

Sam Redfern

*” Developing & Running an indie MMO
... Singlehandedly ... Part Time”*



*PSYCHIC SOFTWARE
and
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Jan 2011

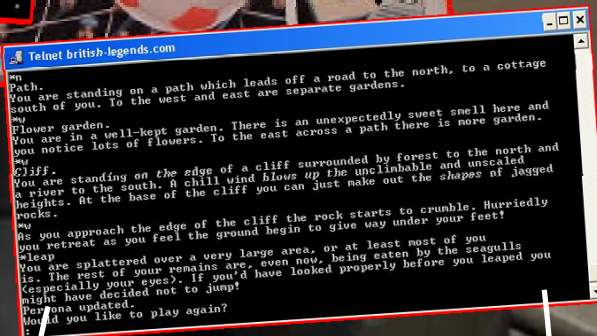
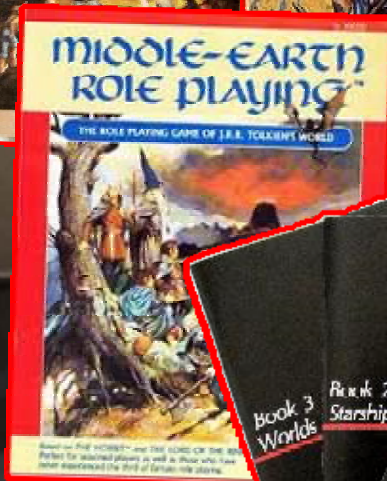
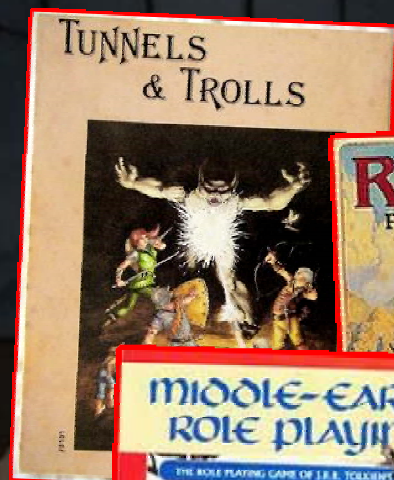
Developing & Running an indie MMO ... Singlehandedly ... Part Time

- Games and me
- ... and what happened after that
- Indie mmo myths & legends
- Building an unpaid team
- War on wheels
- Family life
- Combine game dev. with day-job
- Pick your battles
- Use your community
- Amusing final anecdote

Games and me... 1980s

computer
games

rpgs "space
trader"



crpgs

muds!!

Games and me... 1990s

mmos!!

