



Failure Workshop

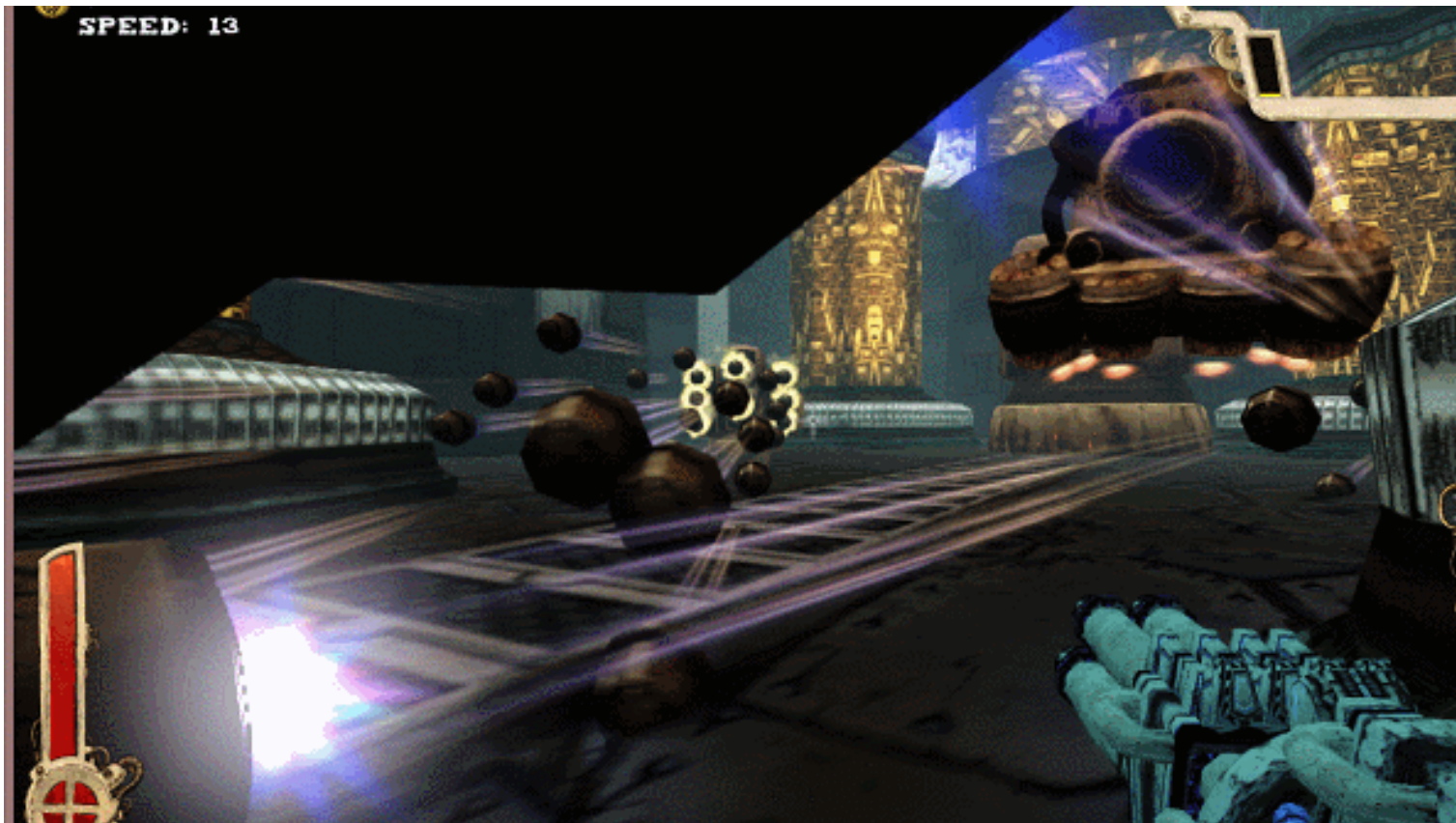
Joe Mirabello (@blankslatejoe)
Founder/Developer Terrible Posture Games

