

Remote / Distributed Studio Ops

Gaming, Esports & Digital Entertainment

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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 an operations plan for a remote/distributed game studio — collaboration tools and workflow, communication, version control/pipeline, time-zones and culture at a distance. Use it to run a distributed team well. For hiring remote use the Studio Hiring Plan.

Purpose of this tool & output

Run a remote or distributed game team

How the output is used

Use it to run a remote or distributed game team — the tools, rituals and processes that keep a distributed studio aligned.

Important cautions

Remote game dev hinges on a robust version-control/asset pipeline (code and large binaries) and clear async communication — asset conflicts and comms gaps are the usual pain. Maintain culture deliberately at a distance. Guidance only; tooling needs vary.

Companion documents

- Game Studio Hiring Plan
- Studio Culture & Creative Environment
- Studio Roles & Career Framework
- Game Dev Outsourcing Strategy
- Studio Performance Management

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.