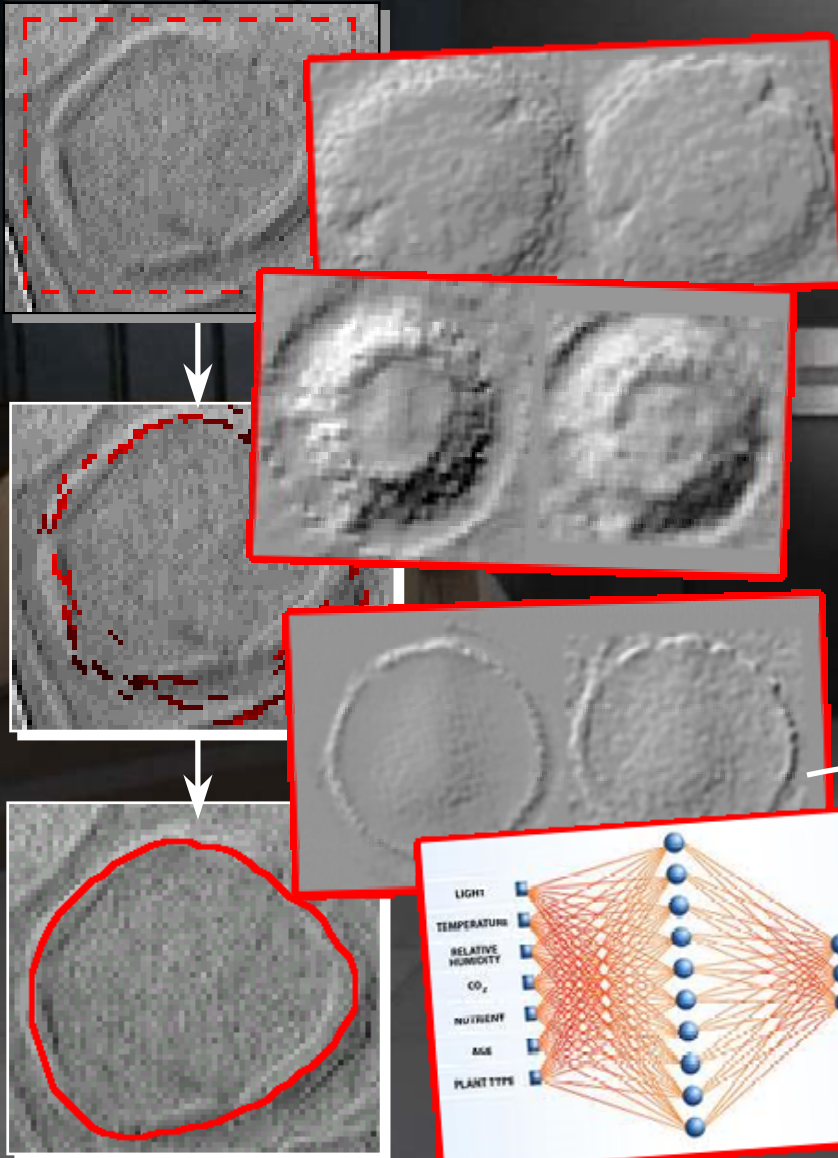


"critical hit"



persistent digital minions

... and what happened after that



"serious games"

A.I. & image processing

Indie mmo myths & legends



gamedev.net



GarageGames

"I want to make an mmo, how do I go about it?"

"minions of mirth"

give up your house

give up your sleep



Building an unpaid team

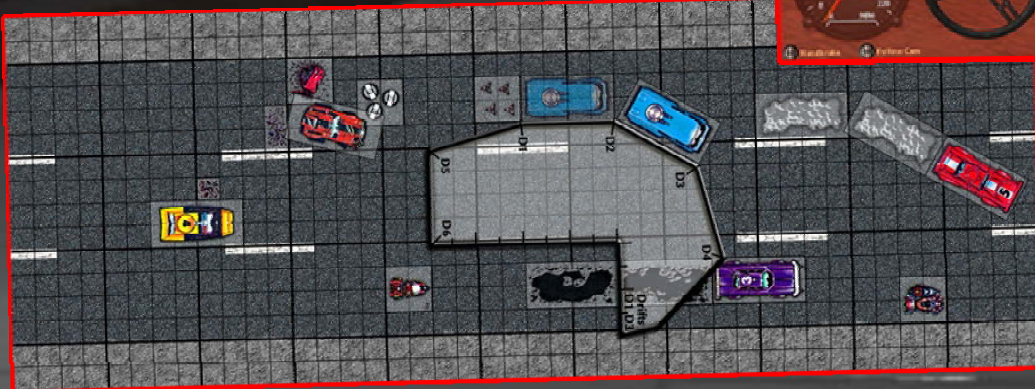
- Running on enthusiasm alone is lunacy
- Know your emotional responses..
- RockX and T-ShirtZoo



Darkwind: War on Wheels

Possibly the world's best MMO-style turn-based, physics-based, post-apocalyptic, tactical rpg-wargame of vehicular combat

started July '05
alpha March '06
beta Sept '06
live May '07
constant updates..



DW: gameplay design decisions


real-world
travel times

play 'instanced'
battles anytime

love your
digital
minions...