GAME DEVELOPERS CONFERENCE March 14–18, 2016 · Expo: March 16–18, 2016 #GDC16



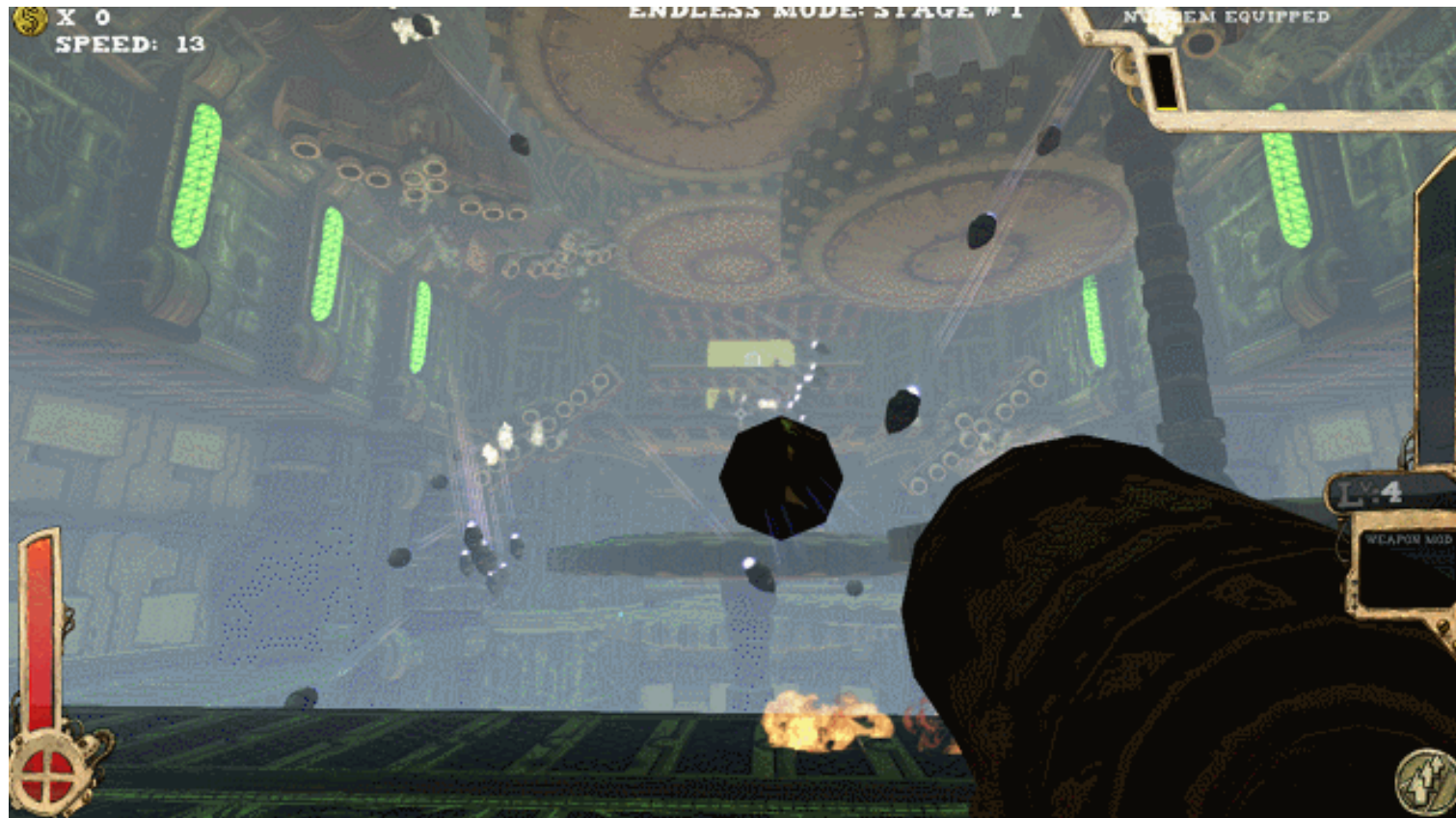
