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Subject: Re: illogical sig 'fuck ea...'

Posted by [msgtpain](#) on Sun, 11 Sep 2005 18:56:21 GMT

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Most of you simply don't know how to use a calculator... You bitch about the games not being "perfect", but would you bitch about them costing \$100 each if they were? If they even could be made perfect?

The average game these days takes 3-4 years to develop..

Assumptions:

- There are 10 people working on the game during that time frame
- Each developer makes \$75,000/year
- The Game takes 4 years to complete.

Salaries alone require \$3,000,000. Then there is overhead for the company which could easily exceed \$1,000,000 over that same time period.

If the actual revenue from a game is 50% of it's sale price after taking in to account media creation and packaging, distribution and retailer profit (and 50% is being Generous).. Each game sale could provide around \$25 worth of recoverable revenue.

Using just those very basic assumptions, each game would have to sell 160,000 copies JUST TO BREAK EVEN. And I'm POSITIVE that more people have to be paid during those 4 years than just 10 people.

Use your brain and some very basic math skills one evening when you're bored. These companies aren't big-bad-money taking bitches. They are taking a risk to the tune of 5-10 million dollars with forward looking assumptions 4-5 years in to the future that they will even RECOVER their money. Is it really any surprise that after the 4 years are up they are biting at the bit to get the fucking game out the door and at least attempt to recover what they have already spent before they turn to the red permanently on a single game?

If you want flawless, perfect games; I suggest you create a petition to let these companies know that you are more than willing to spend \$75-100 a game and be willing to wait an extra year or two for it. Hell, maybe you should even offer to purchase the game in pre-production phase from them in return for spending a little extra time on it at the end.. and get about 200 thousand others to do it with you.

Or, I guess, you could just shut-up and stop slandering them; that would work too.

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