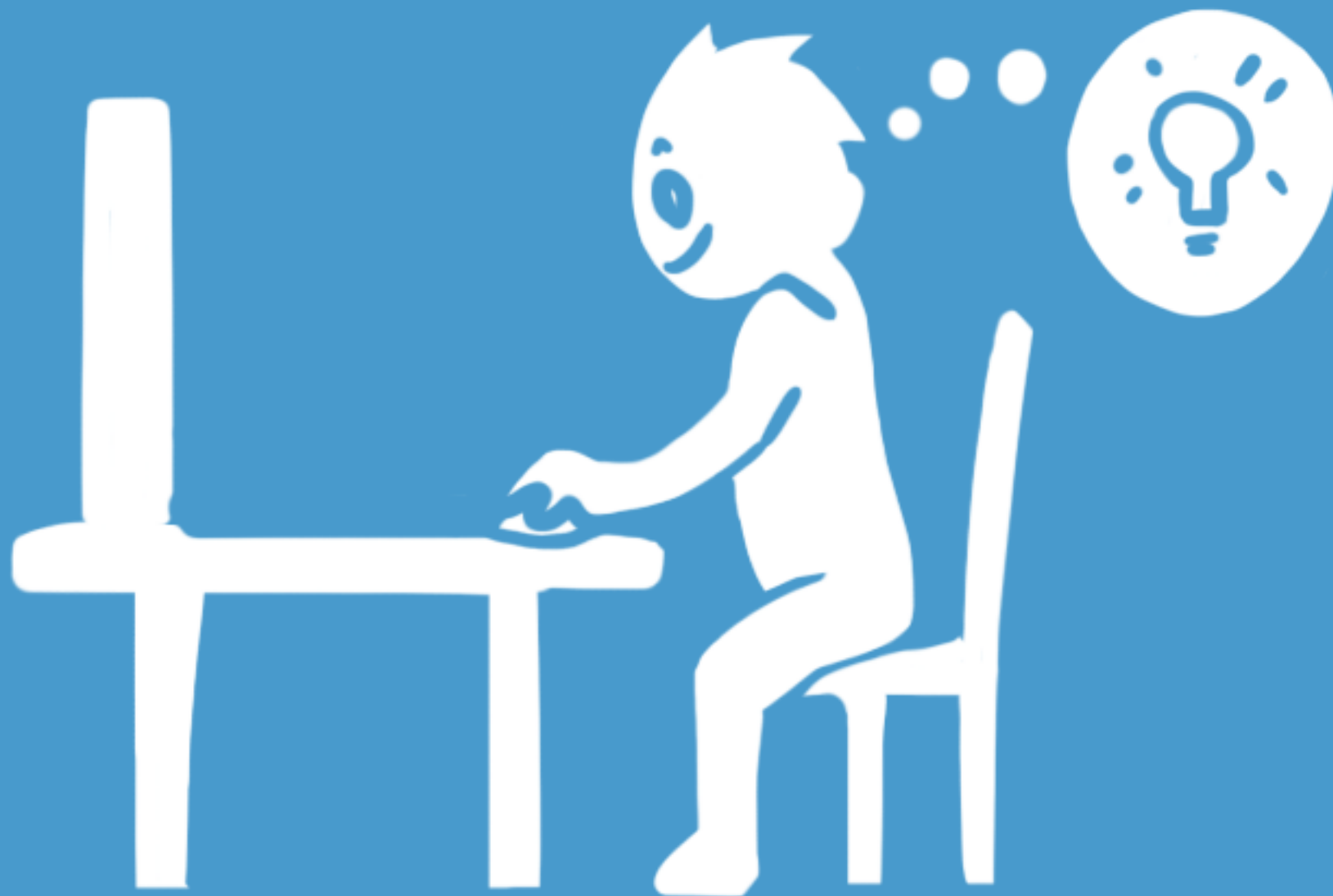
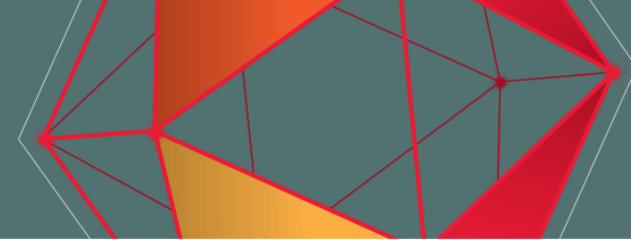
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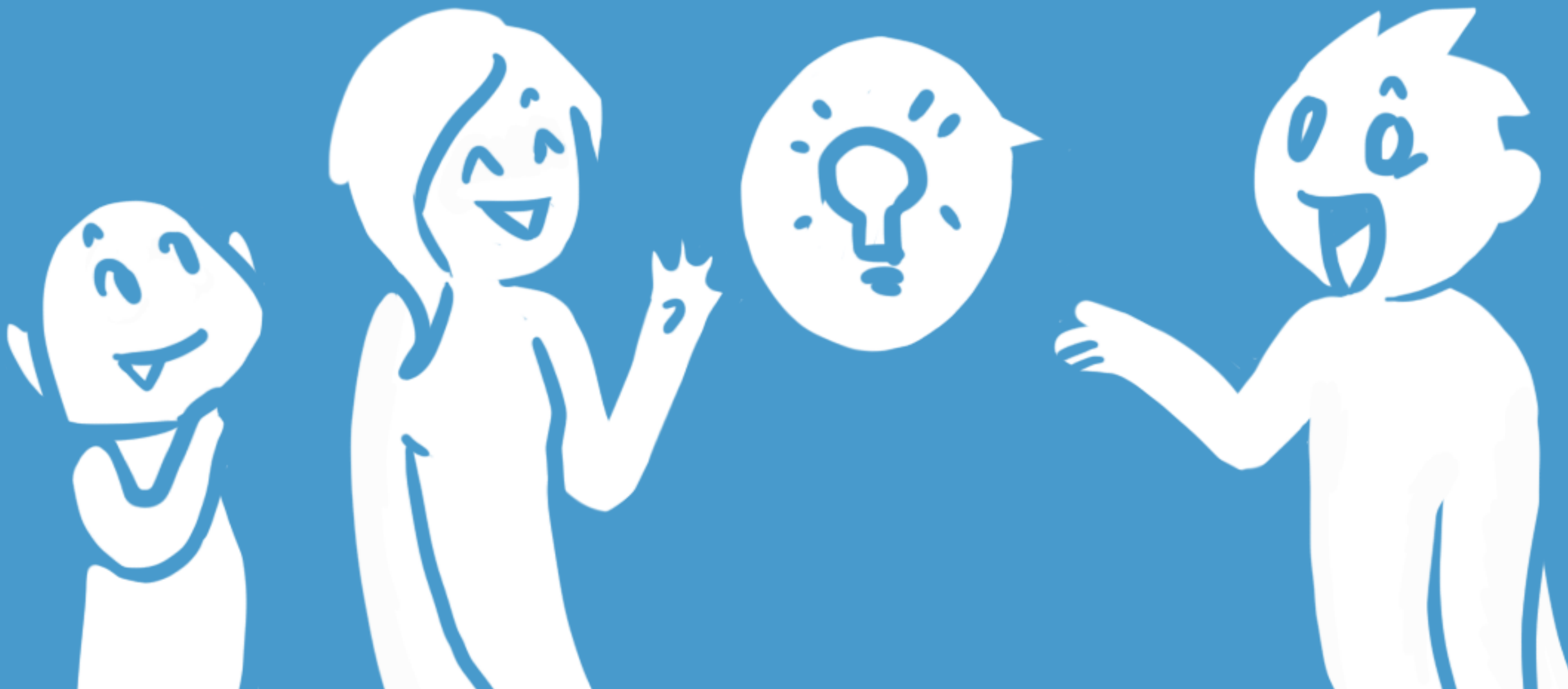
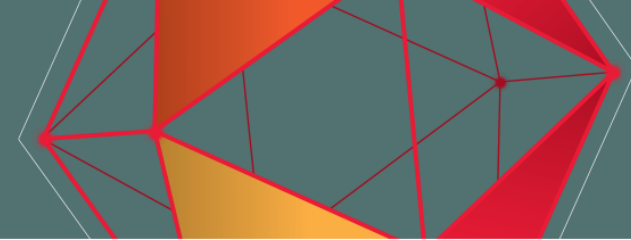
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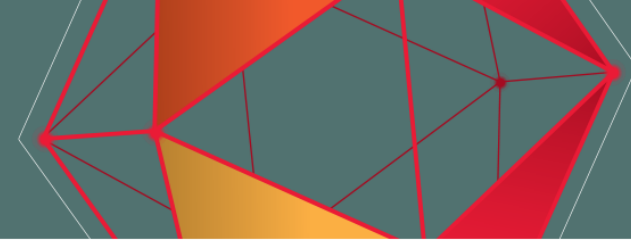
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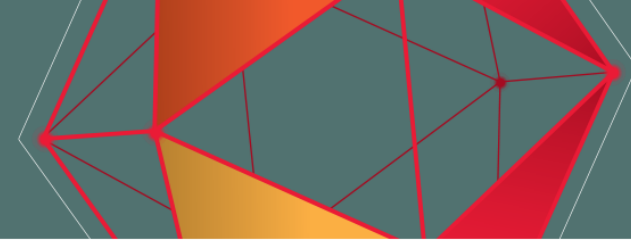
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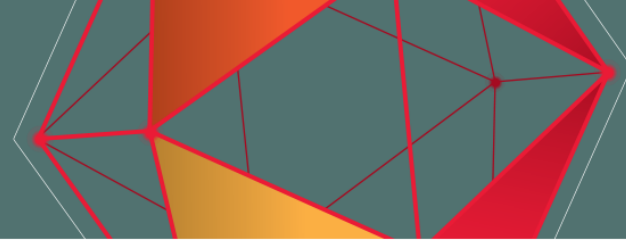
The us-state