GDC 16

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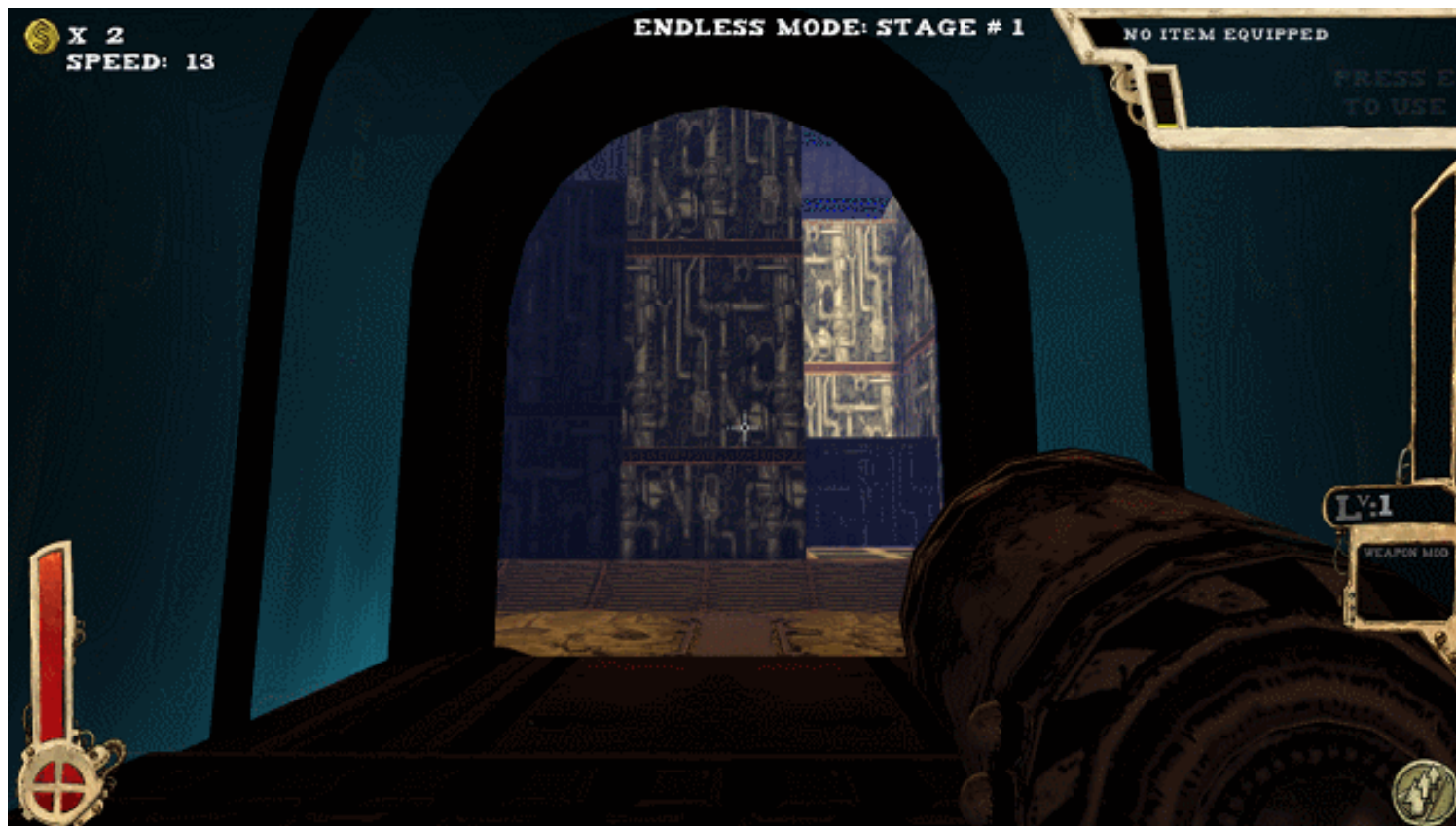


