



Taking it Personal:

The Emotional Toll of Being Indie

Christian Allen



GAME DEVELOPERS CONFERENCE[®]

MOSCONE CENTER · SAN FRANCISCO, CA

MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015



Topics

- Background
- Impact
- Your Takeaway

How to Become a Video Game Designer



To establish a strong position in the field of video game designing, only an educational degree is not enough. Students should be passionate for the work. The level of imagination and creativity of the student shouldn't just good; it must be best and unique. A person, who is just doing this to earn money, can only complete the degree of graphic designing but can't become a successful video game designer. It's necessary for a game designer to have love for video games. Only those game designers can become successful who have capability to create something new, unique, creative and best.





Background



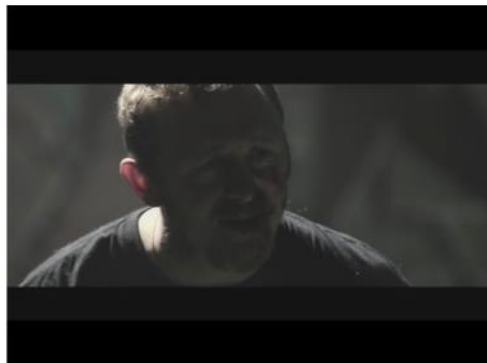


Kickstarter

TAKEDOWN
by Christian Allen, Serellan LLC

Home Updates **58** Backers **5,423** Comments **1,913** Seattle, WA

Funded! This project was successfully funded on April 1, 2012.



5,423
backers

\$221,833
pledged of \$200,000 goal

0
seconds to go

Project by
Christian Allen
Serellan LLC
Bothell, WA

First created: **9** backed

Christian Allen 444 friends

serellan.com

Share 16 Tweet Embed

Join the game designer of GRAW and Halo Reach to help create the spiritual successor to the original Rainbow Six and SWAT4.



Kickstarter FOLLOW

Christian Allen Wants Your Money To Make A Great, Old-School Shooter That Publishers Don't Think You Want

Stephen Taitis
THANKS! 10/20/2012 12:00 PM



Ad by Google

Work at Home - No Fee
\$37.54/line Real Work at home Job Requirements: Must Have Computer.
workymark.com

Christian Allen has a video game Kickstarter, too. And he hopes he isn't doing it wrong.

Tim Schafer did it right. That pre-just raised a few million for an old-school adventure game. But Christian Allen knows he is no Tim Schafer, no big name game developer. So he's doing it his way.

Double Fine Kickstarter: Closest After Raising 3.4 Million Dollars

Pledge \$15 or more
2975 backers

The finished full game, via digital distribution when it's released. Also access to the private discussion forums and access to developer



'A bad day for me: Dog attack and shots fired'

Stephen Taitis
THANKS! 10/20/2012 12:00 PM



the Escapist VIDEO GAMES MOVIES & TV COMICS & COSPLAY

The Kickstarter Fun Continues With Crowdsourced Hardcore Tactical Shooter

ANDY CHALK | 15 MARCH 2012 2:16 PM

The Crowdsourced Hardcore Tactical Shooter is another videogame raising funds through Kickstarter, but it's having a little bit of a rough go with it.

The Double Fine Adventure Kickstarter raised over \$3.3 million dollars and Wastland 2 is doing pretty well for itself too, bringing in over \$1 million in two days. But in spite of the "everything has changed" predictions inspired by those successes, things aren't going quite so easily for the Crowdsourced Hardcore Tactical Shooter. It's Kickstarter campaign has raised about \$47,000 so far, nothing to sneeze at but still far short of the goal, with just 17 days to go.

What's the hangup? Hardcore tactical shooters are a relatively narrow market, for one thing, although retro-styled post-apocalyptic RPGs aren't exactly mainstream either. It also doesn't have a funny Kickstarter pitch video; Christian Allen, the main leading the project, lays out his plan pretty clearly but without the memorable zing of the Double Fine Adventure and Wastland 2 pitches. And to be blunt about it, the title kind of sucks.

