

# DevLogs

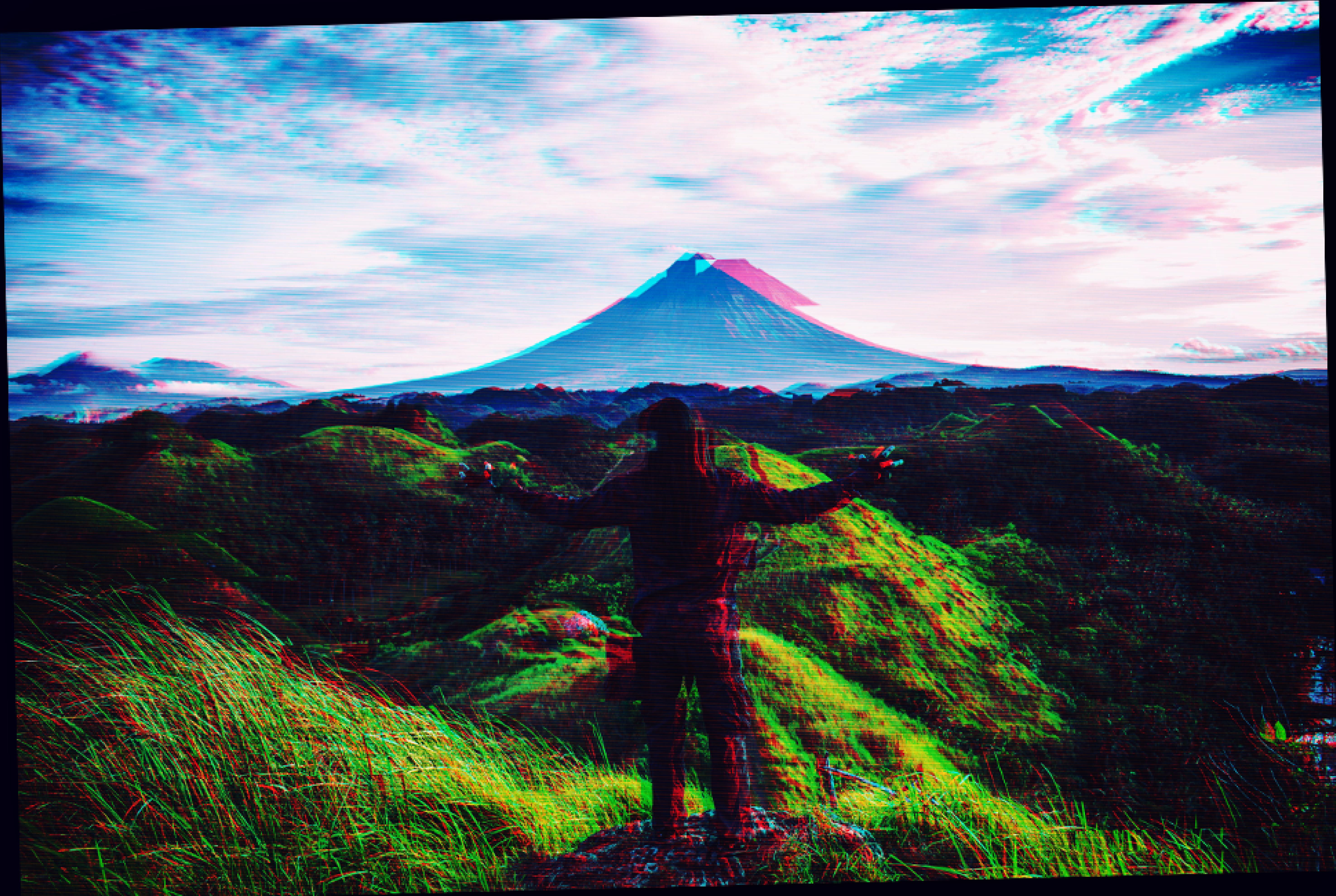
The side of games you don't see.

Featuring:

- An Indie Game's Post-Mortem
- A Paradigm Shift for Arena Fighters

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Sometimes games turn out like this.



DevLogs  
can tell you how.

