

Gaming Studio Cash-Flow Planner

Gaming, Esports & Digital Entertainment

Document type: Financial model / analysis · Generated 14 Oct 2026

This guide explains what the tool produces, how to use the output, and what to watch for. The actual output (draft/report) is generated on the tool page.

Background

Produces a cash-flow plan for a game studio — the long pre-revenue dev-and-launch spend, lumpy publisher advances and revenue ramp, and how to stay solvent. Use it to manage cash through a dev cycle. For burn/runway use the Burn & Runway Planner.

Purpose of this tool & output

Plan cash across dev, launch and revenue

How the output is used

Use it to plan cash across dev, launch and revenue — a cash-flow plan that carries the studio through the long pre-revenue phase.

Who should vet it

Your CA or finance lead, to align the cash-flow plan with your funding and milestones.

Important cautions

Studios face a long pre-revenue burn and a launch cash trap — UA is spent upfront while store payouts arrive 30-60 days later. Time funding/advances and phase UA to bridge it. Indicative plan; refine with your dev timeline and payout terms.

Companion documents

- Game Studio P&L Modeller
- Game Unit Economics Calculator
- Real-Money Gaming Economics Modeller
- Studio Burn & Runway Planner
- Game Break-Even Calculator
- Gaming Fundraise Financials Builder

This is AI-assisted guidance. Verify with a qualified professional before any binding decision. Fees, authorities and processes vary by state and change over time — confirm with your state authority.