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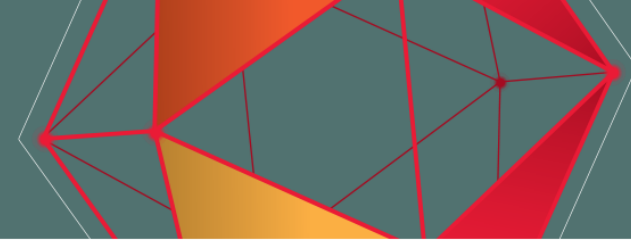


Why get there?





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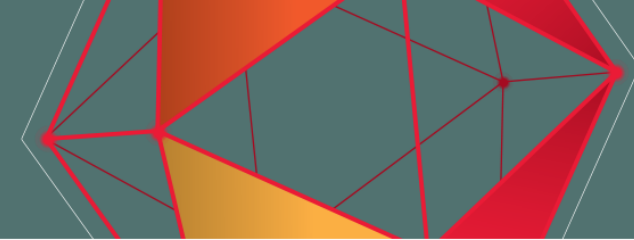
Why?

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Why?

- Constant feedback to improve your game
- Motivation & fun through interaction with players
- Marketing benefits



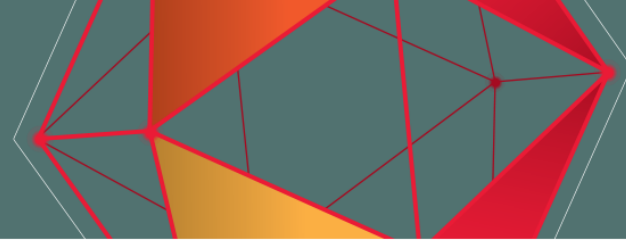


How to get there?





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Make a game with hooks!



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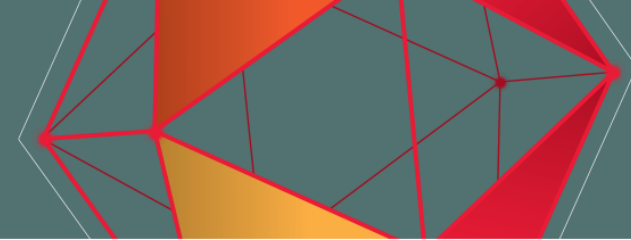


NICHE

a genetics survival game



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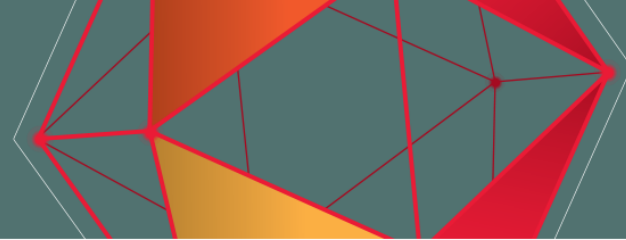
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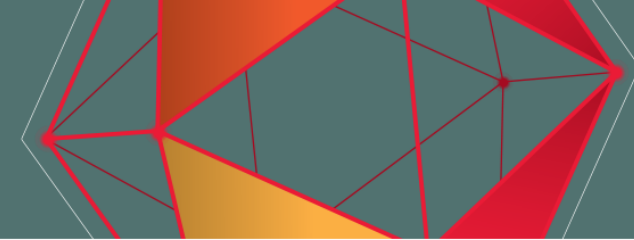
Bonus points:

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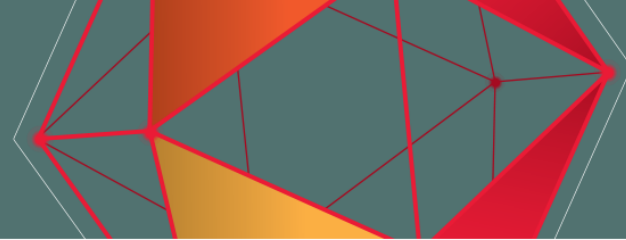
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Bonus points:

- + Game is expandable
- + Game is visually appealing
- + Game is unique or better than similar games



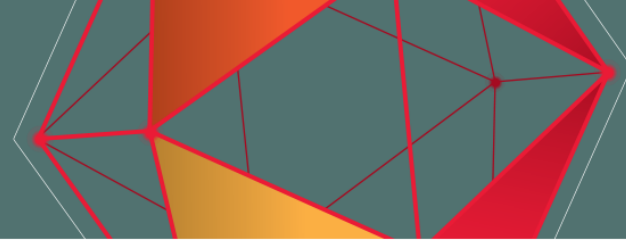


Where to find people?





