Team Description:

About Team Quasar:

Alec Sobeck: Producer and UI extraordinaire, Alec was a driving force behind cutting stuff that would bloat the game while also keeping us in check. He handled the side programming tasks, meaning most of the UI and loot balancing, and also was our main playtester. He currently holds the world record time for a Nightmare playthrough, while also holding the world record for “Most complaints about a single boss” so take that noobs.

Dominick Schroer: Our main programmer, Dom is responsible for making the game function, while also informing us how frustrating it is to work with GML. To give some insight into his skill, we said we wanted procedurally generated dungeons on day one, and over the next couple days, he came up with an entire dungeon generating system. His hobbies include building really optimized code, telling our designer that we can’t add that because it's “too complicated”(I know right?) and arguing with Alec over his tasks and what he can actually accomplish.

Nick Tremblay: Artist and animation specialist, Nick is responsible for almost all of the art in the game.The player, enemies, Bosses, items, world, and some UI are all his work, with Alec taking the rest of the UI. He took our designers ideas and brought them to life, building actual characters and enemies out of our designers dreams, while also taking his own direction when he gets inspired, most notably with the first boss which looks way better than the designers original design. He also makes a mean Spaghetti casserole and can rig up a 3D centaur, so he’s got that going for him.

Spencer Gould: Designer and Sound lead, Spencer is most amazing person on this team, bar none. (Can you tell who wrote these descriptions?). No, but on a realistic note, Spencer is responsible for that sweet sound that plays throughout the game, while also being the design lead for most of the game. He designed the bosses, enemies, guns and the main mechanics, while also being told by Dom that having sound wave attacks aren’t a possibility. While he wasn’t telling people to read the design documents, he was busy fusing way to much over the music, which he might finally be satisfied with. Maybe. It’s not bad ok?

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