

VERENIA





# IT FAILED!

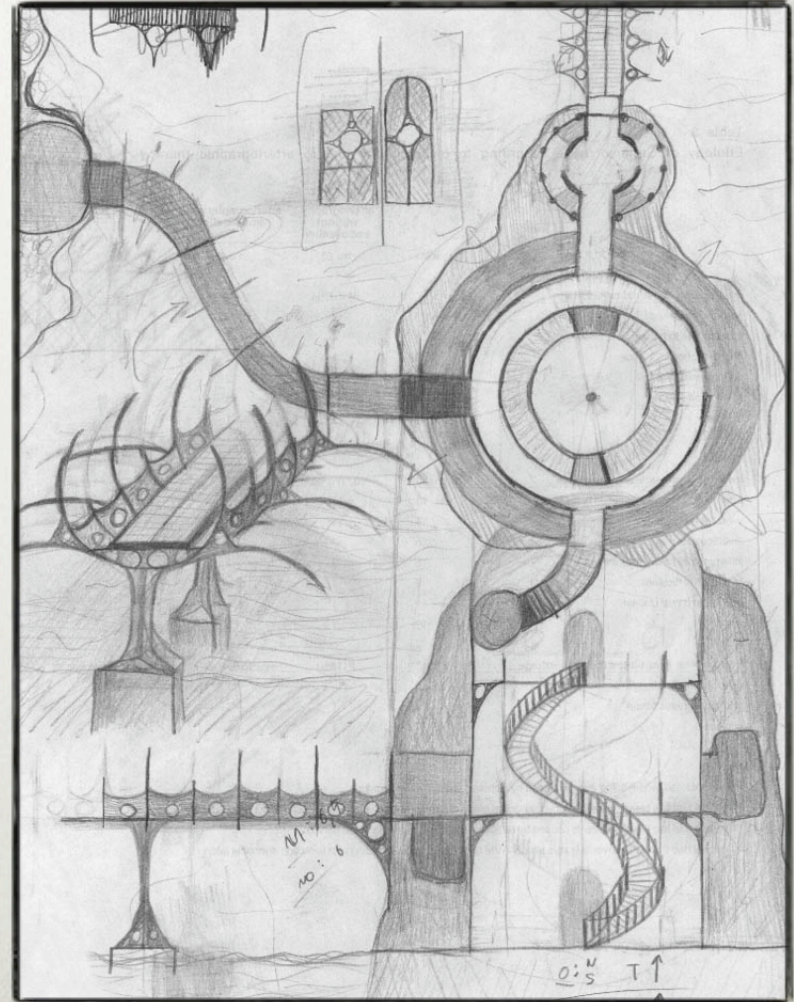
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- ◎ Not enough experience
- ◎ Too ambitious
- ◎ No decent project lead
- ◎ Much, much more...

# THIS PRESENTATION...

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- ◎ What went wrong
- ◎ Explain why
- ◎ Do's and don'ts
- ◎ Guidelines
- ◎ Personal experience





# VERENIA'S BIRTH

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- ◎ Drew some random sketches
- ◎ Decided to create an adventure game
- ◎ Assembled a team
- ◎ Gave everyone a job, and... ready!

# ASSEMBLING A TEAM

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- ◎ Start with a very small team
  - ◎ Recruit more people when needed
- ◎ **Set up e-mail and a proper forum first!**
- ◎ Have a multidisciplinary team
- ◎ Assign every developer a job
- ◎ Stay in control

# ASSEMBLING A TEAM, PT. II

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- ◎ Let your team work
  - ◎ **Teammates only work when *you* work**
  - ◎ *“Developer activity meter”*
- ◎ Have a sidekick
- ◎ Have a PR department
- ◎ Let everyone influence each other



# VERENIA'S TEAM

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- ◎ Too big!
- ◎ Everyone worked on everything
  - ◎ Some developers quit
  - ◎ Someone else was doing their job
- ◎ I had not enough control



# VERENIA'S TEAM, PT. II

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- ◎ Recruited everyone straight away
- ◎ Our modelers got bored and left,  
our texturers got bored and left,  
our musicians got bored and left, ...
- ◎ In the end, nobody was left

# WRITING A STORYLINE

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- ◎ **Storyline is very important!**
- ◎ First storyline, then ages
  - ◎ Design ages around the storyline
  - ◎ Basic age design is okay
- ◎ Write a storyline yourself
  - ◎ Let others enhance it



# VERENIA'S STORYLINE

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- ◎ Verenia did it the other way around
  - ◎ At first: lots of ages, but no storyline
  - ◎ Then: write dozens of storylines!
- ◎ Lots of plot holes
- ◎ Everyone wrote parts of the storyline
  - ◎ I didn't know the full story myself!

# SOFTWARE

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- ◎ Stay compatible
  - ◎ Different people, different software, different file formats
- ◎ Stay legal
  - ◎ Everyone *needs* legal software!
  - ◎ Give credit where needed



# MORE GUIDELINES

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- ◎ Don't hype too soon
  - ◎ Show when there's something to show
- ◎ **Keep your project secret**
- ◎ Keep your files on a central server
- ◎ Show your progress
- ◎ Deadlines

# MORE GUIDELINES, PT. II

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- ◎ Do a lot of research
  - ◎ Outdated ideas, begone!
- ◎ Stay compatible on the player's side
  - ◎ Everyone wants to play your game
  - ◎ Some of us have very old computers
- ◎ Have a good web site



# USEFUL SITES

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- ◎ Trac - [edgewall.com/trac](http://edgewall.com/trac)
- ◎ Verenia - [verenia.amonre.org](http://verenia.amonre.org)
- ◎ Ilathid - [www.agesofilathid.com](http://www.agesofilathid.com)

THANK YOU!

THIS PRESENTATION:  
[VERENIA.AMONRE.ORG](http://VERENIA.AMONRE.ORG)



GOOD LUCK!