But the biggest stumbling block, unfair though it may be, is probably Allen himself. He's a long time industry veteran with credits in games like Halo Reach, the F.E.A.R. 2: Reborn DLC and just about every Tom Clancy shooter in existence, but he's not a "name" like Tim Schafer or Brian Fargo. Schafer and Fargo aren't exactly Mick and Keith to the world at large either but to the more hardcore segment of the gamer audience - which is to say, people who are likely to kick in to this sort of thing - they have a recognition factor that most other indie devs just can't match.

That's not to say that lesser-known developers and studios won't be able to get what they need from Kickstarter, just that they'll have to set their sights lower, which Allen has done, seeking a relative paltry \$200,000 for his game.

was! Christian Allen did not about recently

two angry dogs, who



TAKEDOWN



Takedown: Red Sabre was the best-kept secret of E3

12 June 2013 • 365 days 11 hours ago • Story by Josh Zepp

Like (74) Tweet (11) Submit 8+ 1



Christian Allen has done some very bad things in his career. He has taken hostages and barricaded himself inside buildings. He's been a burglar, hunted by police. He has been deranged and distraught, attempting to commit "suicide-by-cop". He has shot and killed law enforcement officers. He's particularly proud of that part.

Read and Comment







Impact


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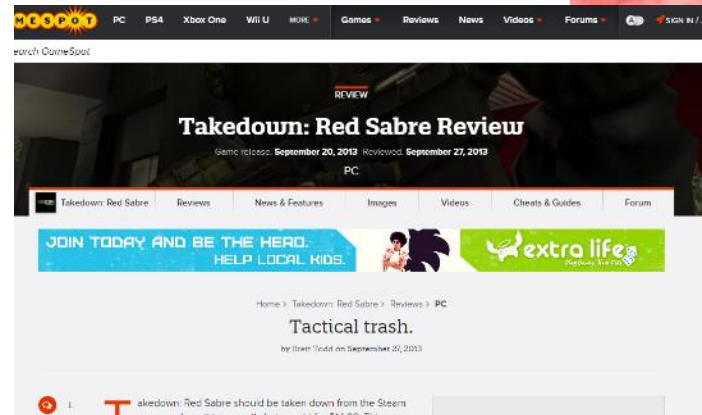
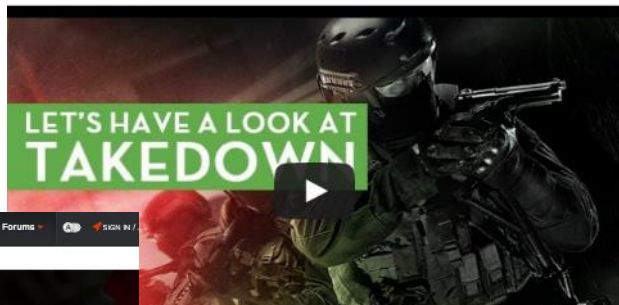
Takedown Doesn't Live Up To Its Potential And It's Bumping Me Out