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Follow-up Project Goals

- Work on something completely different
- Make something small/quick/fast

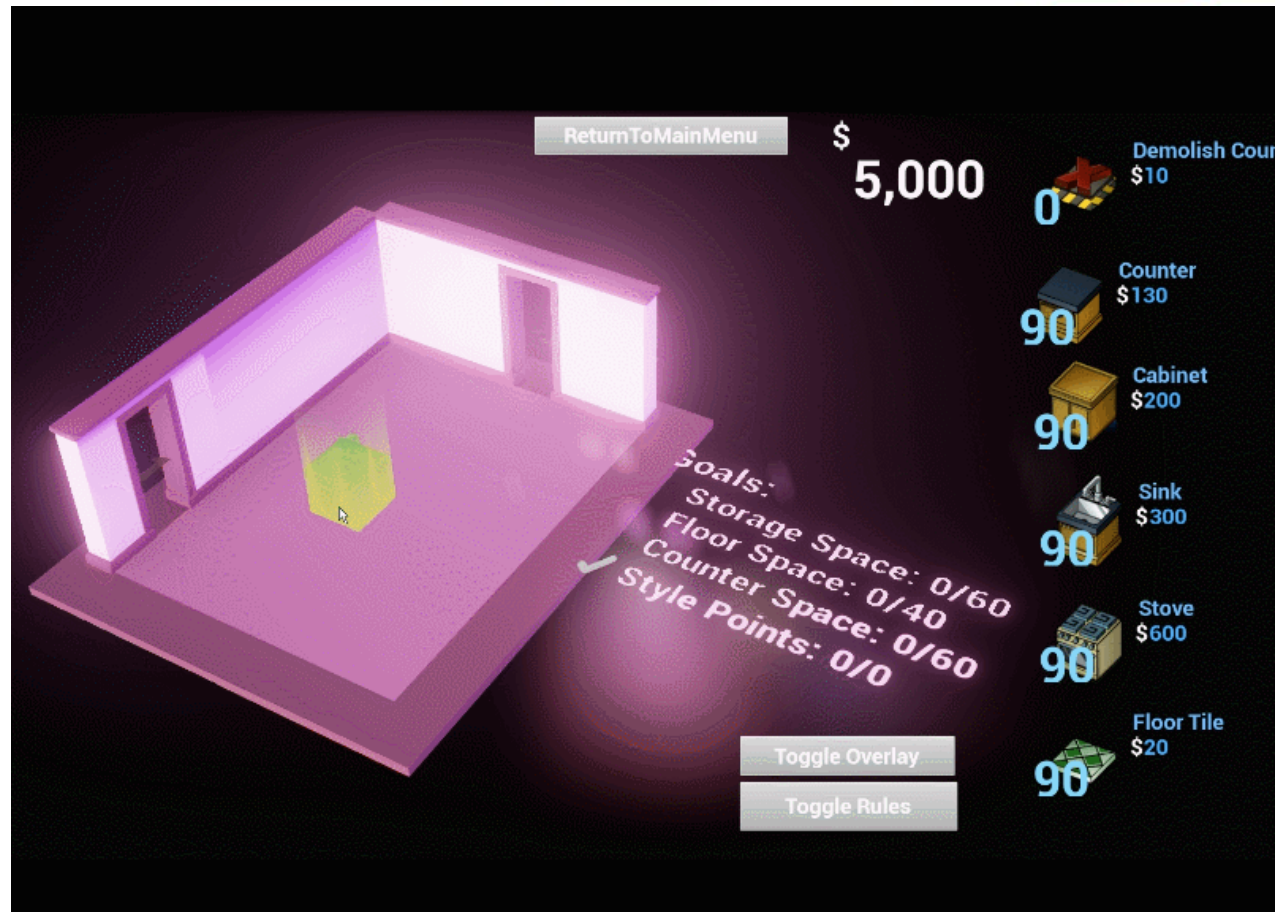




Follow-up Project Goals

- Work on something completely different
- Make something small/quick/fast
- Practice new tech (UE4/PBR/etc.)
- Make something that looked nicer than ToG



