



HI!

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No Loading Games Studio



FROM “THIS WILL BE EASY” TO “10 YEARS LATER”

A story of indie game devs trying to make it

TRIED MAKING GAMES?

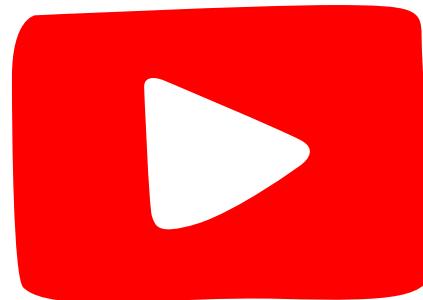
TRIED MAKING GAMES?

You probably did...
or wanted to

Started out as a hobby 10 years ago

And of course, I wanted to create the best **Open World-Survival-RPG game** ever made.

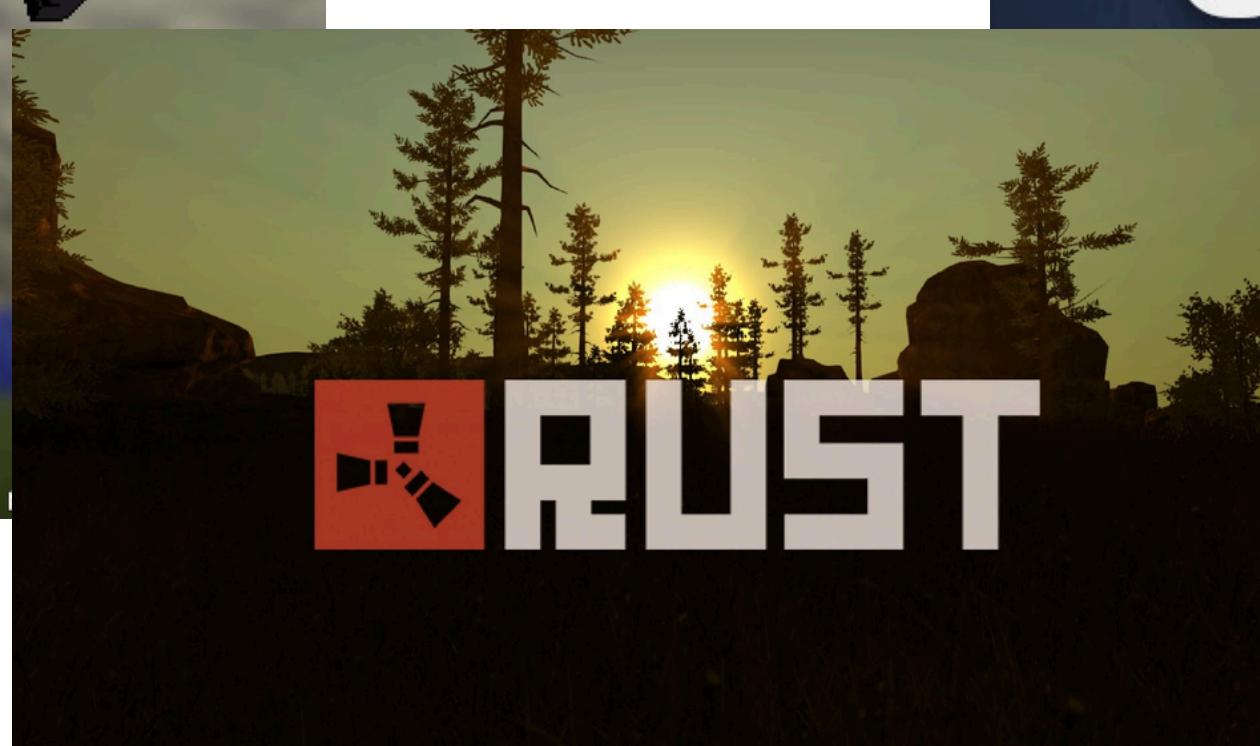
Using Tutorials from YouTube.



10 years ago...

Unity/Unreal was just getting popular/mainstream for indie devs.

Open-world survival / crafting indie games were the buzz at the time



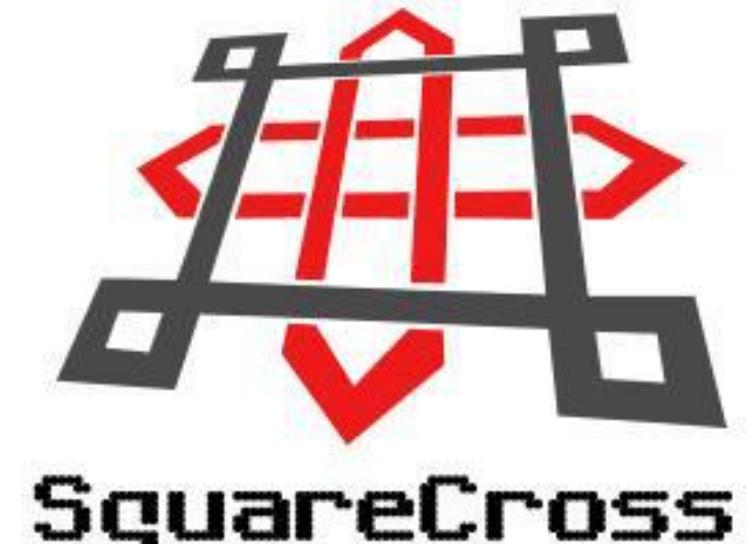
Formed a team with Mico

The classic artist/programmer indie dev team was born in highschool.

