Problems page:

December 12th, 2010. The start of a new day. A group of four came together and said to each other, “Let’s make a game.” So the four went onto facebook and started a thread, detailing everything they want in the game. Their lives shown to everyone who had access. Problems, and victories, and even things not relating to the topic but just personal areas. And it’s here that this story starts.

March 4th, 2011. The group of four had come together twice every week for a while now in order to design their game. The code hadn’t started, and hopes were high. And then the news came; they had to switch engines. They had intended to use the Irrlicht engine under the direction of their lead programmer. Their modeler and artist wasn’t able to use the engine correctly, and so it was quickly scrapped in favor of using SDL.

The code started. Hopes were high, and it was quickly apparent that this was a team unlike any other. But the lead programmer, once slighted, was not able to easily forgive them. And so he didn’t do much, if any work. Distracted, he said, by various other areas of his personal life. But the others forgave him just as easily as any other.

Sickness, computer problems, all became known to the other three. An original part of the design was networking, and with none of them having previous experience, it was slow going. That ate up one of their time all the time. The other two had high hopes however. Once the basics were set up it was obvious what was next. Content.

Then more bad news came. The lead programmer, distracted as he was, left the team permanently. All was sad to see him go, but knew it was a necessary thing. He even left on his own terms, and offered his help when it was requested of him. The other three trudged on. Bugs, crashes, even files randomly changing rapidly became issues.

Then the light shone! Another member, to replace their lost one! The team of three was once again four! Hopes were again high as they went on, fixing bug after bug, adding feature after feature. The three had decided against adding in networking, seeing as none of them had previous experience. But now they did!

So one of them took on the effort once more. Not full-time, but enough to get it working in a few weeks. More content was added, more bugs were fixed and crashes erased or came up. But a few weeks was not enough for the one to finish it.

So in the time limit the four had they decided against showing it, knowing it was incomplete as it was. The deadline was soon on their heels, and not knowing what to do about it they fixed more bugs. Then it came up from behind them, and took them by storm. And it was only through their previous efforts that they were as prepared as they were. And still, the four trudged on, daring anyone to try to slow them down.

This is our story. This is the story of Team BMP.