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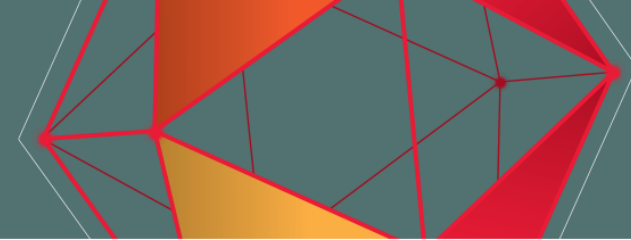
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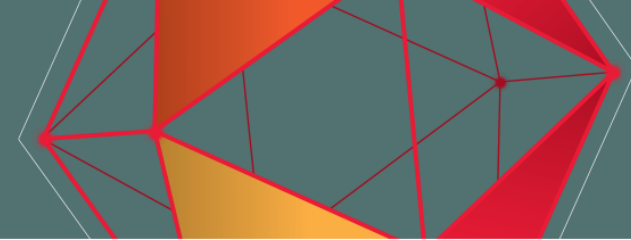
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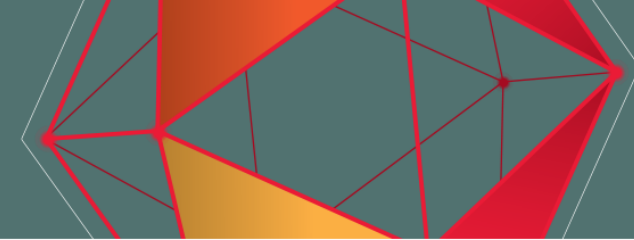


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Like Niche? Sign up for our newsletter <3

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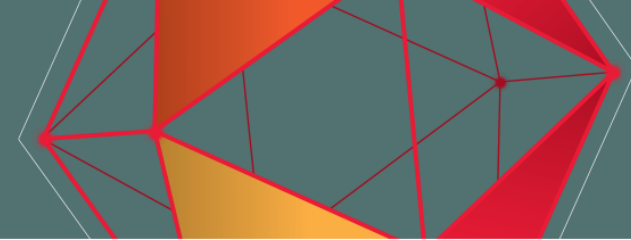


MailChimp





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reddit



imgur



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WARRIOR CATS

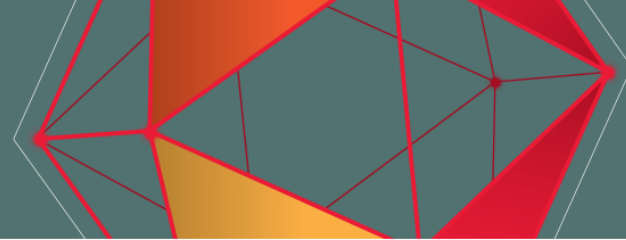


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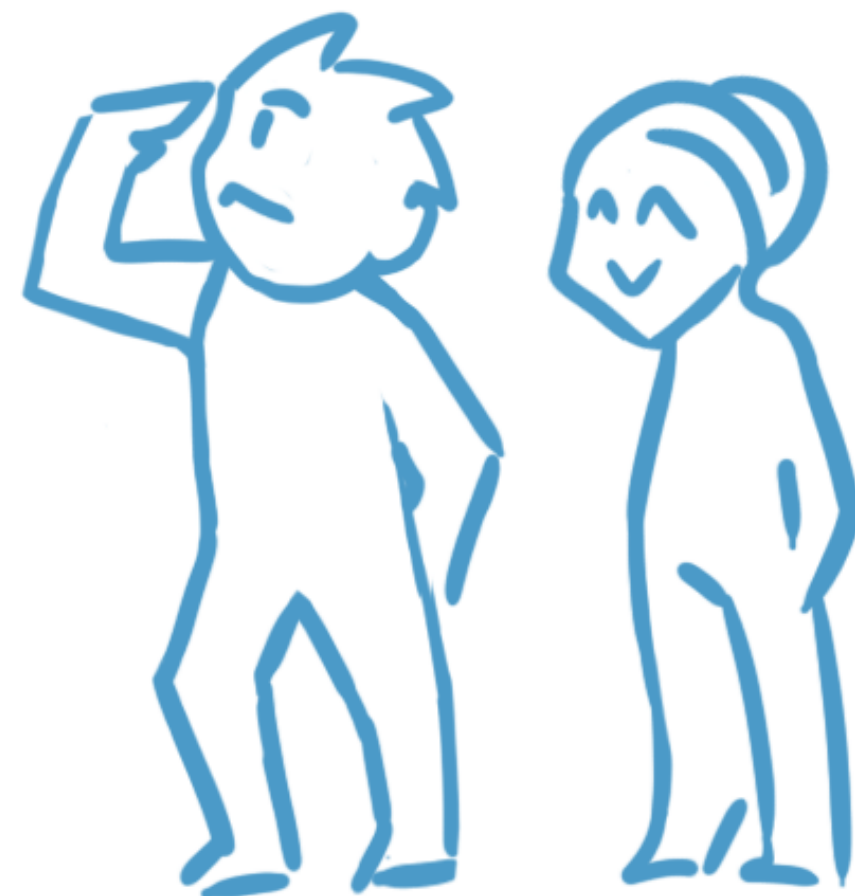
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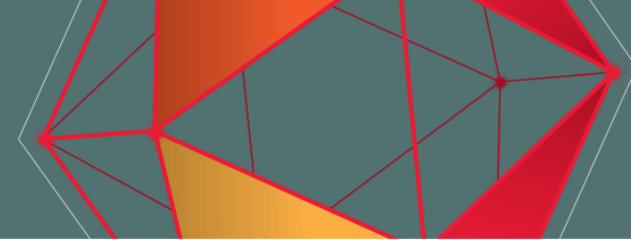


Where to bring them?





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DISCORD



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facebook®

join our
group +

Forum

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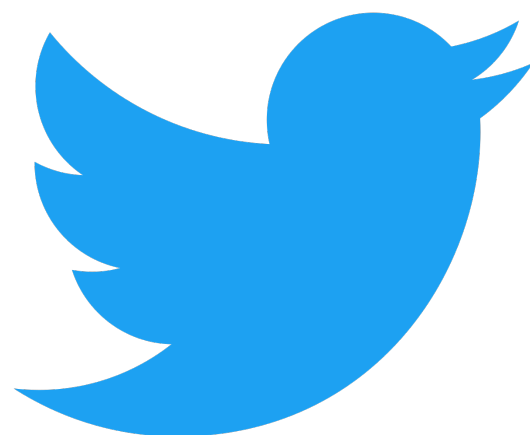
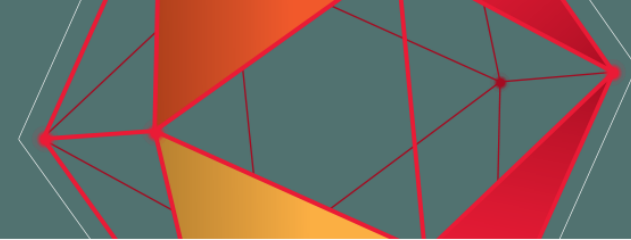
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Instagram