Together we formed **SquareCross** with our other friends.



10
YEARS



And we tried creating our first game, **Tamban**



Tamban

Game Idea: **Multiplayer Tag Game**

- One player is “IT”, playing as a *Tikbalang* and tags other players to win
- Other players must escape or defeat the *Tikbalang* to win



What happened with the Game?

Naturally, we hit our first roadblock as first time game developers

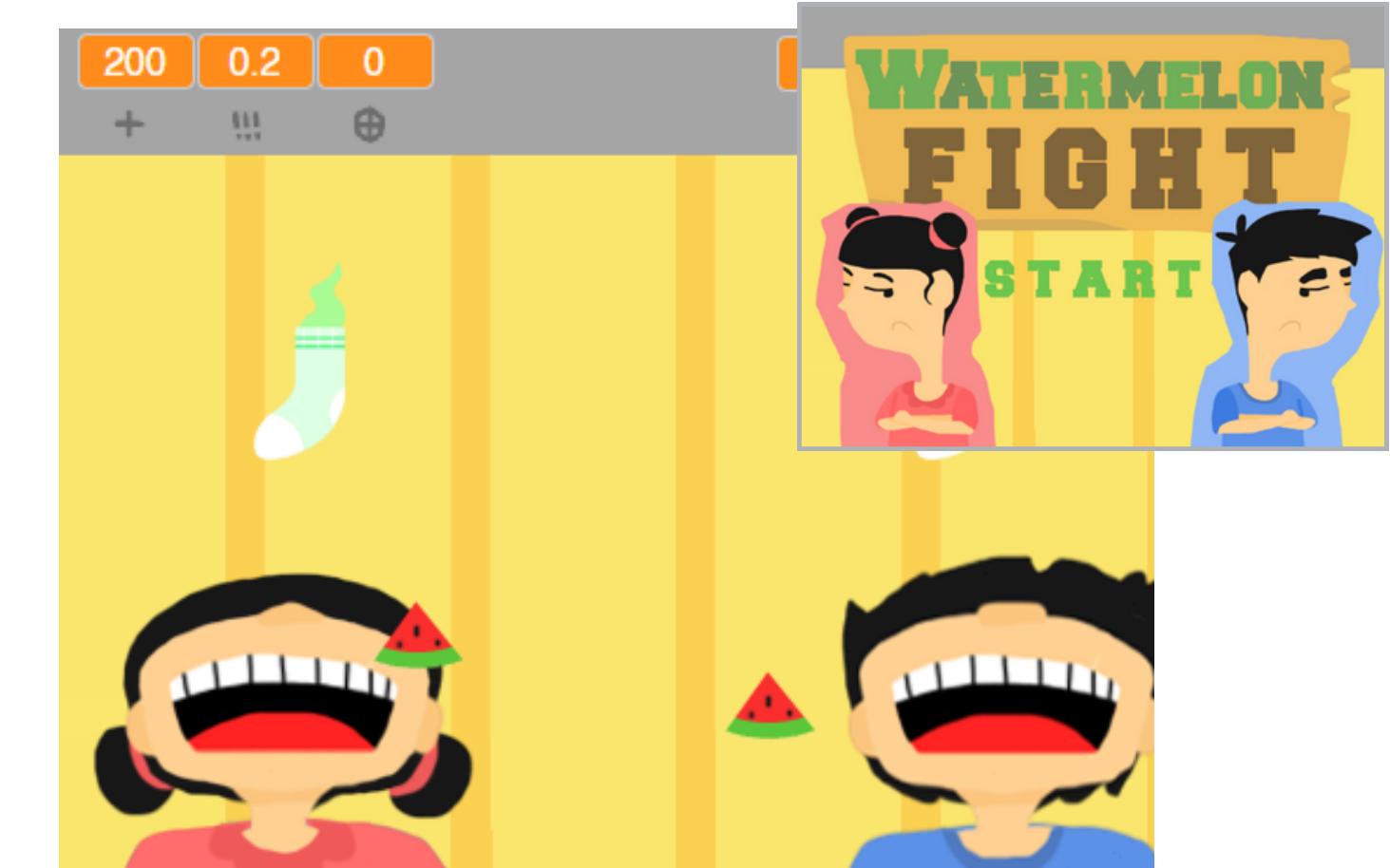
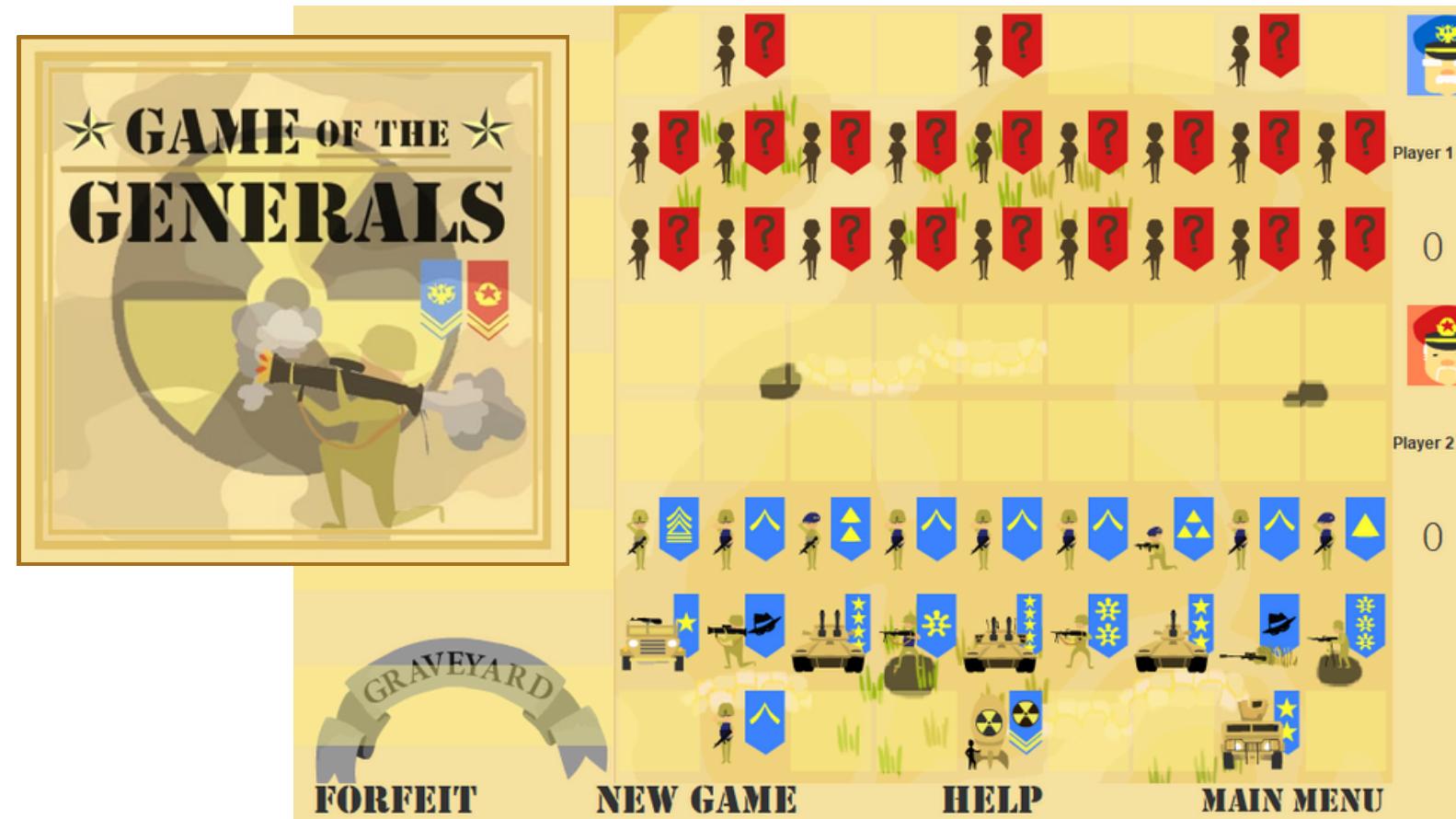
FAILED