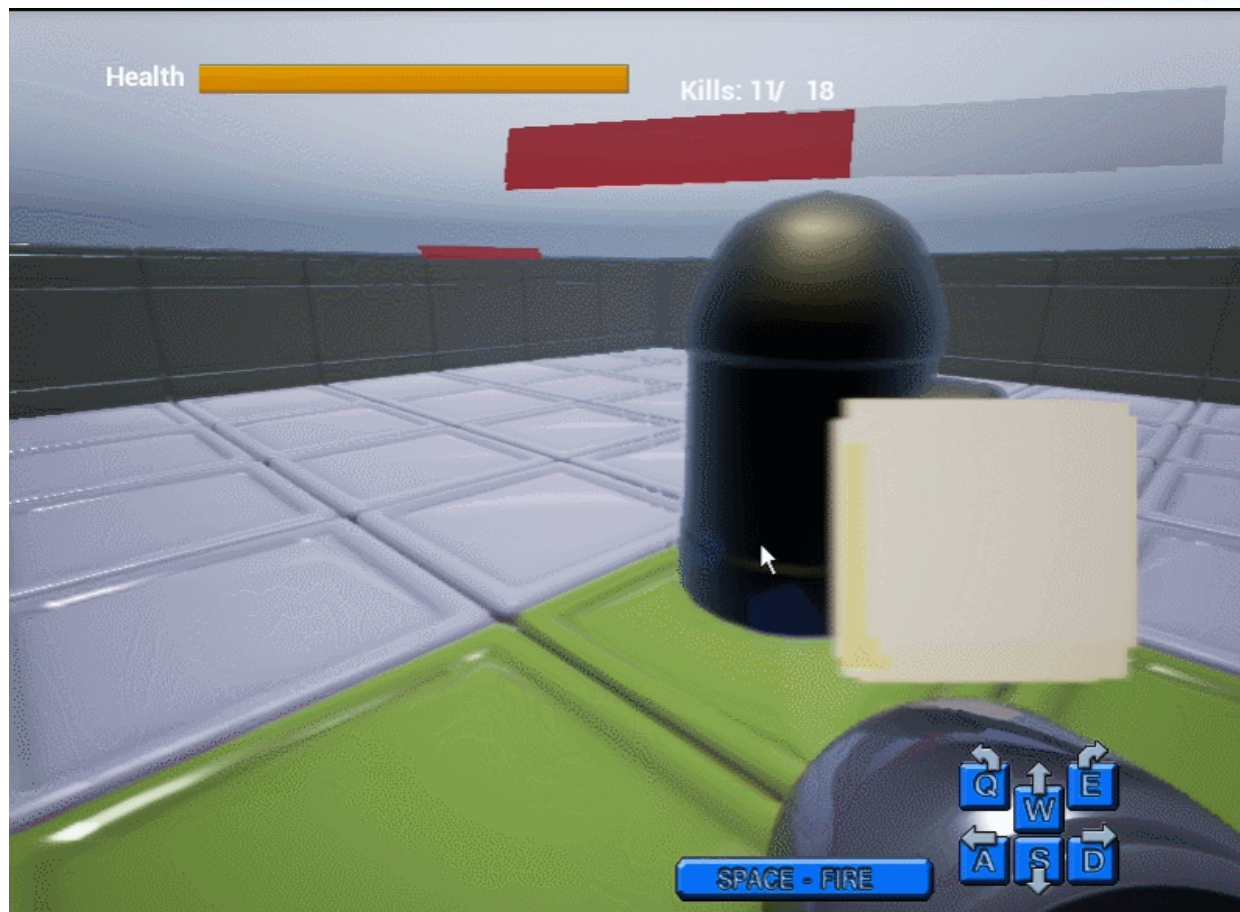


Follow-up Project Goals

- Work on something completely different
- Make something small/quick/fast
- Learn new tech (UE4/Modo/PBR/etc.)
- Make something that looked nicer than ToG
- Build a stronger game, design-wise
- Please ToG Fans
- Support ToG more while I work on project 2