Leo Wichtowski

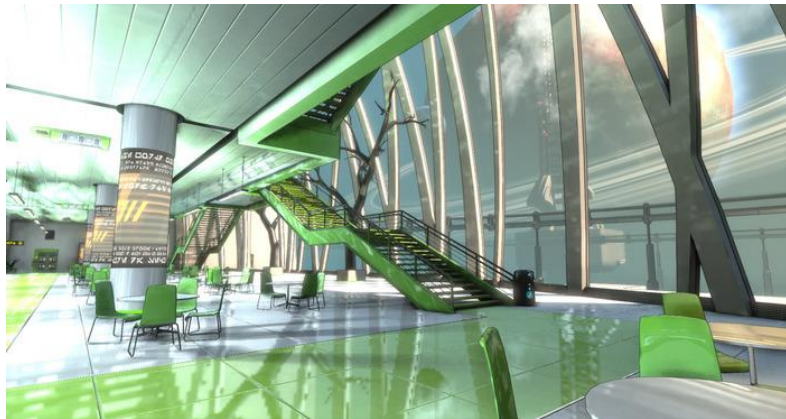
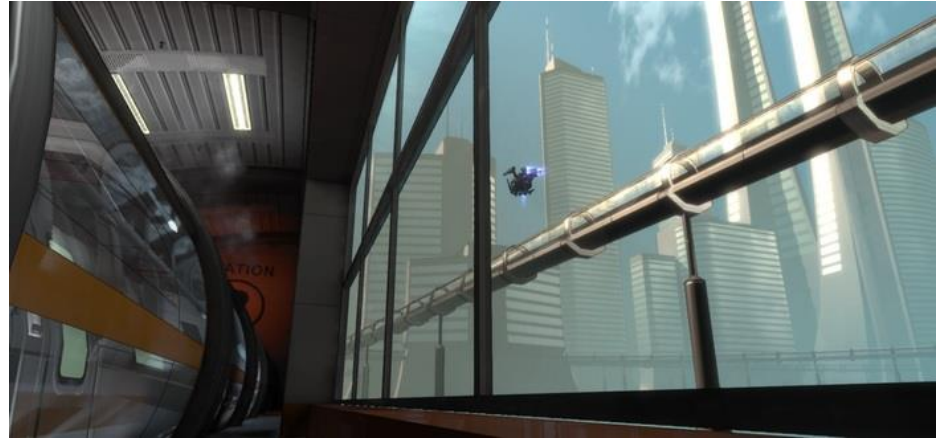
Filed to: LEO TAKES A LOOK · 9/27/13 2:30pm

8,705 6 ★



@Serellan Takedown is the worst game ever. I bet you made it because you enjoy getting raped by 5 nig[redacted]s. Fag











Your Takeaway

- Prepare
- Separate
- Unplug





Prepare



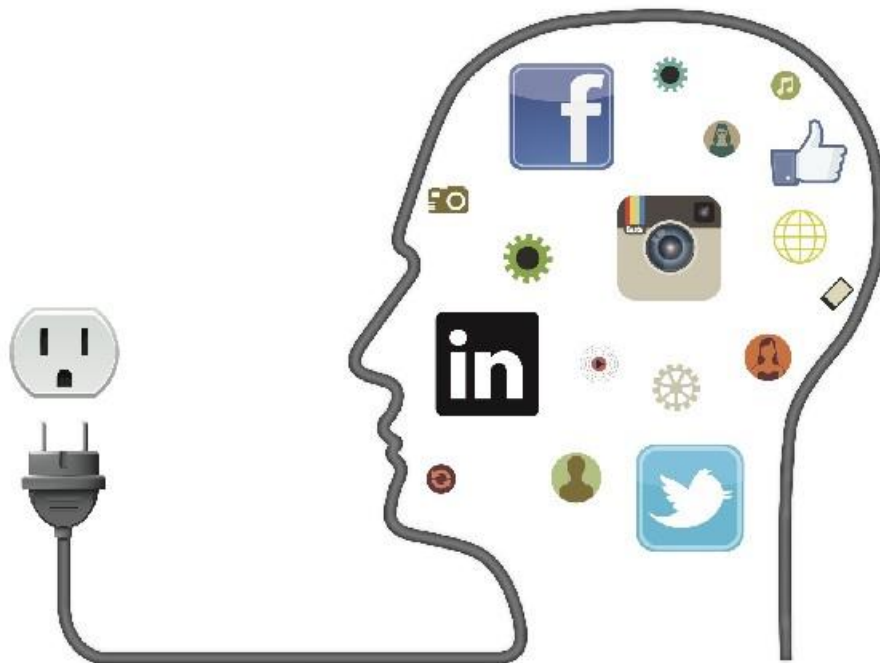


Separate





Unplug





Q&A



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