

THE 10 BIGGEST F-UPS FROM DRINKBOX STUDIOS

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Drinkbox Studios

GAME DEVELOPERS CONFERENCE 2016



WHO ARE WE?

Alex S

Augusto Q

Ben T

Chris H

Chris M

David R

Gary C

George D

Graham S

Jason C

Lois D

Matthew J

Mayuran T

Michael F

Ryan M

Steph G



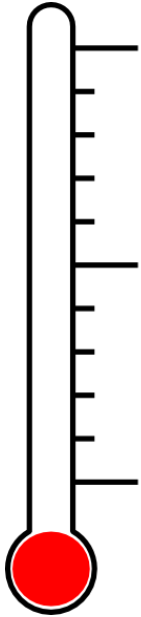
WHAT WE'VE DONE

ALWAYS GET REFERRALS



“Well, good luck - this is as far as I go.”

WORKPLACE COMFORT IS IMPORTANT



102F / 39C

(I'M MELTING)

-24F / -31C

(I CAN'T FEEL MY TOES)

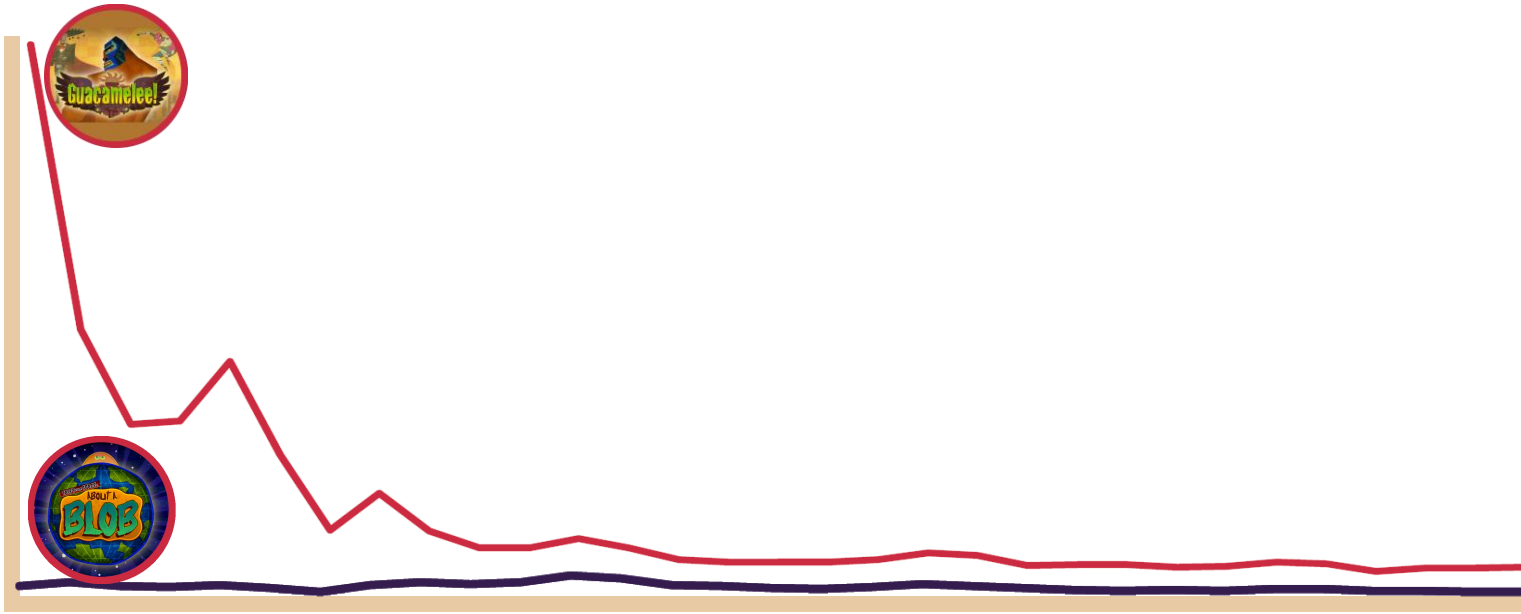


UNIT SALES

12000

8000

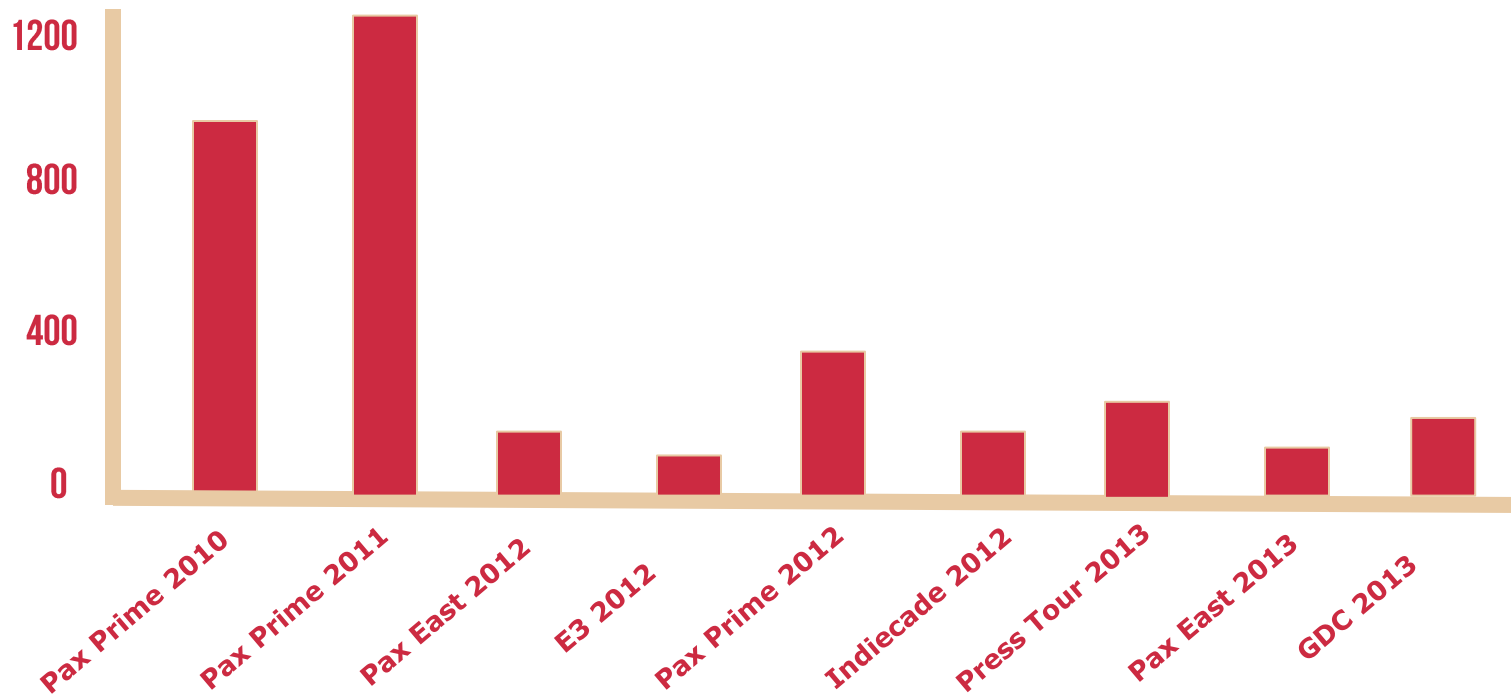
4000



DAYS POST RELEASE

PLAN YOUR LAUNCH DATE CAREFULLY





COST PER ARTICLE



USE A PR COMPANY

(OR THE \$1200 ARTICLE)

CHOOSE YOUR PORTS WISELY

Mutant Blobs Attack			
	Tales From Space: Mutant Blobs Attack VITA Game (2012)	86	
	Tales From Space: Mutant Blobs Attack PC Game (2012)	83	
	Tales From Space: Mutant Blobs Attack X360 Game (2014)	72	
See all results for "Mutant Blobs Attack" »			

BUFFER TIME

FOR YOUR

BUFFER TIME...



