# Overview Assessment

This is a self-valuation of what Project;Hypatios’ notable accomplishments and weaknesses. This will may have biases from developer’s perspective but in attempting to be neutral (like Timekeepers), this is the best try to judge the game neutrally from developer’s perspective:

* Hypatios strengths (from dev’s perspective):
  + **Gameplay Mechanics:** while the FPS combat not the best, it has significant mechanics that impacts the player’s gameplay (perk upgrade). The perk system, kThanid Serum, alcohols, foods + consumables, object interactions, mini-games, status effect/ailments/diseases, Sindom stock market and buyable upgrades were pretty good.
  + **Weapons:** We think the weapons is good and varied enough. We provide many weapons and unique ones like Smart Pistol and Sentry PDA for people who cannot shoot.
  + **Assets and Cluttering:** Almost all of the 3d models were created from scratch while the textures were mostly from external sources. The levels were cluttered pretty well.
  + **Graphics and Visuals:** Visually, we think the game looks pretty good for an indie game.
  + **Philosophy & Timekeeper Testaments:** The philosophical messages were deliberately included and including its potentially controversial ones. It may contain errors and it is not perfect but we reckon it is mandatory to include because at the time this game was made, the world was spiraling into period of confusion where religions, artificial intelligence, LGBT, progressivism, nationalism and many others all clashed together in this current epoch. Its philosophical messages were inspired from Nietzsche, Hegel, Marx, post-Structuralism and many others.
* Neutral:
  + **Gameplay Loop:** We think not all people would like the repetitiveness nature of Hypatios.
  + **Game Design:** Hypatios game design will invoke mixed reaction.
  + **Kaiser, Sixtusian Empire and Timekeepers:** It is a pre-existing worldbuilding from the main developer’s OC. The worldbuilding was all intentional as a parallel perspective on the human’s history and a revolt against the increasingly ‘generic-ness’ of today’s art work. However, it was constrained by its limited development resources and may contains errors.
* Hypatios weaknesses:
  + **Main Story:** It was shit and we know it. Cutscenes were awkward and the story is an after-thought, not in the priority list at all. Its lore dumping by Emperor and Timekeeper Testaments made it worse. Without voice acting, all characters in helmet & expressions were non-existence: it was basically doomed from the start and we have already predicted it. In addition, rogue-like were a challenging genre to make story.
  + **Dialogues:** It is predicted, player would skip many of the game’s cutscenes and dialogues especially lack of voice acting, uninteresting character designs.
  + **Chamber 3:** It has atrocious layout and confusing.

What we predicted in the reviews (before the game’s release):

* Player will complain the physics bugs primarily caused by dashing.
* The ambiguity of the story and its bad storytelling.
* Chamber 3 sucks.
* Praises maybe directed at the atmosphere, visuals, side-activities, content and gameplay?
* Criticism mostly directed at its lackluster storytelling and game design.

# [Development Problems]

The development of **Project;Hypatios** is a train wreck. It was intended to be only as a game made only 4 months for a competition but it was then decided to be commercial game thus expanding the scope of the game and the development of around 26 months. It was a ‘team-made’ game however it was always primarily made by the main developer before ended up a totally solo project which then the team fell apart as the main developer took matter on its own hand.

The main developer had a major skill gap with the rest of team and then the main dev had also ego and pride to insert its own story which ruined the project and sanity of its team members. In addition, the team were mostly focusing on college which cannot forced into developing an uncertain game project.

The main dev had created over 20 video games for 10 years (9 years in Unity) but had never made any money of it. Hypatios is a desperate attempt by the main developer to commercialize Hypatios and sell the game.

# [Main Dev Problems]

The main dev had claimed that it has aggressively pursued game development since childhood that it nearly destroyed his life, it claims the following:

* Dreams and lies of successful indie game development that earned a lot of money. The main dev was initially sparked from the indie game frenzy of the mid-2010s:
  + Minecraft, Undertale, Stardew Valley, Flappy Bird, Unturned.
  + Where many solo indie developers became highly successful. Over time however, it became clear it was survivor bias and the main dev was naïve to think a successful game was easy.
* An isolation from social life. It was the combination of not confidence and doctrine of not socializing people too much until became a successful person or successful indie developer.
* In high-school, the developer claimed it was aggressively pursuing game development and ruined its grades.
* The main dev claimed it went to college twice and quitted twice because of its grades which is again, ruined by its aggressive pursuing being a successful solo developer. Mistakes repeated.
* The longest time, the developer isolated itself greatly in its home for its obsession for being a successful game developer. By the time, it realizes, it was socially incapable.
  + In Indonesia where many people socializing and outgoing, it was an absolute pain to see others were happy, it was not able to interact and join community.

The main dev started game dev in 2014 (Unity) which there was absolutely lack of support for game development in Indonesia during the 2010s. The lack of support and ecosystem in Indonesia exacerbates the problems. However, the government cannot simply be blamed, this is due to the dev is living at the right time but at the wrong place (developing country).

