

Casino Slot & Scratch Games Development - Cost Analysis

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Cost Analysis: Development of Casino Slot Games

As a gaming platform provider, understanding the cost implications of developing casino slot games is crucial for effective planning and budgeting. Here's a comprehensive cost analysis to help you navigate the development process and make informed decisions.

Pre-Development Phase:

During this stage, costs typically involve market research, concept development, and initial planning. Expenses may include market analysis, competitor research, concept design, and prototyping. Allocate resources to ensure a solid foundation for the development process.

Game Design and Development:

The heart of the project lies in game design and development. Costs here include hiring a team of skilled developers, graphic designers, and sound engineers. Other expenses may involve game logic implementation, artwork creation, animation, sound effects, and quality assurance testing.

Platform Integration and Testing:

To ensure a seamless user experience, it's essential to invest in platform integration and compatibility testing. This step ensures that the game runs smoothly on various platforms and devices, including web browsers, mobile devices, and native apps. Costs include API integration, cross-platform testing, and bug fixing.

Regulatory Compliance:

The gaming industry operates within a regulated environment, and compliance is crucial. Costs associated with regulatory compliance include acquiring licenses, certifications, and audits to ensure the game meets legal requirements. Additional expenses may involve implementing responsible gaming features, age verification systems, and anti-money laundering measures.

Ongoing Maintenance and Updates:

Once the game is launched, ongoing maintenance and updates are necessary to keep it engaging and competitive. Budget for regular updates, bug fixes, feature enhancements, and security patches. Additionally, consider allocating funds for player support and community management to ensure a positive user experience.

In-House Development is expensive

Here's a general overview of the costs you may encounter when opting for in-house game development instead of outsourcing:

Human Resources:

Building a skilled and dedicated team of game developers, designers, artists, sound engineers, and testers is crucial for in-house game development. Employee salaries, benefits, recruitment expenses, and ongoing training and development programs contribute to the overall human resource costs.

Technology and Software:

Equipping your in-house team with the necessary hardware, software licenses, development tools, and technologies incurs upfront costs. These investments ensure your team has access to the latest industry-standard tools and technologies for efficient game development.

Infrastructure and Facilities:

Creating a conducive work environment requires setting up office spaces, workstations, development servers, and networking infrastructure. Expenses related to rent, utilities, office equipment, and maintenance should be factored in when calculating the overall costs.

Research and Development:

Investing in research and development is crucial to stay competitive in the gaming industry. Allocating funds for market research, concept ideation, prototyping, and user testing helps in creating innovative and appealing games that resonate with your target audience.

Time and Project Management:

Developing games in-house requires effective project management and time allocation. Dedicated project managers, agile methodologies, and efficient workflows are essential to meet deadlines and ensure smooth coordination among team members. The cost of project management tools and software should also be considered.

Quality Assurance and Testing:

Thorough testing and quality assurance are vital to delivering high-quality games. Allocating resources for testing equipment, automation tools, bug tracking systems, and quality assurance specialists helps maintain the integrity and polish of your games.

Ongoing Maintenance and Updates:

Once the games are developed, ongoing maintenance, updates, and bug fixes are necessary to ensure a seamless user experience. Allocating funds for post-launch support, server maintenance, security enhancements, and feature updates should be part of your long-term budgeting.

While in-house game development allows for greater control and customization, it's essential to consider the significant financial investments required:

Section	Number of Employees/Positions	Est. Yearly Gross
1 Project Manager	1	100.000 EUR
2 Developer Lead, CTO	1	120.000 EUR
3 Software Engineer (Backend)	4	360.000 EUR
4 Software Engineer (Frontend)	2	160.000 EUR
5 Graphic Designer	2	140.000 EUR
6 Sound designer	1	70.000 EUR
7 Game Designer	2	160.000 EUR
8 Slot Game Mathematician	1	80.000 EUR
9 Motion Designer	2	140.000 EUR
10 HR Manager	1	45.000 EUR
11 Testing	2	120.000 EUR
12 Office	1	120.000 EUR
13 Secretary Office Manager	1	60.000 EUR
14 Account Manager	1	60.000 EUR
15 Slot Integration Manager	1	60.000 EUR
16 Content Marketing Manager Budget	1	100.000 EUR
17 Certifications Head of Game	1	250.000 EUR
18 Malta License	1	150.000 EUR
19 Curacao License	1	40.000 EUR
Total :		2,225,000 EUR
200 Games (while developing 2 games per month) would need 8.5 years		19,000,000 EUR

*The initial costs for the development of the platform, as the foundation, are not even taken into consideration in this calculation.

Game Production Dynamic: Varying Monthly Output of Slot Companies

Determining the exact number of games released by casino slot companies on a monthly basis can be challenging due to the diverse strategies, resources, and work models employed by each company. Factors such as game complexity, development timelines, and rigorous quality control processes further contribute to this variability.

Prominent slot game providers like NetEnt, Microgaming, and Play'n GO are known to release a few dozen games per year on average. The range typically falls between 20 and 50 games, showcasing their commitment to delivering a steady stream of captivating content to the market. It's worth noting that some companies prioritize a faster release cycle, while others may focus on producing a smaller yet meticulously crafted selection of games.

Ultimately, the number of games released by online casino slot companies on a monthly basis is subject to variability and can fluctuate based on individual company strategies and market demands. Flexibility and adaptability are key as companies strive to meet the evolving needs of players and the industry. The number of games produced by different companies can vary, as it depends on factors such as new game releases, updates to existing games, individual company strategies and their resources. Here are some examples of big players on the market:

	Company	Number of Games
1	Microgaming	800+ slot games
2	NetEnt	300+ slot games
3	Playtech	500+ slot games
4	IGT (International Game Technology)	400+ slot games
5	Novomatic	400+ slot games
6	Yggdrasil Gaming	100+ slot games
7	Betsoft	200+ slot games
8	Quickspin	100+ slot games
9	Pragmatic Play	200+ slot games
10	Play'n GO	150+ slot games



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By conducting a comprehensive cost analysis and planning, you can navigate the development process effectively, manage your budget, and ultimately create your own successful casino slot game portfolio that resonates with your target audience.