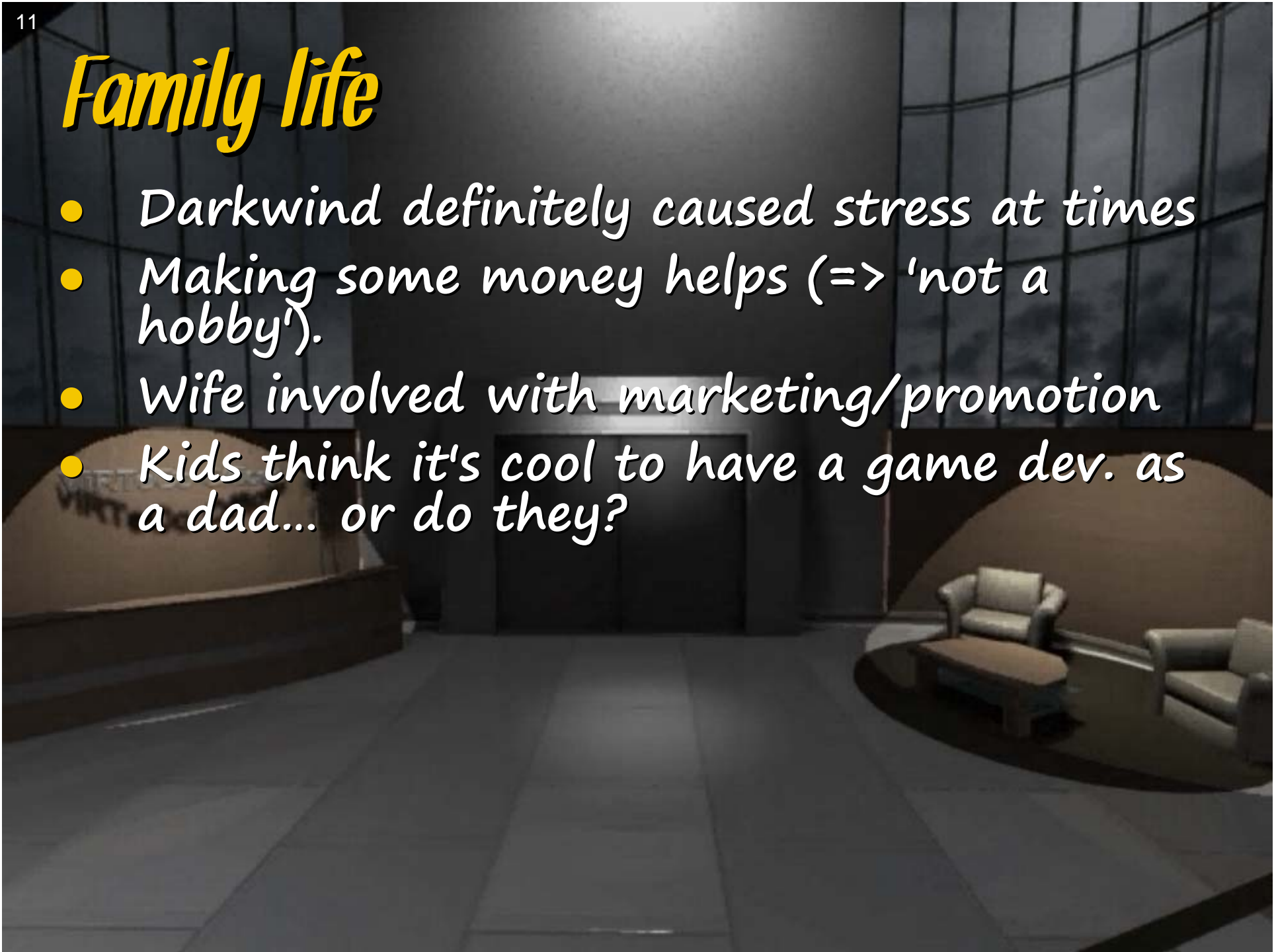
aging
training
weaknesses
permanent
injuries & death

Owners
Road Templars
PvP Status
Closed
Location
Travelling between <u>Gateway Truckstop</u> and <u>Badlands Truckstop</u>
Expected arrival: 2011-01-21 15:28
The arrival will not happen until all road encounters have been played.
Member Gangs
Road Templars
Member Vehicles
Scout B

Annette 'Strangler' Jackman Character ID: 18051	
	
Show Full Body	
Personal Details	
Gang	Clarinbridge Crushers
Age	39
Gender	Female
General Health	Worn Down
Mileage	7
Effective Age	36.25
In Vehicle	Bad Dog
Squad	Crew3
Location	Texan
Tag	guns+ wilds
	Change
Custom Skin	None
	Change
Skills & Abilities	
Strength	29
Dexterity	44
Speed	50
Leadership	107
Courage	103
Gunnery	397
Large Guns	10
Scouting	12
Mechanic	29
Weekly Wages	\$1400
Training	Gunnery
	Change
Visit Training Camp Visit Tavern	
Hours travelling this week: 17	
Specialisms	
Sniper Special Skill	Level 4 [edit]
Rapidshot Special Skill	Level 2 [edit]
Moving Targets Special Skill	[edit]
Public Biography	
Edit	
Drugs	
Alcohol addict	
Zerk light user	
Carried Equipment	
Rifle (Health 100%, Ammo 20)	
1 x Rifle Ammunition	
Edit Equipment	
Visit Hospital	
Injuries	
Two missing toes	
Activity	100%

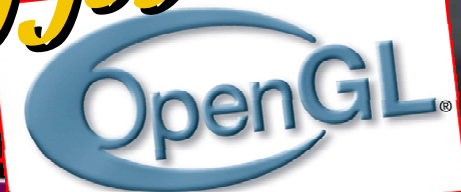
Family life

- Darkwind definitely caused stress at times
- Making some money helps (=> 'not a hobby').
- Wife involved with marketing/promotion
- Kids think it's cool to have a game dev. as a dad... or do they?