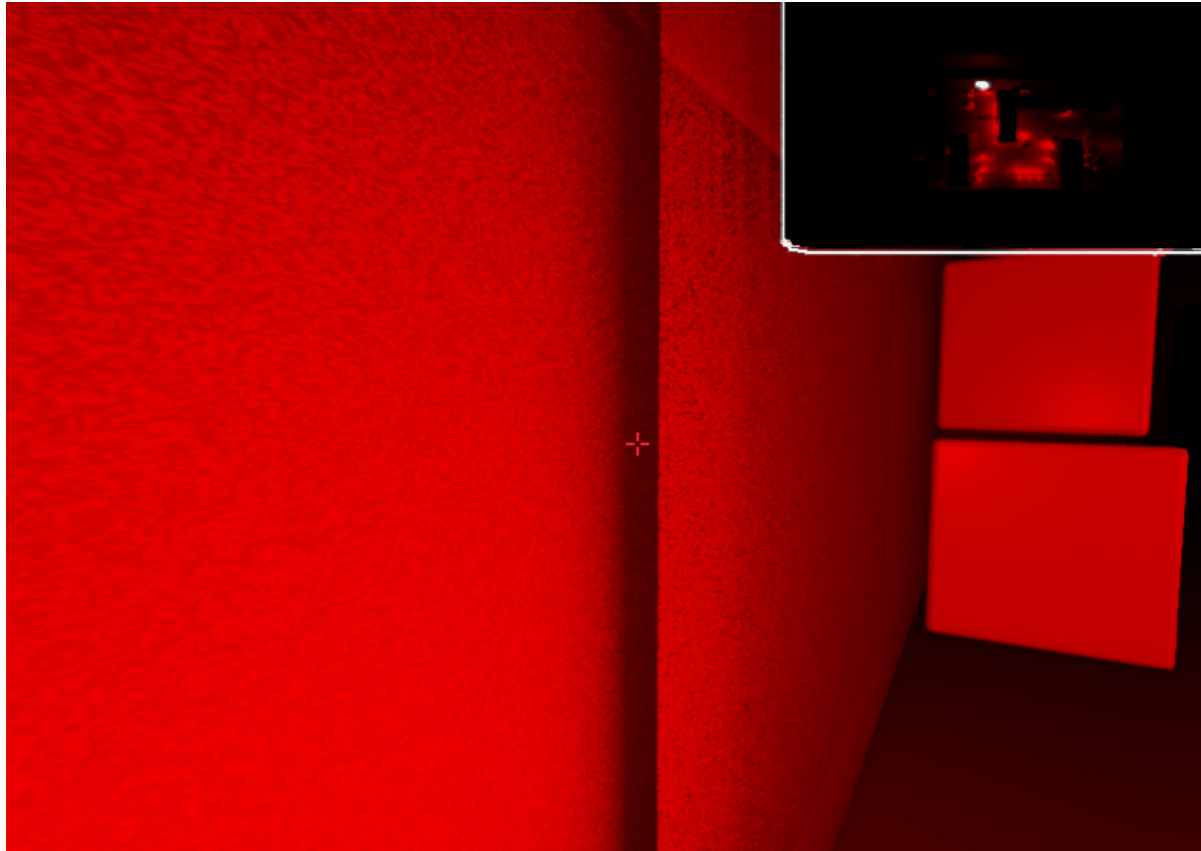


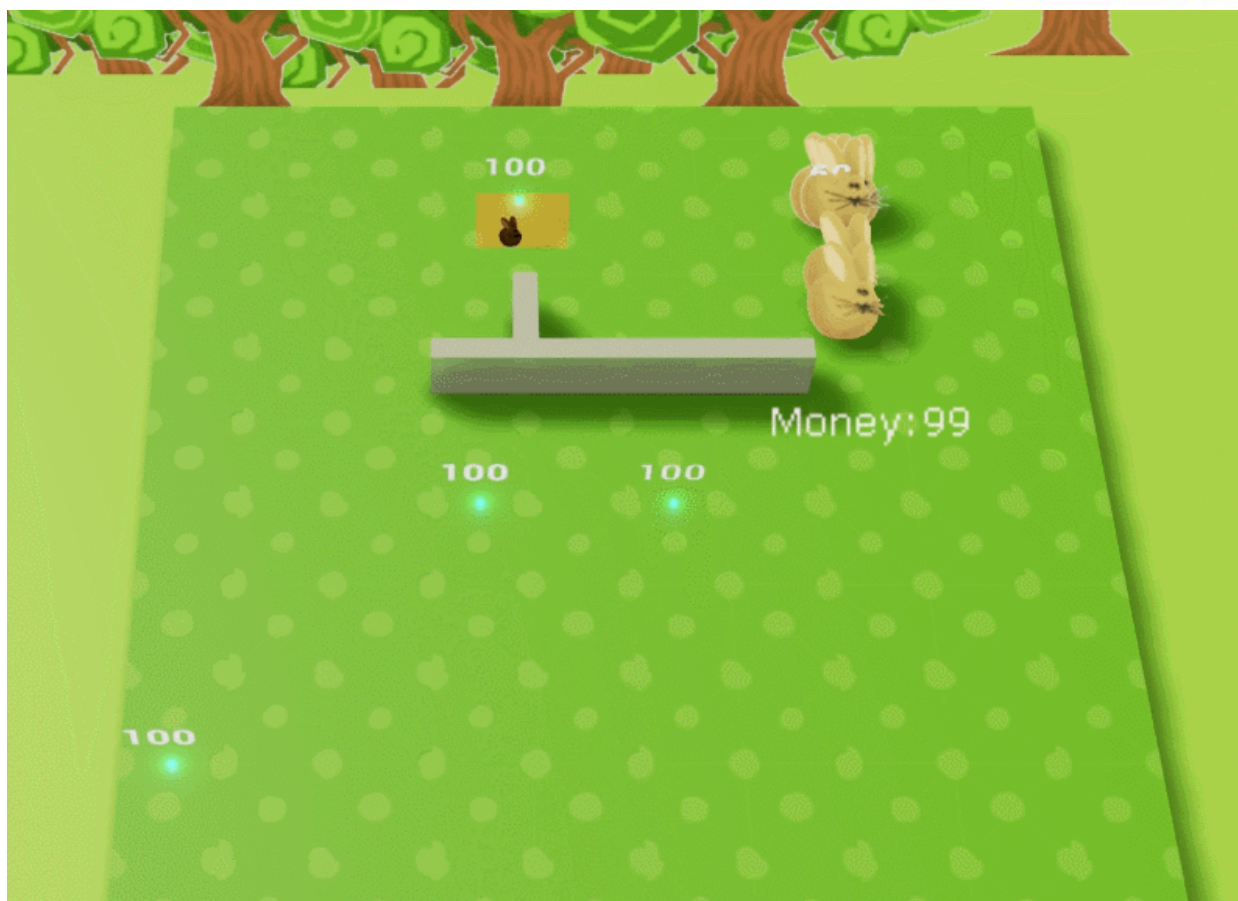
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Follow-up Project Goals