SCOPE CREEP

- Multiple player skills needed to implement (Dash, invisibility, etc)
- It was made in 3D, with ZERO 3D art experience
- Multiple maps to create and apply
- Making a Multiplayer Game which is already a different beast to make compared to single-player

College era

Other reasons: Not much game development time aside from undergrad projects



SquareCross kinda vanished from here on out

Then pandemic hits...

No Loading Games

Revived our old team with my friend Mico, and renamed it to

No Loading Games

Used a new game engine, **Godot**

We started creating another yet ambitious game,
this time the other classic example:

Open world turn-based RPG



Of course.

Un-named RPG game

OPEN WORLD

ENDLESS
SKILLS

RPG

CUSTOMIZABLE EQUIPMENT

BASE MANAGEMENT

OPEN WORLD EXPLORATION

PARTY SYSTEM
TURN-BASED BATTLE

PARTY
MANAGEMENT

Un-named RPG game

OPEN WORLD

ENDLESS

SKILLS

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OPEN WORLD

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RPG

WHAT COULD GO WRONG, RIGHT?

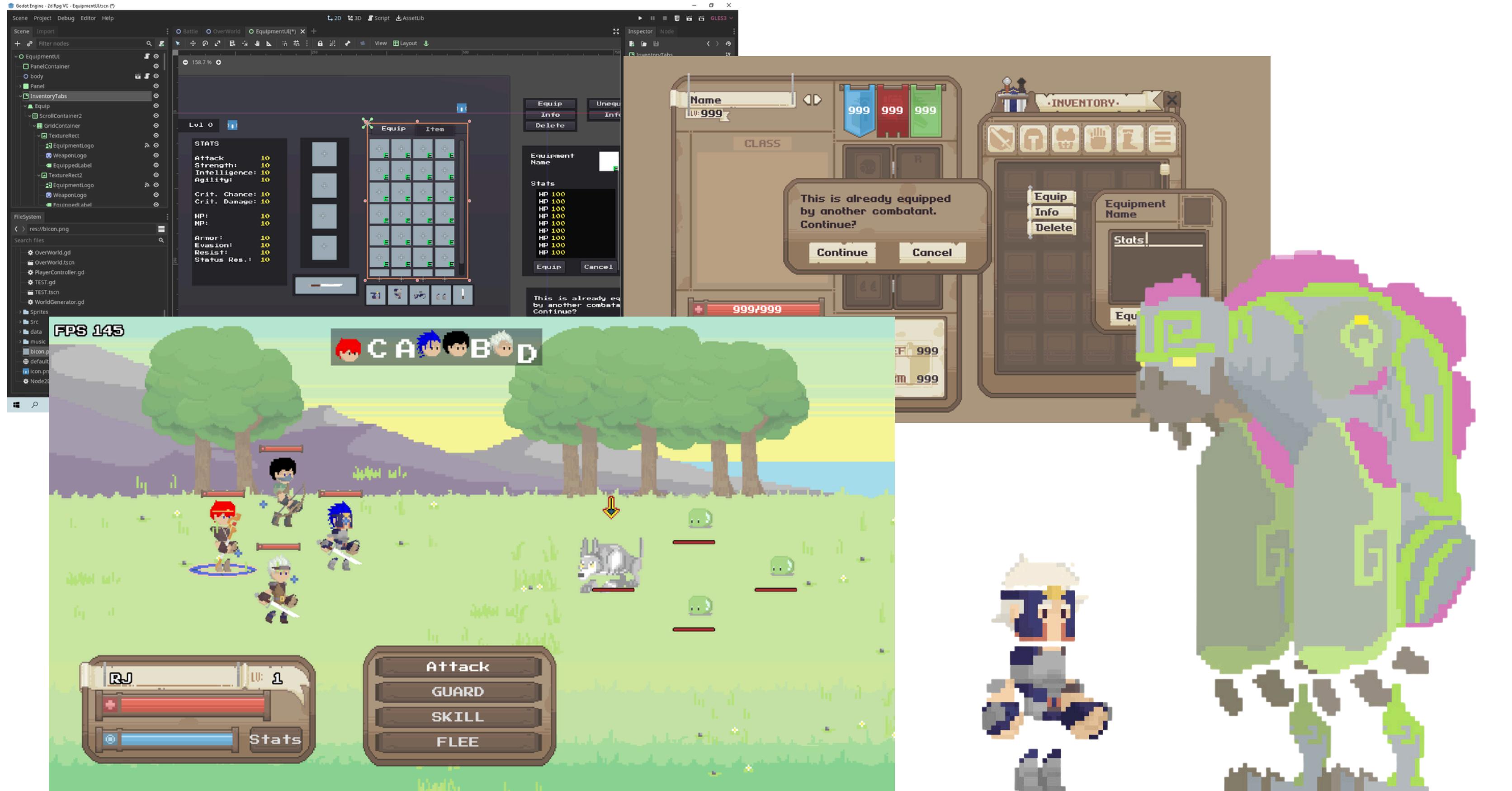
PARTY SYSTEM

TURN-BASED BATTLE

EQUIPMENT

PARTY

MANAGEMENT





Scope Creep strikes again

One of the major pitfalls of new game developers

No solid lean plan == Feature list exponentially grows

Naturally, we **took a break.**

and dove right at it **again** with a new game.

New game... again

We tried starting on a **new genre**, this time **combining tactics and side-scrolling RPG**.



Back to **Unity** again! We love C#

Night of the Parade

Game Premise: 2D Base Building, with a character and an army you control to defeat the current stage's main base and army.

Did we get to finish this one? Nope.



About to fail again?

Around this time, we both have our own full-time jobs and can't keep up with this game's level of complexity.

