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To the IGM and RIT co-op committees,

I am writing in support of the Soul Bound project, led by Dillon Guscott, in their bid to create a co-op opportunity for summer 2015. I have been working with this project for a full year at this point, beginning with a independent study with Dillon in Fall 2014. Beginning as a small proof-of-concept RPG to practice writing highly interactive, engaging characters in an RPG, the project has grown and evolved significantly in the past year, becoming a sizable game looking to deliver with limited gameplay in late 2015 or early 2016. The project is aimed at a midcore role playing market and the team hopes to release the game with limited gameplay through STEAM Greenlight's early release program. The current team has thirteen members, but over the summer it will be reduced to five or six. Under the current team they have been able to achieve a playable demo, and are approaching a first playable with two complete levels and fleshed out character progression and art assets. The core functionality of the game is being implemented in Unity, and the Unity backbone is largely in place. The summer should see the rapid development of content in terms of art, implementation of character abilities, development of in game antagonists, and fleshed out and realized story arcs.

I am eager to continue working with the Soul Bound project as they approach their final stages prior to a limited content Greenlight build at the end of the year. They are planning an effective boost of work through the summer and are applying for MAGIC funding to support the effort. Even if the MAGIC funding is not offered, they will be working on the project and we hope they will be able to achieve co-op credit for their significant efforts.

We have experienced significant success in the past with student initiated projects on co-op, including Blind Horizon Studio's work on *Energy Drive*, *Memento* and *Defense of the Commons* and Darren Urmeys work on *Adventures of Sindal*. The opportunities for creation of legitimate projects with attention to a real target audience and intent to disseminate has been a crucial portion of the success of these projects. Not all projects succeed at this goal, but our success rate at some significant level of dissemination has been high. Perhaps as importantly, each team has encountered challenges and learned through direct experience some of the difficulties and benefits of engaging in entrepreneurial game development.

I am excited by the potential for Soul Bound, and for the learning opportunities and potential for real world experience and success afforded by their proposed co-op project. I hope you will give their application every consideration.

Yours,

David Simkins