

Forum:[Hack Forums](#)

Thread: [Why do most indie projects never launch?](#)

Mxstermind - October 6, 2026, 9:17 am

Why do so many game projects die before release?

I've watched people have genuinely good ideas, make prototypes, recruit people, create Discord servers, design logos...

...and then nothing ever ships.

It seems like the problem usually isn't the initial idea.

It's everything after that.

Scope creep, unreliable team members, technical problems, motivation, lack of marketing, money, changing direction, etc.

For people here who have actually worked on games:

What killed your project?

And if you've successfully released one, what did you do differently?

Terry A. Davis - October 6, 2026, 4:29 pm

Funding.

Road blocks.

Perfection is the enemy of done.

Omni has worked on HF for as long as I know, and it's still here, he knows it will never be perfect, but he's happy to admit that and keep molding it.

Not all projects are like vases where they are one and done.

Lowkey - October 6, 2026, 5:41 pm

(Oct 6, 2026 04:29 PM)Terry A. Davis Wrote: [\[CITE\]](#) Funding.

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#1 right there

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I hate to say it but knowing a lot of people in this space sadly has shown me that 8/10 times the dev team gets real money in their life and instead of putting every last penny in the project to bring it to

life and turn it into generational wealth they randomly discover that they can also buy a new car with the money.

omegabr - *October 11, 2026, 1:47 pm*

People sometimes bite more than they can chew