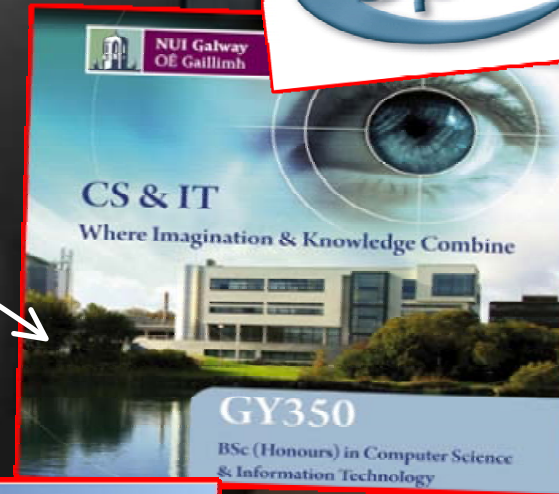


Combine game dev. with day job

2004

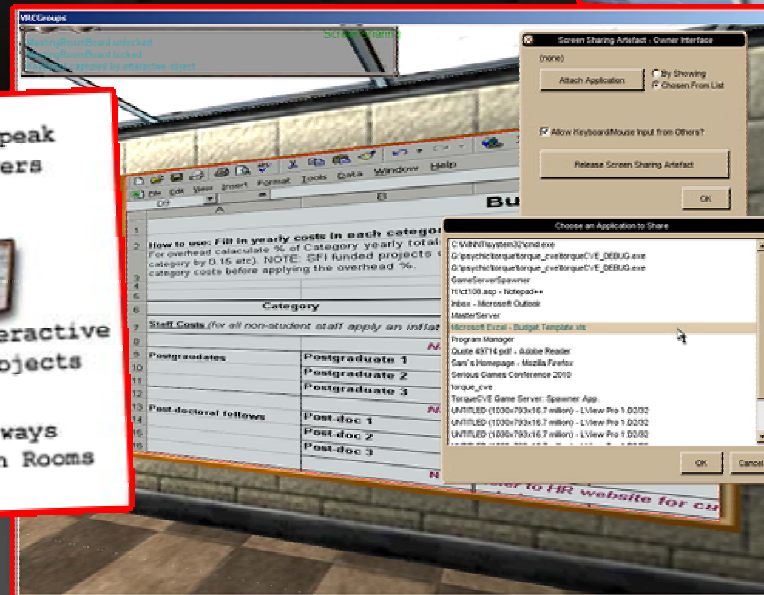
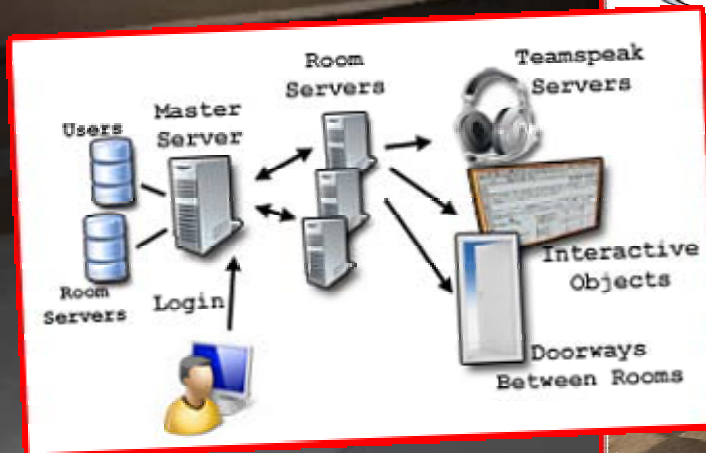


2009



2010

2006

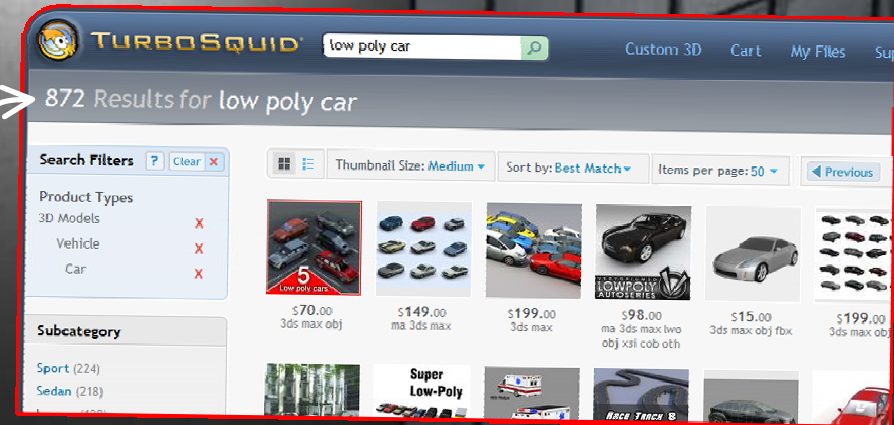


Academic Funding

- Funding sources
 - pure research
 - 'product focused' research



Pick your battles
buy-in artwork



animated by artist
animated by physics

story
driven by
maths/
simulation



by
narrative
editors



Use your community
 people have a need to do
 creative things, so why
 not let them?



Amusing final anecdote



2005, age 2



2010, age 7