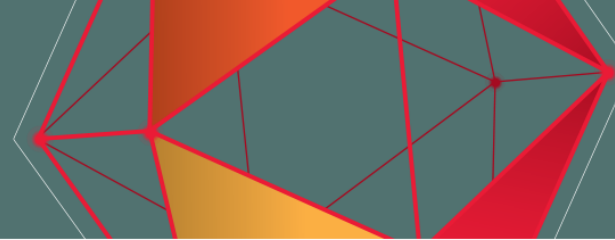
You Tube

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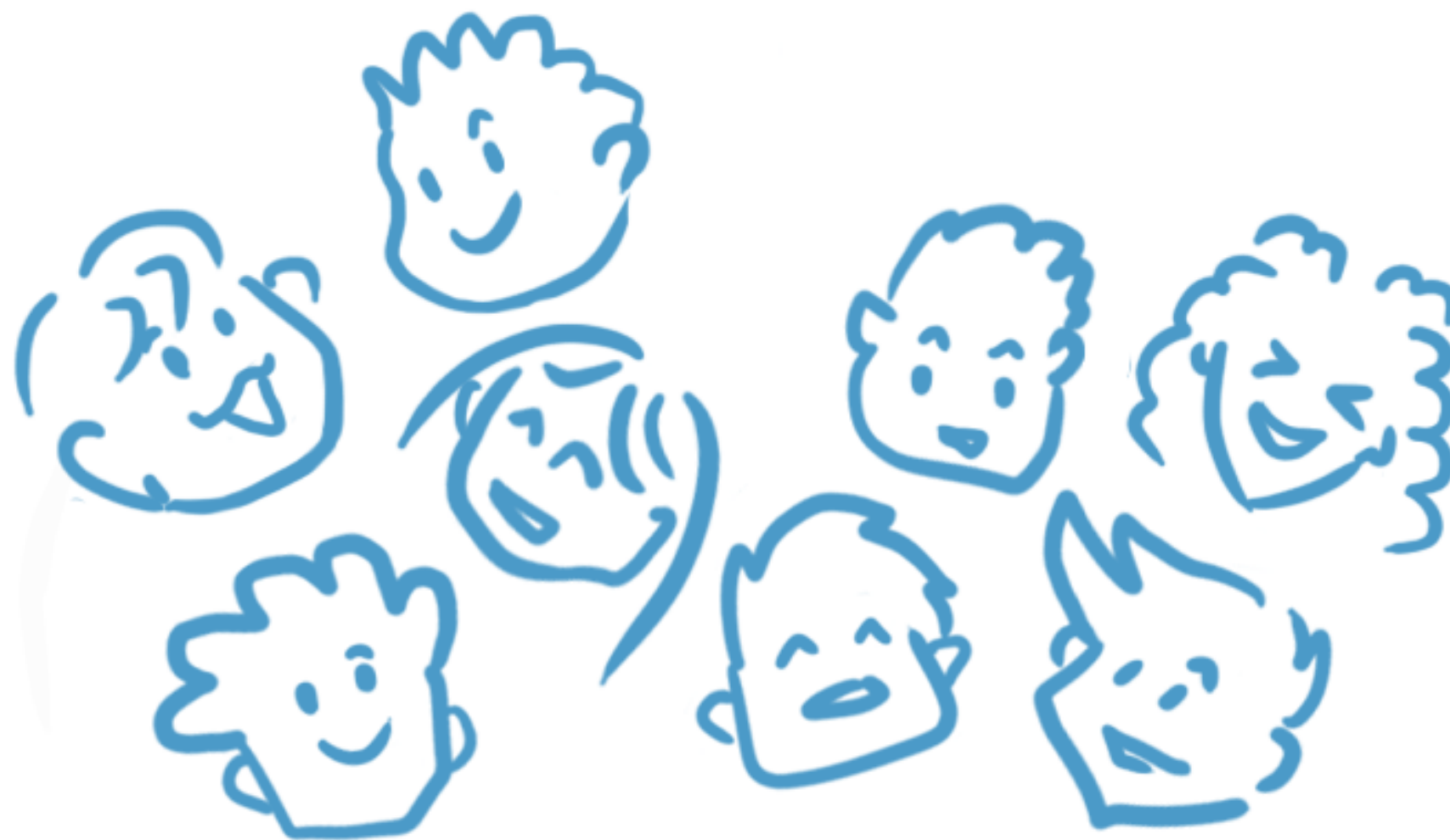
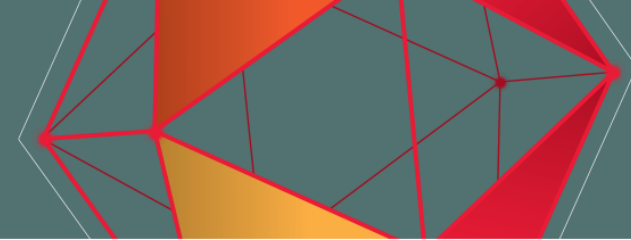


Not a community





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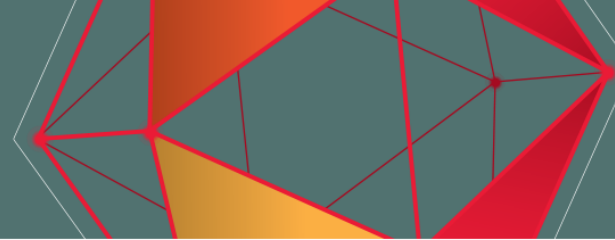


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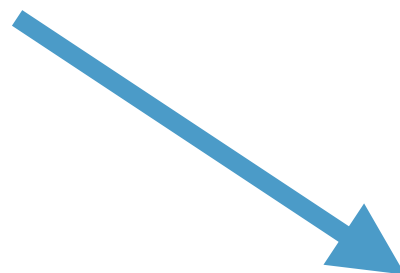
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Events