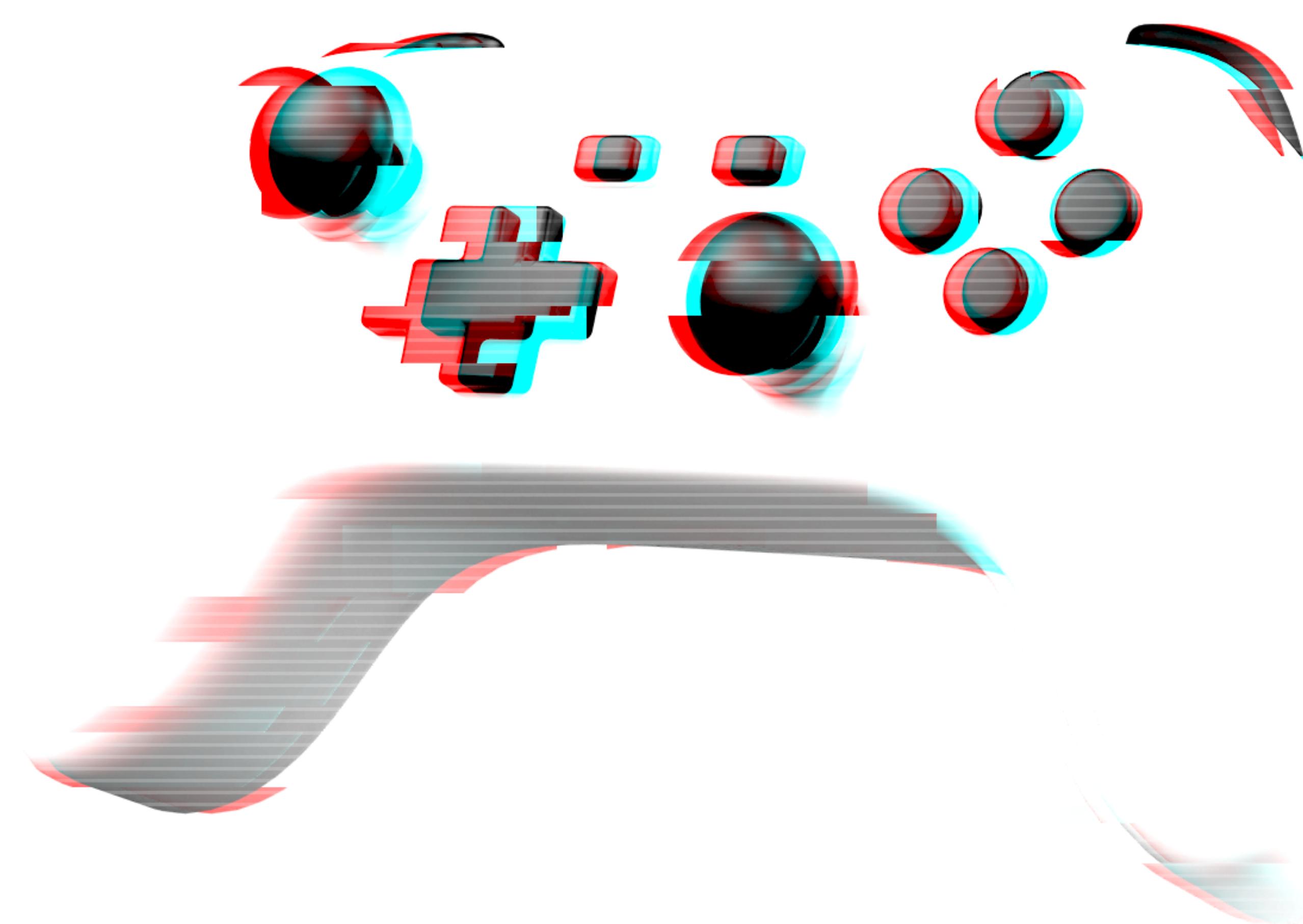
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## An Indie Game's Post-Mortem

by Bob Smith

I am an ex-game developer. About three years ago I put out a game called 'Jimmy Quest.' It was this retro-styled platformer, almost along the lines of *Pizza Tower* with a hint of *Shovel Knight*.

You haven't heard of it. And there's a reason for that.

But profit or no profit, it was still disheartening to see a passion project I

worked on for so many years just not reach an audience.

At first I was infuriated. "Gamers today have no taste! How dare they ignore my masterpiece?" I thought to myself at the time.

But I tried to look deeper into why the game failed.

However, it took a while for me to stop pointing fingers.

Simply put the game just didn't sell well enough.

I'm fortunate enough that the game's budget was so low I didn't lose too much money from its failure.

After blaming the audience, or lack thereof, I blamed the game's lack of marketing. What I failed to realize at the time was that it takes more than some Tweets and a few YouTube videos to get your name out there.

Yes it takes luck, but also initiative. Sponsorships, campaigns, engaging with the community. None of these I did.

And in retrospect, the game just didn't have much I could market.

I drew comparisons to *Pizza Tower* and *Shovel Knight* before. But the game was caked in pixelated homages to *Mario*, *Mega Man*, *Castlevania*. All well in good, but I realized too late that this came at the cost of the game's identity.

Nothing was truly special about it, especially not in the age of the aforementioned games, plus

*Sonic Mania*, *Celeste*, *A Hat in Time* and who knows what else. Nothing really bad, but nothing to help the game stand out.

As such, I've learned to live with my failure. Maybe one day I'll return to Steam Greenlight, but for now, I'm pretty happy writing articles instead of code.



