Developer Notes 16/03/2022

Hello everyone, my name is Mehmet Baran ÖZBOYACI and I am part of Nomadic Games.

To see how everything started we should go 9 months back when Selimcan Doğan told me about his game idea. I agreed to work on the project but there was a problem. We had artists and a developer but we didn't have any experience. We didn't know anything about Unity either. So we started to learn about Unity, try to get experience as much as we can do. But lack of experience hit us, as we work on the project we realized project was getting too big and we would like to make a simpler and smaller game. We were thinking it but we didn't had any game ideas.

One day when we talking we had this idea of game. This idea was simpler than other game idea. So we take a break from other game and started to make plans for this smaller game. And this takes us here.

I had experience with C# but not Unity until 9 months back. So at every step I learn new things about Unity such as designing UI, making scriptable objects. And I really love designing and developing games.

In this game, I wanted to use scriptable objects because project was suitable for it. It was gonna make storing data and developing easier. There will be "Athletes" in this game. And they should have attributes like "Power", "Agility", "Intelligence", "Swiftness" and for making it chaotic "Luck".

We would like to make the game moddable and have a multiplayer mode. But we are short in time. We would like to show people what we are capable of quickly and get the support we need for the first project. If everything goes as planned we would like to be one of the game developing companies in the sector.

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Mehmet Baran ÖZBOYACI
Game Developer at Nomadic Games

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