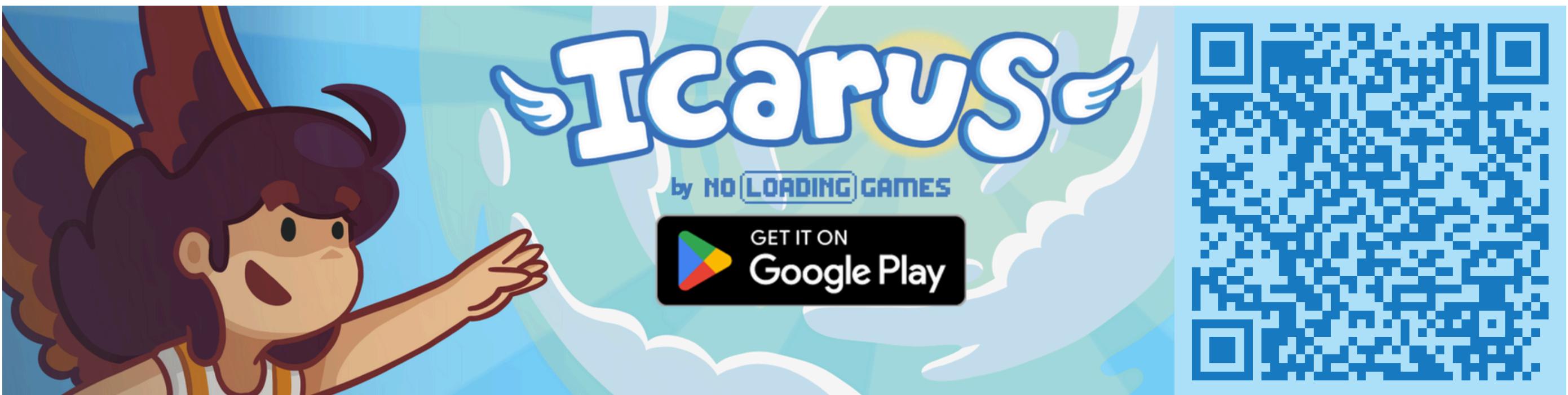
**But we knew, we had to finish a game.
And publish it.**

Really small game this time

We wanted to finish it in **6 months**.

A small game you say? **Mobile app it is!**

Icarus, an endless flyer game was born.



How about Scope Creep?

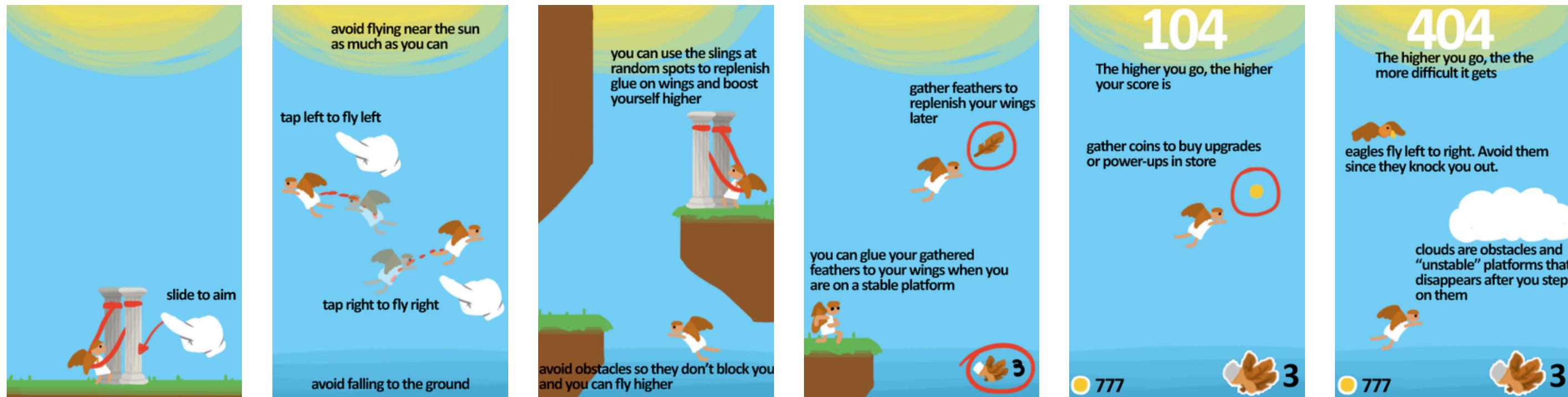
To minimize this, we wanted to create an **endless runner-type game** for the mobile platform.

Smaller amount of content needed for the vertical slice.

No more complex game systems!

Icarus - main features

- Endless-runner with the player flying upwards
- Avoiding obstacles on the way
- While maintaining distance from the sun
- Pickup powerups to aid you in your journey
- Survive as long as you can



*Initial mock-up and multiple ideas were changed in the final release

Did we finish it in 6 months?

No, of course not.

Actual development time usually takes **twice your estimated time**.

- Bug fixing
- Unexpected complexity of features
- Full-time job
- General dev burnout
- **MORE** bug fixing

But after **a year and a half**, we finally released it.



How did we finish it?