# A Paradigm Shift for Arena **Fighters**

by Jane Doe

Fighting games are a prospering genre. With titles like *Tekken 8* and *Street Fighter 6* in the market, there's no shortage of titles for gamers who want to duke it out. But what about gamers who want a bit more mobility?



For those who don't know, an arena fighter is a fighting game where two players brawl in a 3D environment. But unlike a game like *Tekken* or *Soul Calibur* where you're almost always facing your opponent with the camera from the side, an arena fighter allows for full 3D movement. Imagine if a game like *Zelda* or *Devil May Cry* had competitive multiplayer.

Now, this genre has not seen much popularity in the competitive scene. Games like *Naruto Ultimate Ninja Storm* and *Dragon*

*Ball Z: Budokai*  
*Tenkaichi* have a  
more casual  
audience.  
*ARMS* and  
*Dissidia* are  
largely niche com-  
pared to titles like  
*Tekken* and *Smash*  
*Bros.*

But our friends at 180 Games are looking to capture both of those audiences.

*"We want this game to be more than a button-mash fest. We are looking to expand on the kind of 3D movement*  
*Tekken brings, and the free form*  
*movement of platform fighters like*  
*Smash into one competitive fighting*  
*game,"* says Maria Anne, the lead director for this project.

*Currently this game is just called '3DPF',*  
*which stands for '3D Platform Fighter'.*  
*It's running on Unreal Engine 5. We have*  
*a few sword fighter characters but they*  
*don't even have names yet, because we're*  
*so focused on making the best possible*  
*fighting system for a 3D competitive arena fighter."*

This game has been in development for a few years now, and 180 Games is looking to



officially unveil the world's next eSport some time in late 2024. We wish them the best of luck!

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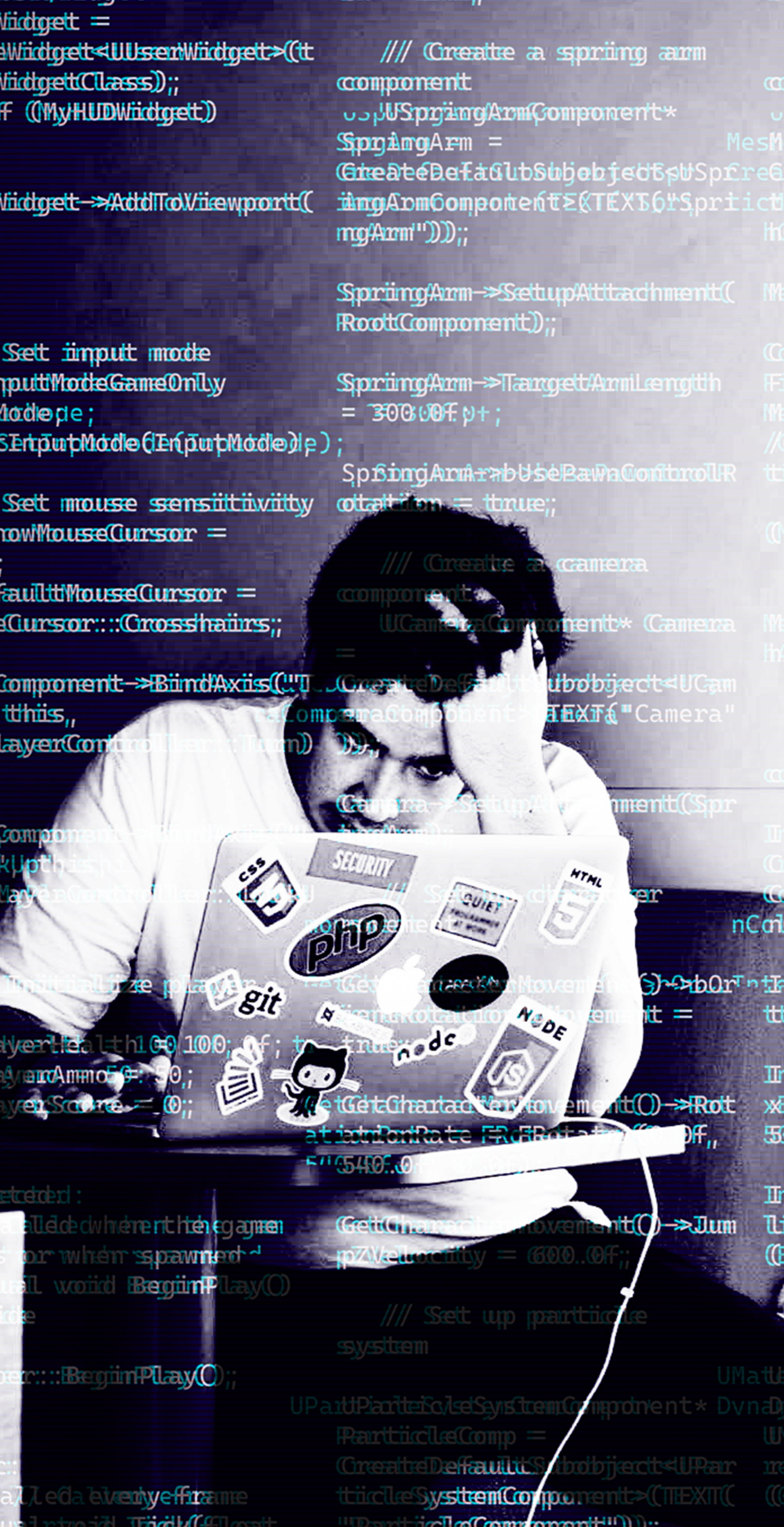
Where we learn how  
game devs get here.