11. Ownership of Intellectual Property:

- a. All right, title, and interest of every kind and nature, whether now known or unknown, in and to any intellectual property, including but not limited to any inventions, patents, trademarks, service marks, copyrights, films, scripts, images, pictures, characters, ideas, creations, and properties invented, created, written, developed, furnished, produced, or disclosed by you, in the course of rendering services to Employer, shall be and remain in the sole and exclusive property of Employer for any and all purposes and uses, and you shall have no right, title, or interest of any kind or nature in or to such property, or in or to any results and/or proceeds from such property.
 - b. All ideas, inventions, and other developments or improvements conceived or reduced to practice by you, alone or with others, during the term of this employment agreement, whether or not during working hours, related to any of Employer's work or projects, shall be the exclusive property of Employer.
5. Section 11, Subsection "b" shall be amended to read: "All ideas, inventions, and other developments or improvements conceived or reduced to practice by you, alone or with others, during the term of this employment agreement, whether or not during working hours, related to any of Employer's work or projects, shall be the exclusive property of Employer. Should you wish to engage in an activity outside work or business activity including working on any projects or providing products or services for a purpose other than solely for your employment with the Employer and for the benefit of the Employer, you shall be required to seek the written consent of the Employer's **Board of Directors** prior to doing so. Approved products or services will be added by the Employer to **Schedule "A"** of this Agreement. The Employer has the discretion to deny your request to engage in any outside work or business activity.
6. An additional subsection "c" is added to Section 11 as follows: "c. The employee hereby represents that he is not currently working on any other projects other than those identified in **Schedule "A"** to this Agreement"

HANDLE SIDE-PROJECTS CAREFULLY

BEWARE OF HIDDEN COSTS

(DRAYAGE IS BULLSHIT)

	Rent	External Rent	Buy
50" TV	900	500	500
32" TV x2	550	500	500
Pole Stand	300	400	250
Delivery	150	250	100
Drayage		2400	
Total	1900	4050	1350

PAXEAST 2013

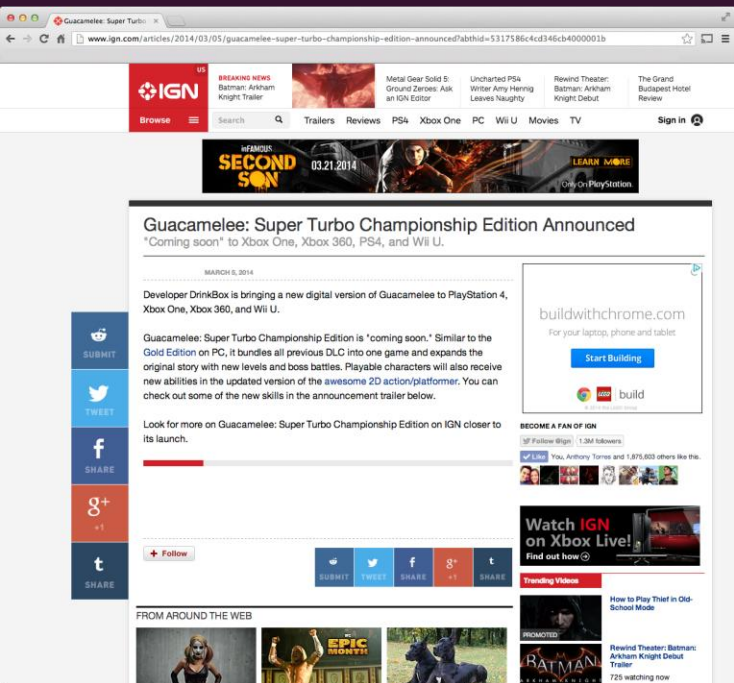
QA PATCHES THOROUGHLY

File Edit View Insert Format Data Tools Add-ons Help Last edit was made on August 7 by greg