Planning and Discipline

Motivation works well at first. But it is hardly found at the finish line.

Lots of motivation != Lots of finished projects

So how do I start making games?

Just start making one now! Ez.

Start making small games

Focus on completing a small game rather than going big.

The **lessons** you learn are immense **after finishing one**.

Even small games can be a challenge.



Avoid “Tutorial Hell”

Don't become **overdependent on tutorials** to implement your game's features.

You'll notice this when you **can't develop something without looking it up** on Youtube.

Try to implement things on your own first.

Join Game Jams

These are a good way to **hone your skills**.
(programming, project management, art, music, etc.)

You'll **make small games** with **limited time**.

These are usually competitions, but there's **no need to win** them.



Finishing one is already a great award in itself

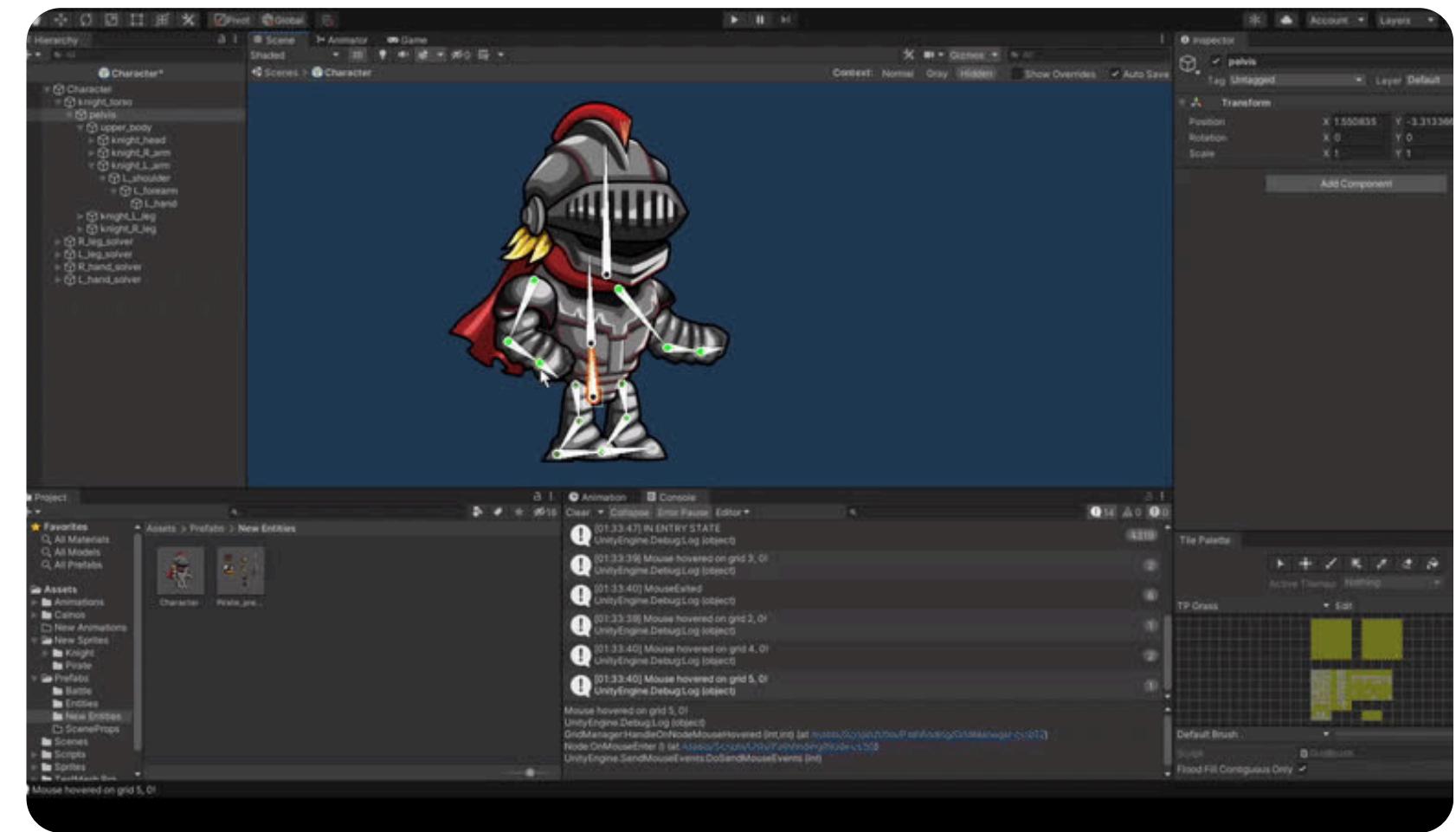
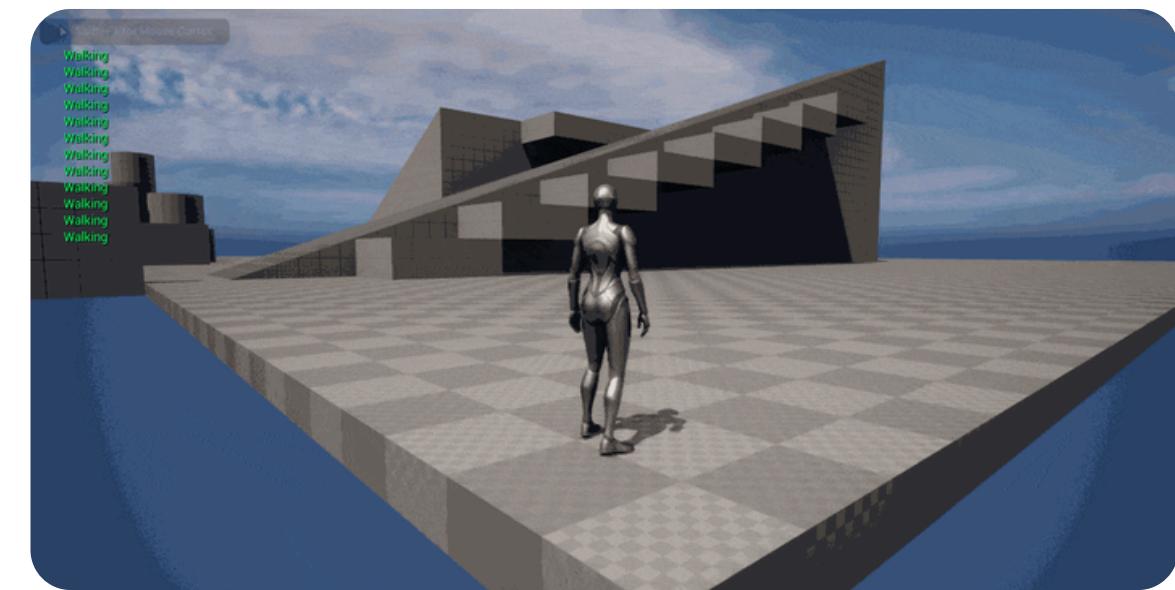
Prototype first