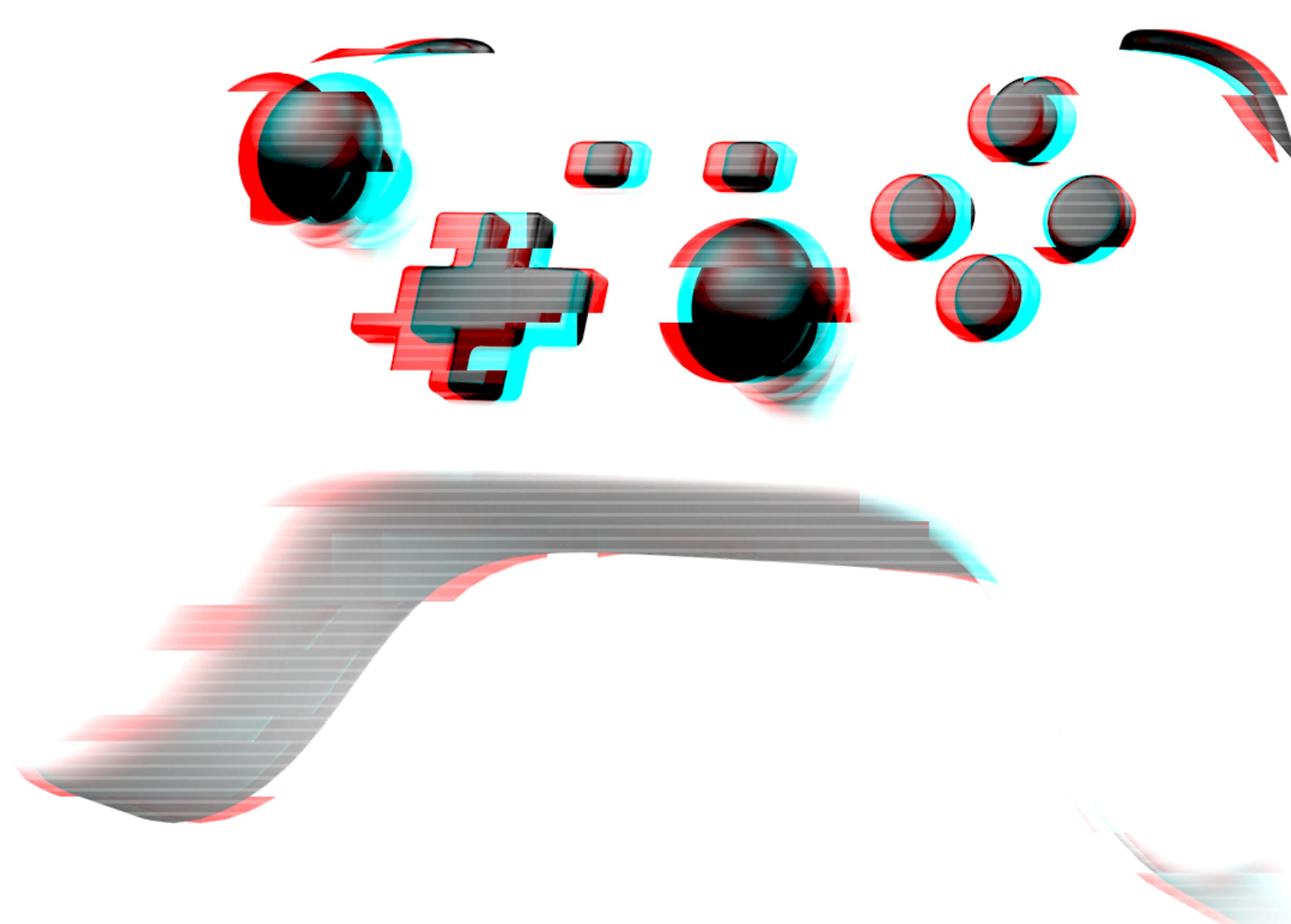
Working on a game of your own? Need to

make notes, a to-do list, and some diagrams?

## DevLogs Journal

has you covered.





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