

# Development

*How should the production of games change?*

- ... reduce our environmental impact (footprint)
- ... calculate scenarios, how much could be saved
- ... rethink distribution platforms
- ... Release Open Source Games (or open DRMs after ending sells)
- ... Development Values (no crunch)

From:

<https://www.gamesforfuture.de/wiki/> - **games for future**

Permanent link:

<https://www.gamesforfuture.de/wiki/doku.php?id=development&rev=1711317037>

Last update: **2024/03/24 22:50**