- Work on something completely different
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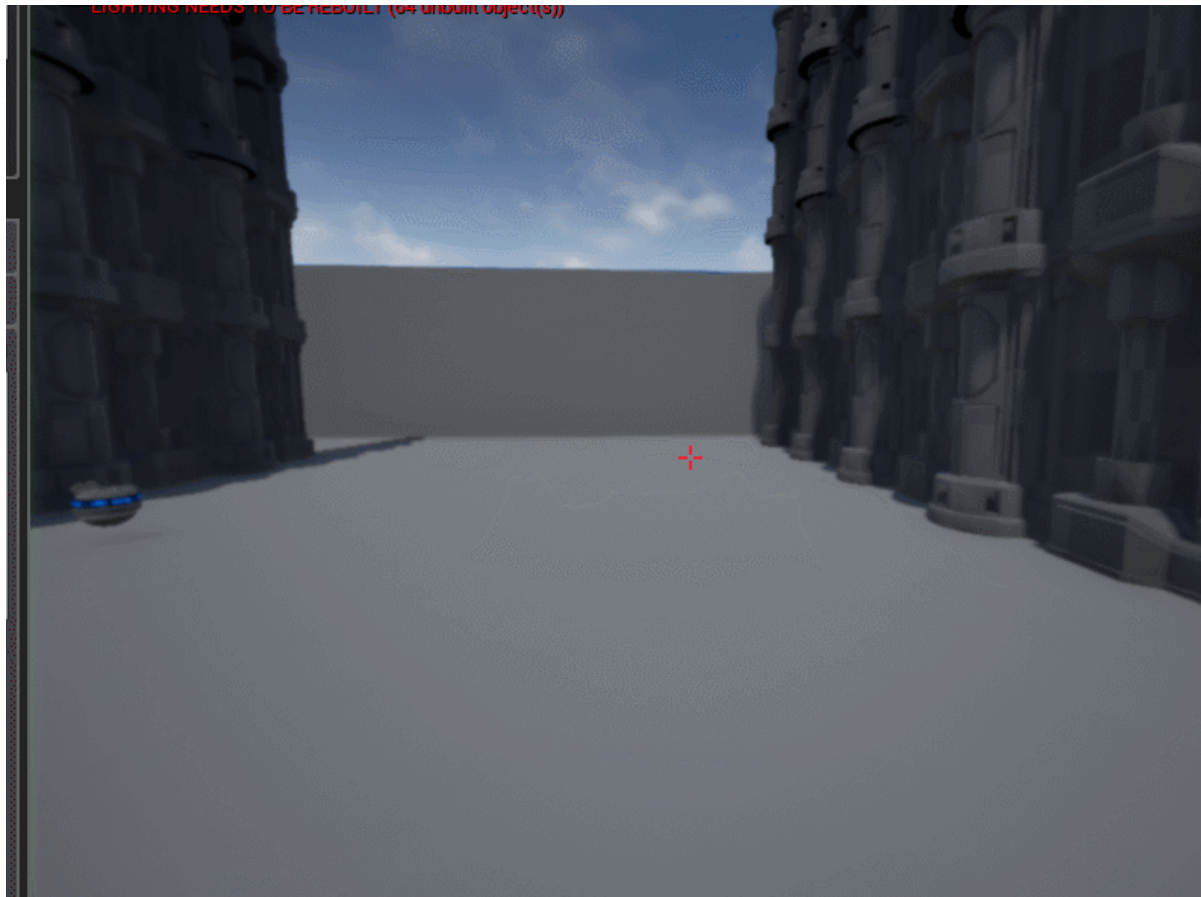