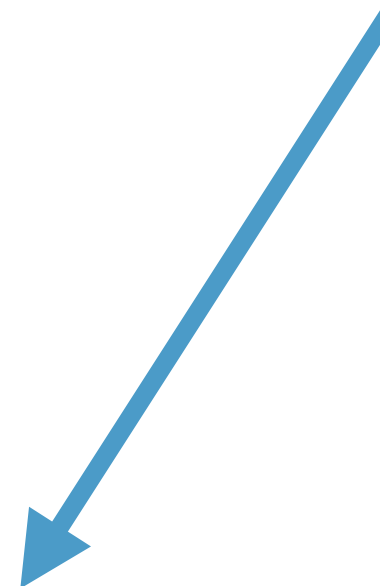
Newsletter



Related
Communities

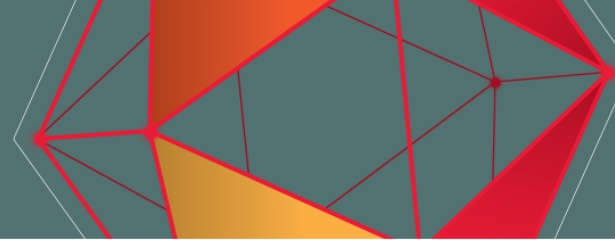


Social
Media



Community HUB



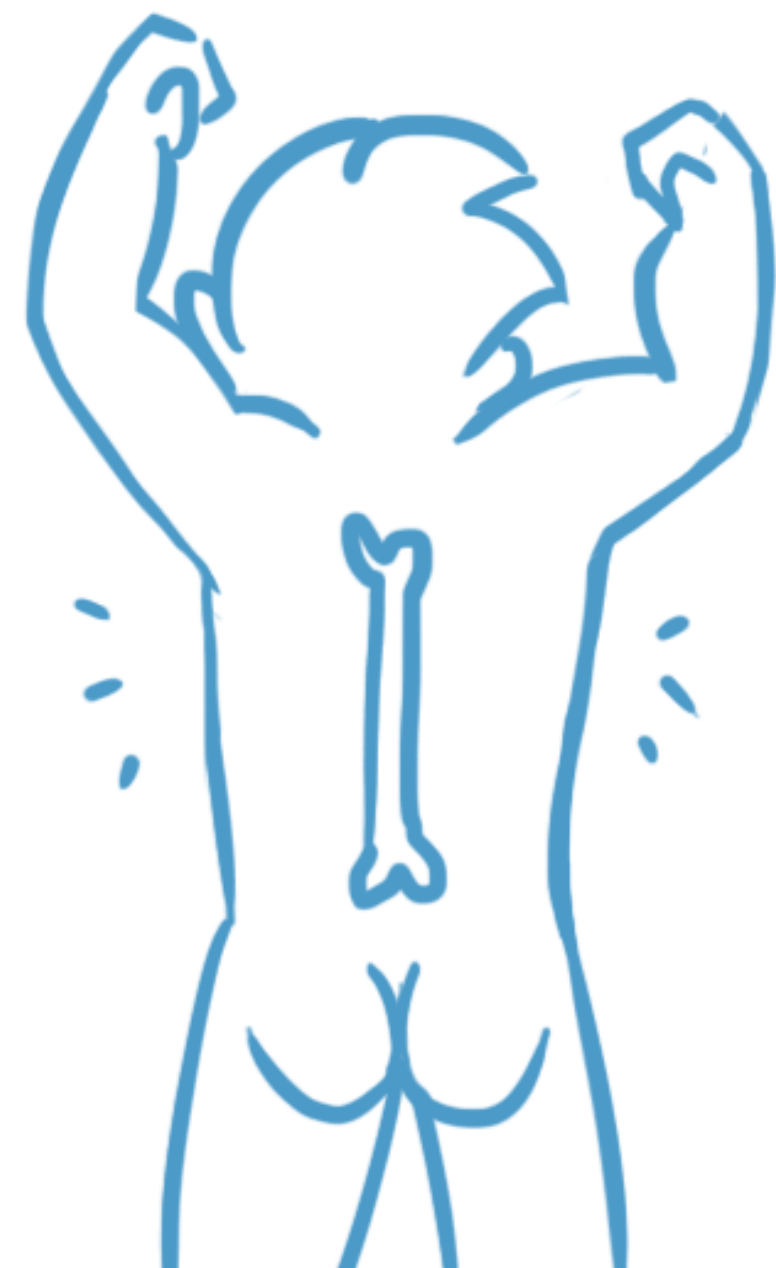


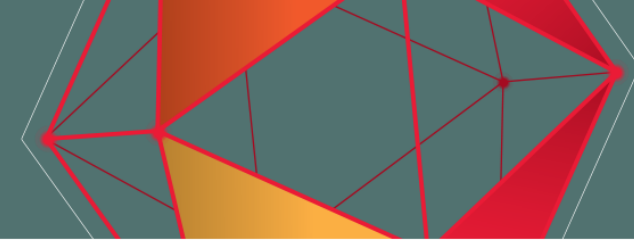
How to handle them?





