

Project Failures - Summary

In my original post, I argued that poor communication, shifting scope and limited technical skills often lead to project failure. Agrawal et al. (2024) support this view, linking these problems to weak stakeholder engagement and misalignment with organisational goals. I used *The Day Before* and the Bowman radio system to show how unclear requirements and unmanaged changes led to serious delivery issues.

Edge (2025) expanded on this by comparing *The Day Before* with *No Man's Sky*, which also launched with missing features and widespread user disappointment. He linked these problems to scope creep and organisational influence failures, consistent with Agrawal et al. (2024) analysis. However, unlike *The Day Before*, *No Man's Sky* recovered over time. Through regular updates and direct player engagement, Hello Games regained user support. Todd described this as a "phoenix type project" where early failure created the conditions for long-term success (Midler & Alochet, 2024).

Fntastic did not recover. After reading Todd's reply, I investigated further. *The Day Before* was removed from sale within days of launch, and the studio announced its closure shortly after, citing a lack of funding (Game World Observer, 2023). The developers stated that the game had failed commercially and could not sustain the business. Techdirt (2023) reported that Fntastic's shutdown came just one week after launch, and the studio deleted its online presence without addressing community concerns. There were no updates and no communication with the users. Unlike Hello Games, which actively responded to criticism, Fntastic withdrew completely and recovery was never attempted, let alone feasible.

I wonder if success stories like *No Man's Sky* have influenced the rise of Early Access. It allows studios to release a base version of a game and develop features alongside the player base, such as the release of *Space Engineers 2*. When done properly, it can build engagement and improve the final product.

References

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