Focus on finding the **fun** for your game.

Dont sweat on making spaghetti code. **As long as it works.**

Arguably, the most exciting part of a game dev process!

Very fun.



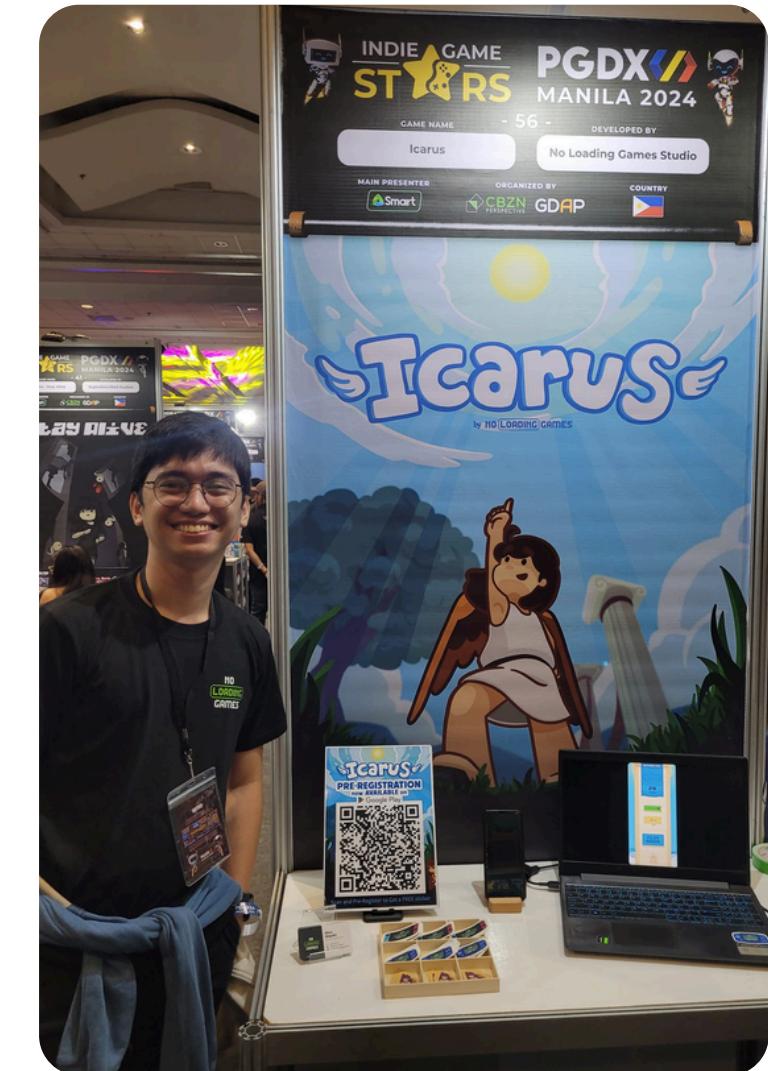
Attend Game Dev Conferences

A bit more on the expensive side, but **massive experiences** can be gained.