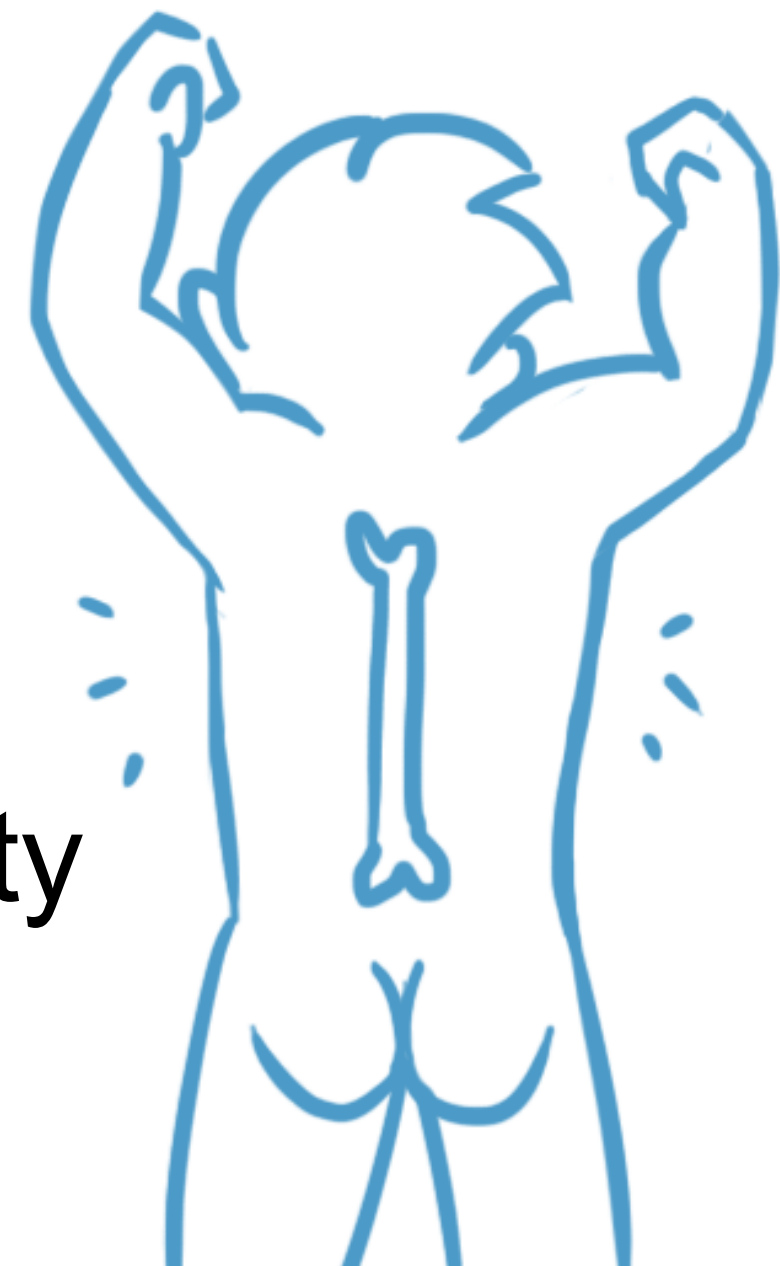
Forming the back bone





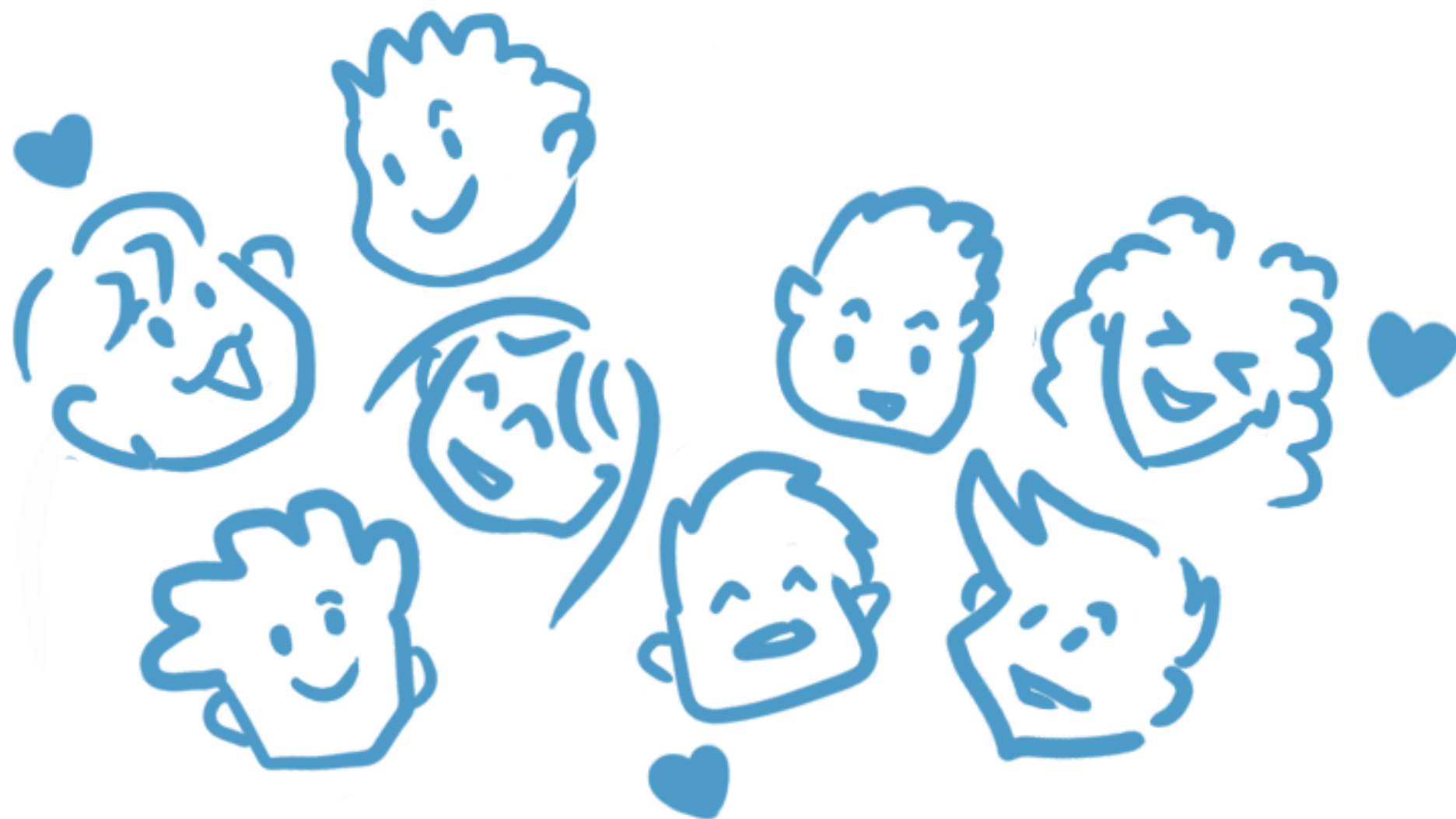
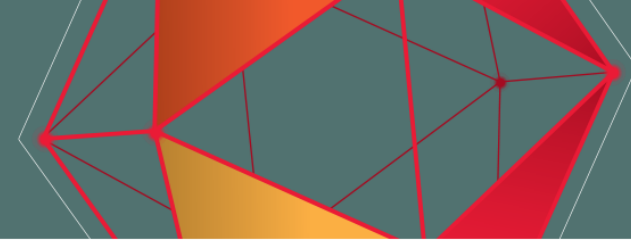
Forming the back bone

- Establish a tone and rules
- Make people feel welcome / at home
- Show people that you are human
- Show benefits of being in the community
- Grow slowly (let people make friends)





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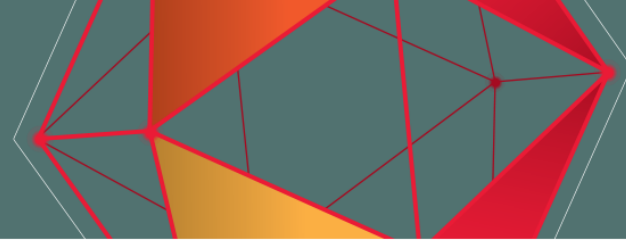
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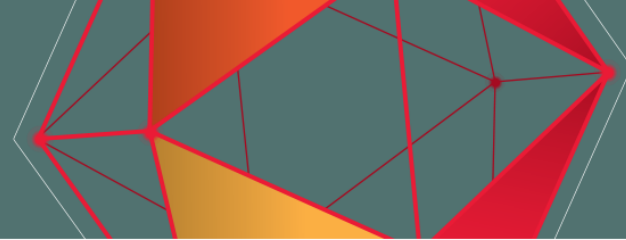
Keep growing

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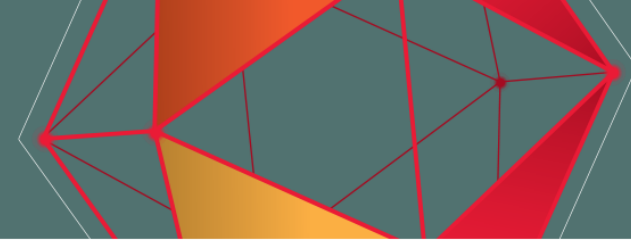
Keep growing

- Listen to feedback
- Implement suggestions (sense of ownership)
- Make community feel understood
- Communicate clear vision
- Be honest and transparent





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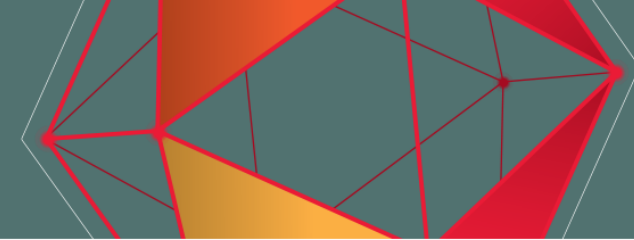


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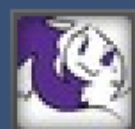


What to do now?





