
Subject: Re: Is it ture or its just another bs!!!

Posted by [Sir Phoenixx](#) on Sat, 16 Jul 2005 17:09:48 GMT

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\$500,000? Lol, that probably could have been almost sufficient 10 years ago, but now it takes millions to make a "major" game, more or less depending on if you license an engine or pay a dozen programmers. An engine like Doom 3, Unreal Engine 2 (or 3), or Source themselves cost about \$400,000+ to license, plus royalties. (The slightly aging Quake 3 Arena engine costs about \$250,000 to license right now, Unreal Engine 2 is \$350,000 with royalties)

\$500,000 would be enough to license an engine, and pay a team of about 2-5 for one year, with maybe a little bit left over.