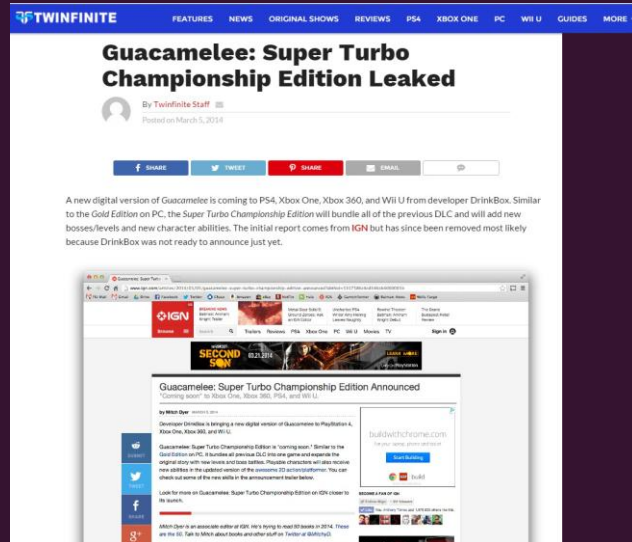
Using compact controls. (Use the View menu to turn compact controls off.) [Dismiss](#)

		A	B	C	D	E	F	G	H	I	J	K	L	M	N
				Spiderface	Shroomster	Spinster	Jumpster	Bubblewrap	Strongarm	Spellcaster	Flytean	Shieldster	Demonk	Eye	Mouth
1	Spawns in	Plays spawn in animation with correct cutters	10839	10839				10839	10864	10890		10904		10966	10966
2	Visuals	D1 Palette swap											N/A		
3		D1 Visuals													
4		D2 Palette swap					10871	10872					N/A		
5		D2 Visuals									10902		N/A		
6		D3 Palette swap					10871	N/A	N/A	N/A	N/A	N/A	N/A		
7		D3 Visuals						N/A	N/A	N/A	N/A	N/A	N/A		
8	Blinded	Enemy is put into Vulnerable state	10835						10863	10833				10934	
9		Battle Timer is cancelled if active	10834	10842	10849	10855			10867	10879				10913	
10		If the player allows the timer to expire, enemy goes back into Idle state (re		10842	10849	10855			10867	10888				10913	
11		If the player attacks and does damage, enemy exits Blind state and goes t		10842		10856, 10857	10862		10873	10888			10906	10937	
12		If the player destroys Armor, enemy remains in Blind Sta	10838	10844		10853				N/A	10901		10907	N/A	
13		During Idle	10833						10930						
14		During Attack	10833						10930						
15		Buff						10861							
16	Severing	Goes into Sever state when health reaches "0" and player is in Focus Mode					10920		10876						
17		Correct Parts show up	10832												
18		Sever timer begins/expires correctly		10846				10858							
19		All parts can be severed													
20		Part visuals differ per difficulty level		10845						10889	10903		N/A		
21		Part values differ per difficulty level	10837		10847			10859	10865	10889	10902	10910	N/A		
22	Death Animation	Enemy plays death animation if killed when the player is not in Focus Mode										10904			
23		Enemy plays death animation after the enemy exits severed mode										10905			
24	Manager Class	Is not affected by Round Controller	N/A				N/A		N/A	10915	N/A	N/A			
25	Melee Class	Works with/obeys Round Controller		N/A	N/A			N/A		N/A	10916		N/A		
26	Death	Does not spawn orbs							10874	10893	10894	10909			
27		Spawns manganana if health is low							10874						
28		Spawns klivbun if mana is low							10874				10911		

+ Sheet1



STAY COOL



SUMMARY

- Always get referrals
- Workplace comfort is important
- Plan launch date carefully
- Use PR companies
- Choose your ports wisely
- Leave buffer time
- Be careful with side projects
- Beware of hidden costs
- QA patches thoroughly
- Stay cool during screw-ups

THANKS FOR LISTENING



@DrinkBoxStudios



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