Feedback & QA



Sheevee ▾ [developer] 12 hours ago

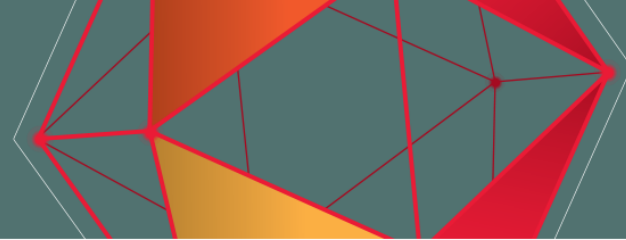
Update 0.4 (Mountain Biome) – Feedback and Bug Reports

April update incoming :D

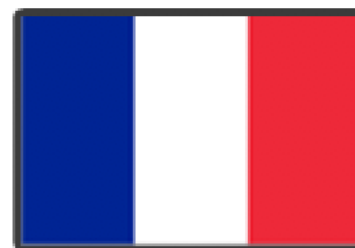
It's not quite finished and still rather buggy, that's why we uploaded it on a separate branch. This preview version is labeled as version 0.3.2.

I'll be attending Berlin Games Week starting tomorrow and be back to work in a week. However my team mates will check how the testing is going from time to time.



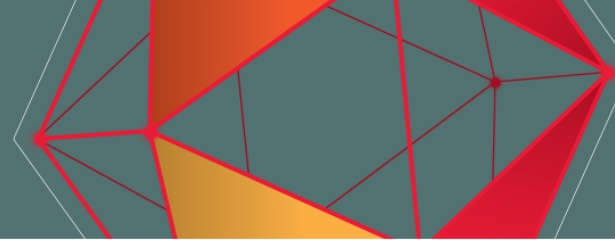


Localization





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Social Media Content

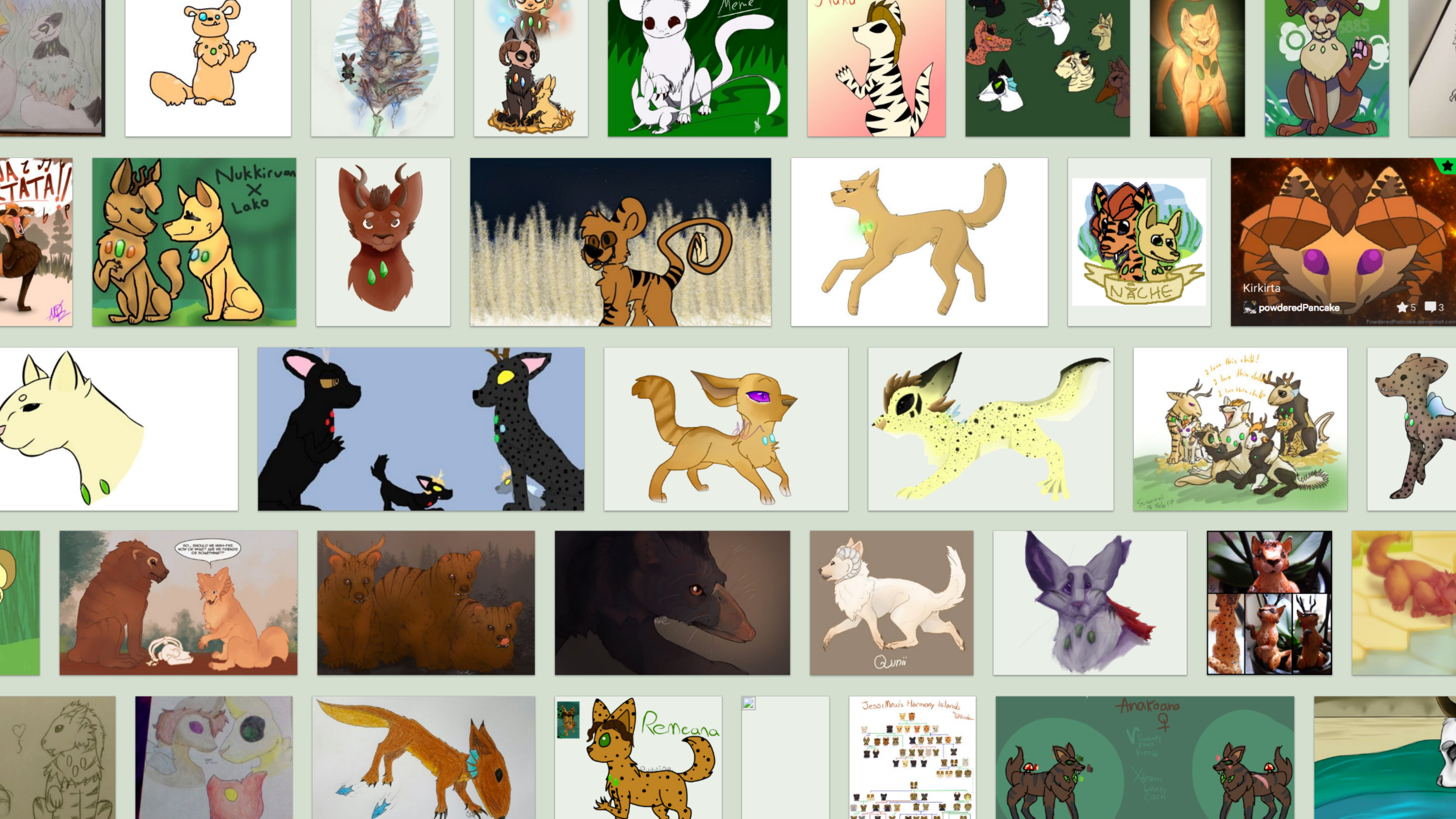


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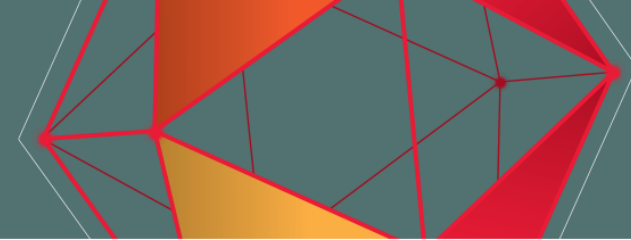


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Funding



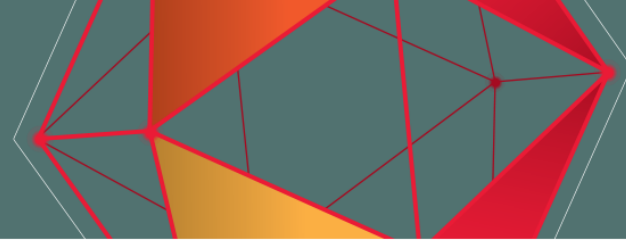
KICKSTARTER

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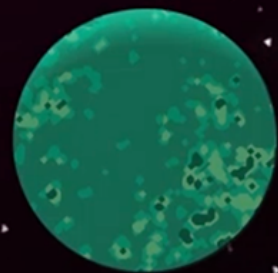
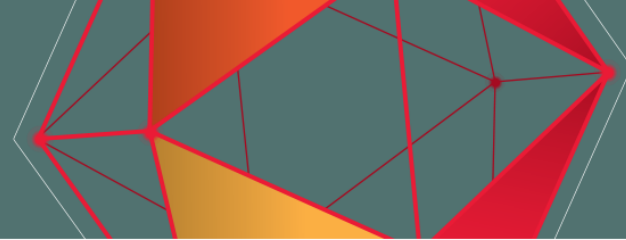
KICKSTARTER

\$74'000 + \$75'000





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NIMBATUS

THE SPACE DRONE CONSTRUCTOR

KICKSTARTER

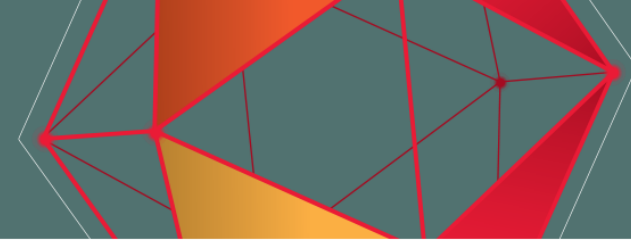


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If we don't ship 50'000
units, we can no longer
update the game





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The us-state Let's sum it up!