According to the main dev, the only thing he was still alive is his family and his wealth. His family possess a fairly significant amount of wealth. If it was not for its wealth, the dev said he would have quitted a long time ago or he would fall to state of despair if he reaches 10 years of solo game development with no success.

## The Two Phases

The main developer had two major phases: 2014-2019 and 2019-2023.

* **First Phase** (2014-2019), the dev primarily focuses on making casual games, focused on the ‘big bucks’ and only the success. Low poly games and ‘cheap shitty games’ were popular in this era.
* **Second Phase** (2019-2023), the dev primarily focuses on combining his lore and primarily focus on creating great game. This is happening in conjunction with COVID pandemic which the dev foolishly used the opportunity to quit college and focuses on only making video games. This is the current phase which is Hypatios part of Second Phase.

The obsession of creating casual games with cheap, low poly games had detrimental effect, as the developer only focuses on gameplay and not learning fundamentals.

This stagnated the dev’s skills and the big opportunity cost is not learning 3d modelling and programming properly. Many years and time wasted creating games by self-learning, no mentors or reckless decisions.

The dreams and lies of indie game developers of the 2010s has significantly ruined the dev’s life, it claimed.

## Finale Game

The main developer had intended **Project;Hypatios** as its final game. Mentally drained, never made any money, aggressive competition in the indie game market and college failures, the main developer had intended a complete stop from game development or at least, a long break from it.

Quitting game dev after Hypatios especially after the breakdown of the team and the dev’s sanity is truly the betterment for all.

For the dev, game development is nothing but bad memories and wasted time. It had regretted significantly for wasting and taking a lot of time. However, the skills that comes with it:

* Music production
* SFX creation
* UI, graphics design
* 3d modelling
* Programming including C#
* Philosophy
* Writing
* Listening to podcast of various topics while working on the game
* Many others

Are all invaluable experiences. However, it is the aggressive pursue of wanting creating a commercial game and becoming a successful solo developer that totally fucks up the dev:

* A lot of wasted time.
* Total destruction of the dev’s social life and social skill.
* Damaged family relationship and irreparable relationships with friends.

All aspects of the main dev’s creation like Sixtusian Empire, Timekeeper and Kaiser was unleashed in this game. The main developer argues there will be slim opportunity to express its creations in the future hence it argued it could be done in this game: **Hypatios**.

It was the only the unleash the ‘beast’ in the right way and unleash its repressed feelings & its accumulated failures in life.

It was convinced the game will inevitably fails based on how the game fails magnetically attracts people and despite its attempt to marketing, it failed to gain following or attraction as it was dominated by indie game from the West. An unexpected success was slim, and even if it is, it will not be near its release, its probably at least more than 7 months after its release, by then, the developer might have left the game entirely.

Its sequels, Mobius Corps, Timekeepers and Kaiser will never be seen in the future; hence it will die in the darkness and: *losing things to another timeline*.

# [To Let it Fail]

At the point of Hypatios’ release, no matter if the game fails or success, the dev, Immortality, is now finally emancipated from game development after stuck in perpetual game dev for 10 years. It knows that it has exhausted every possible method to make a good solo game, hence **emancipation**.

Failure at this stage, has become ‘comfort agony’. Failure is the ‘default stage’ for the dev.

Success of Hypatios is only like a side-reward at this point. It was an utter submission to failure.

For Immortality, the ‘time loop’ is the ‘failure’ of the 10 years of game development. An eternal stage of failure. And when a person accepted that he is inferior and a failure, it will accept as it is like a slave, conforming to the system. It accepts its failure and its inferiority.

With the saturation of indie game market, not all game will prevail. The ratio of developers is increasing compared to its players meaning new innovative games will die and with such saturation, only the ‘familiar’ games will be played.

Forcing a game marketing into people’s throats will be inorganic growth and unnatural. A game is best when it is organic growth/mouth-to-mouth. When many have tried and didn’t like it, then it is the point ‘letting it die’, acceptance of its inferiority.

## Maybe Constant Failure is Alright

From the main dev’s experience, sometimes the little rewards might instead thrust people into worse version of themselves. A person might not improve itself if one thinks itself successful. Only by constant failure and accepting inferiority does a person dives itself, self-reflection and correct its mistakes.

There was a big ego, stubbornness and very biased of the main dev that it can become successful once it made a casual game. Unknowingly, there was some kind ‘invisible hand’, luck that somewhat manipulates its success.

# [A ‘Constructed Narrative’]

It was clear this intended as a ‘stupid’ story of like a successful person’ background of: “Working as a gas station service then became CEO”. It was clear this is some kind of desperate narrative or marketing narrative to push the product. Or for some pathetic story for one’s sorry ass. Either people take it as ‘cheap story’ for sensationalism, ‘constructed narrative’ or not:

This a genuine of the true story of recklessly pursuing straight path towards a goal: be a successful solo developer and ignoring everything else in the path, hence destroying the potentiality one’s self.

A cautionary tale to not chasing things in a straight path.