

### **Interview Assessment #3**

Name of Professional: Maarten Braaksma

Profession: Project Lead

Company: Buckethead Entertainment

Date of Interview: 12/7/2022

Assessment:

After having talked with a researcher in Virtual Reality and having more knowledge on the field of VR, specifically research I wanted to seek out someone who has previous experience making Virtual Reality games. During my time brainstorming ideas for my game, I happened to come upon a brand new game called Rumble which had implemented an unique combat system that required the user to use martial arts esque moves to allow the players to use different abilities that manipulate the earth. Luckily I was able to meet with Maarten Braaksma, the Project Lead and Co-Owner of the game studio who made Rumble, allowing me to gain deeper insight into the processes of video game development and managing a team.

Mr. Braaksma gave me a walk through of his average week and introduced me to the idea of a Sprint. A sprint was the company's term for the development cycles that they follow for each new update or added feature for Rumble. The sprint began with a sprint opening where the team would come together and talk about what new features they wanted to try and implement and figure out a timeline for the team to follow. Everyday they would have a day opening meeting to discuss their plans for the day and end with a day closing meeting to discuss the progress on their assignments. On Thursday they would conduct tests on the new release just to make sure there weren't any unforeseen issues and on Friday they would make last minute changes to either fix problems found on Thursday or add the last polishing for the release. Mr. Braaksma said that the most difficult part of running an indie game studio was making sure that

the deadlines were met. He talked about the difficulties of scheduling and how unforeseen complications can lead to long delays, citing examples of large triple A games being delayed by months even when they are made by huge companies with thousands of employees.

Another interesting part about my interview with Mr. Braaksma was his story and how he ended up creating his own company. He told me about how he had started out as a web developer before he had ever taken up game development but had always worked as a freelancer to make his money. Eventually he began taking his hobby of game development seriously and started creating mobile games for thousands of fans. With his success in game development Mr. Braaksma continued making many games and eventually co-founded Buckethed Entertainment. Even though they first started making 2D games they eventually switched over to Virtual Reality because of the exciting new possibilities but also because there is much less competition in the field due to big companies not entering the field.

Mr. Braaksma gave me an important piece of advice on the fact that you should always look ahead at new technology so that you are able to adapt to a changing environment. His teams venture into VR paid off for them big time and he emphasized that new technology is the breeding ground for innovation.