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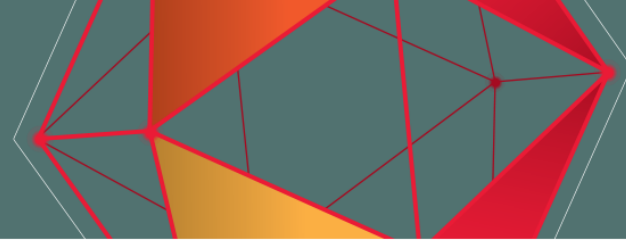
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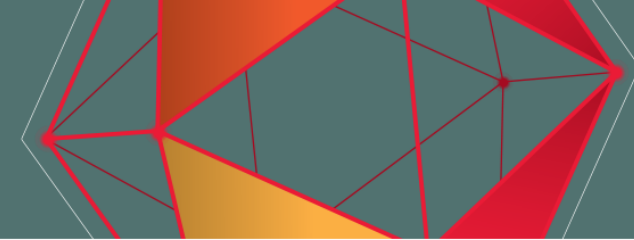
Create a game with hooks

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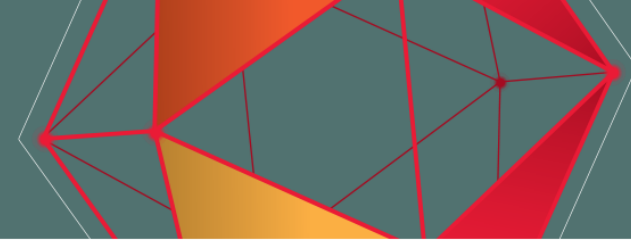


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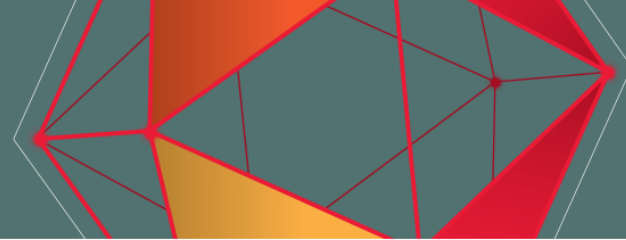
Create a game with hooks





Create a game with hooks



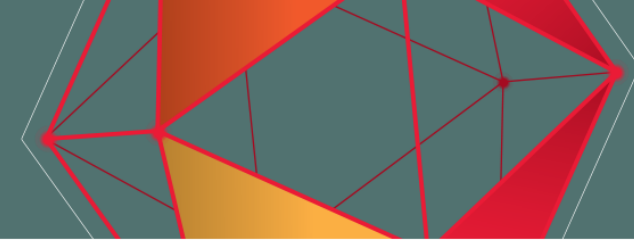


Create a game with hooks



Find interested people





Create a game with hooks



Find interested people

Bring them together





Create a game with hooks

Find interested people

Bring them together





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Treat them well

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Treat them well

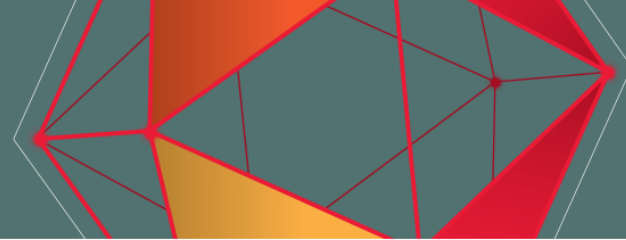


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Treat them well



Grow together





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♥ Treat them well ♥

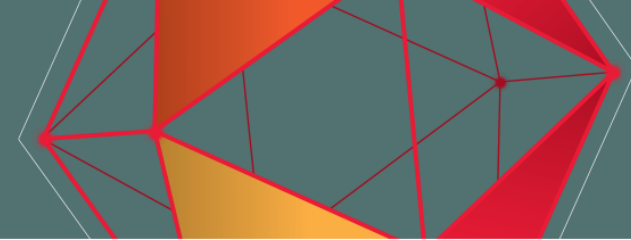
Grow together

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♥ Treat them well ♥

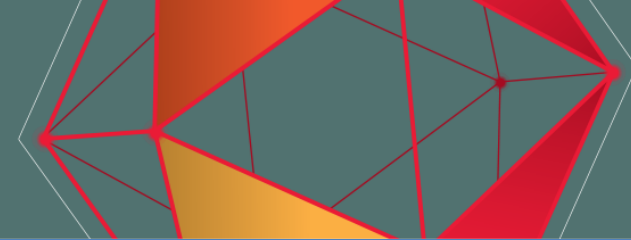
Grow together

Rock!





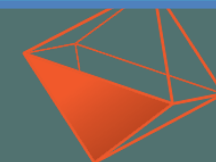
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woohoo! ★
★ GOGOGO!! ★
us-state!!!
★ Rock! ★

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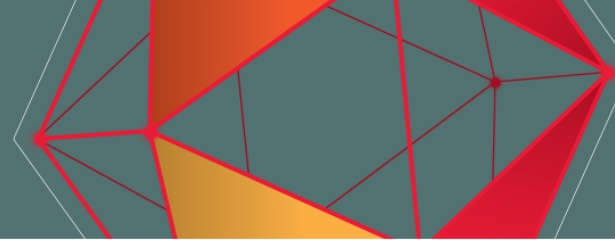
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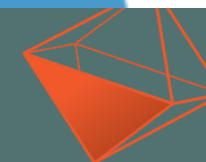


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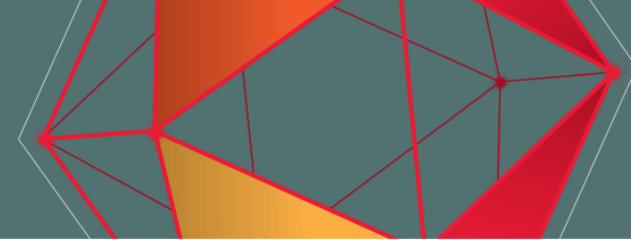
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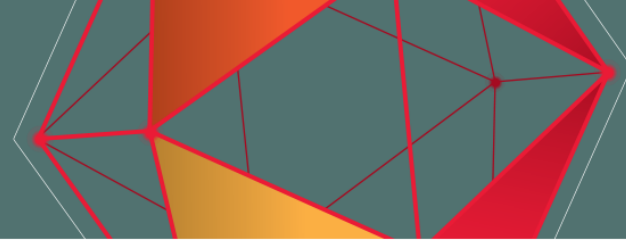
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