- Grow your connections with fellow devs
- Learn new things
- Potential networking increase
- Organic reach for your game



It's fun attending one!



30 min rule

Dedicate at least **30 mins. a day** to your project

Conceptualize, plan, code, draw, debug, compose, etc.

It can be literally anything.

Stay Organized

One of the **most overlooked important part** of indie development

Create your game's **Design Document**

- This **guides your workflow** throughout the dev process.
- Helps with identifying the **feasibility** of your game
- Creates a **clearer objective** to prevent scope creep



Took a long break? Don't worry you won't get lost.

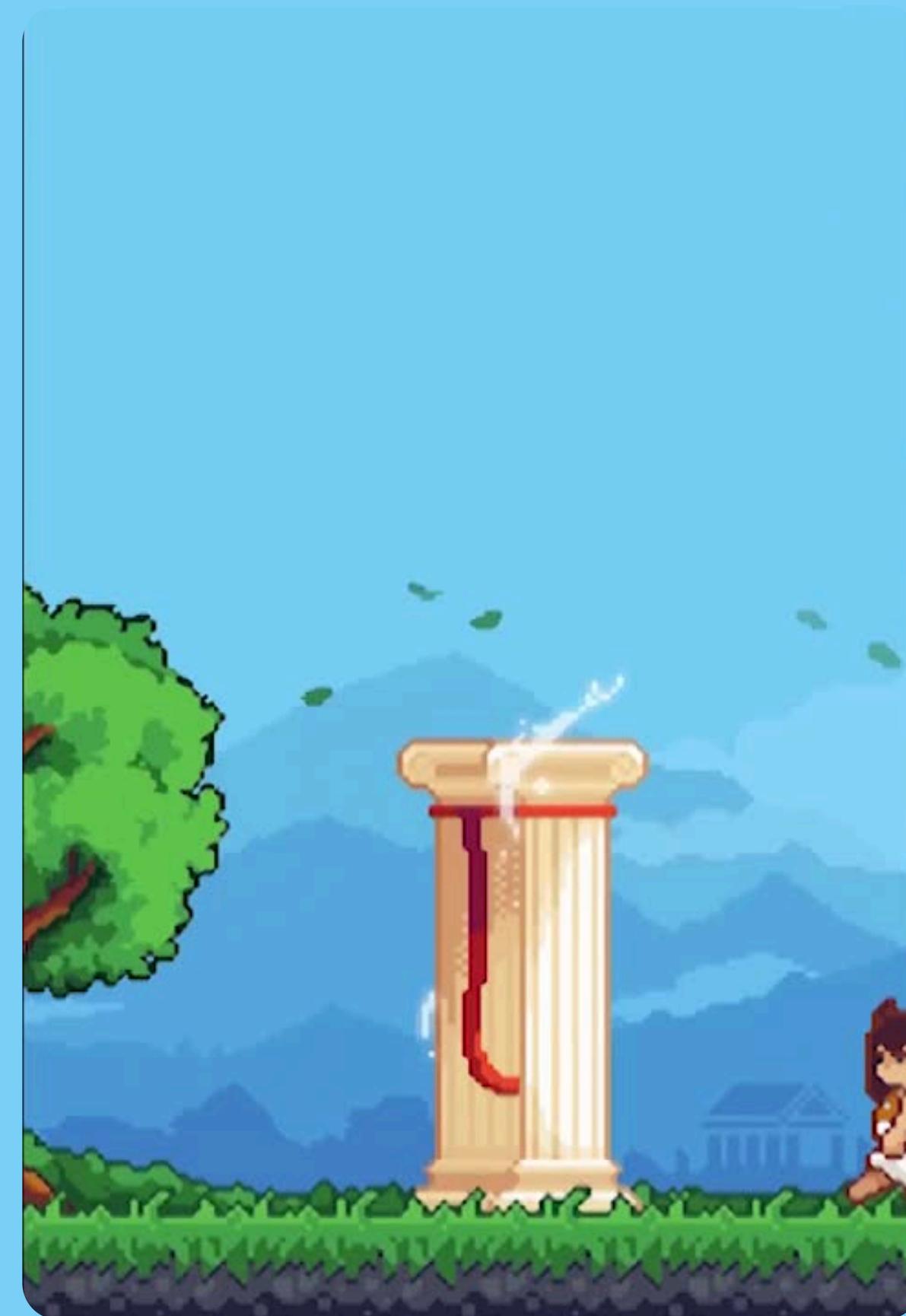
Lastly...

Just have **fun**.

Games are fun. Making them should be too.

Download Icarus Now!

Only in **Google Play**



**“Never regret thy fall,
O Icarus of the
fearless flight,
For the greatest
tragedy of them all,
Is never to feel
the burning light.”**

- Oscar Wilde



ICARUS