



# Project **Eight**

A game by:

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## The design process

- Started with just two members
- Crazy first concept
- Second concept (the one we went with)
- Daniel joined the team
- The process began (a week after schedule due to computer problems)
- Progress went well first weeks
- Started to get unmotivated
- Changed programming engine, started from scratch
- More motivated!
- Got a lot done, but always a few steps behind the timeplan
- Didn't finish in time due to change of engine and miscommunication between group members

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## The concept

- Inspired by *Trilby*
- A stealth based game
- Mechanics
- Background story
- How we came up with the name?



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## Concept art



By: Michael Åberg

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## What we learnt

Stuff that failed:

- Member communication
- Stage planning
- Premature optimization
- “Failure to pick a code design, and go with it”

Stuff that worked:

- Very high motivation
- Fast development
- Have learnt a lot from the mistakes made

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The game will be finished!



Coming fall 08...

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QUESTIONS?