

Game Studio P&L Modeller

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

Builds a P&L and burn model for a game studio from discrete inputs — revenue streams and each cost line — with net result, margin and runway. Use it to understand studio finances. For a single game use the Game Unit Economics tool.

Purpose of this tool & output

Model studio revenue, costs and burn

How the output is used

Use it to model studio revenue, costs and burn — a studio P&L across revenue, dev cost, UA and overhead.

Who should vet it

Your CA or finance lead, to confirm the cost and revenue inputs against your actual books.

Important cautions

Estimates from your inputs. Store fees (~30%) and salaries dominate studio economics, and gaming revenue is lumpy and hit-driven — model conservatively and watch runway. If burning, know your months of cash. Validate with actuals.

Companion documents

- Game Unit Economics Calculator
- Real-Money Gaming Economics Modeller
- Studio Burn & Runway Planner
- Game Break-Even Calculator
- Gaming Fundraise Financials Builder
- Gaming Venture Valuation Guide

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.