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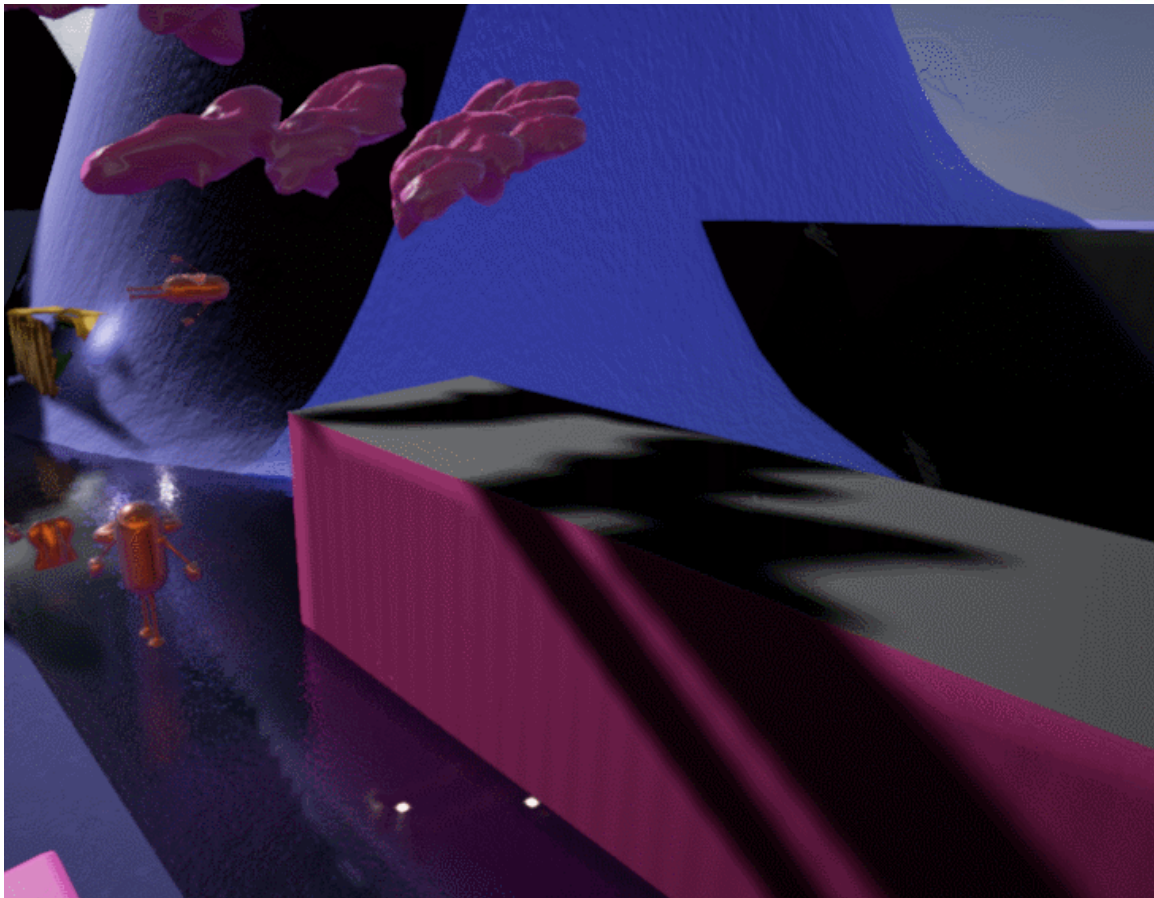


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GDC 15

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Follow-up Project Goals

- Work on something completely different
- Make something small/quick/fast
- Learn new tech (UE4/Modo/PBR/etc.)
- Make something that looked nicer than ToG
- Build a stronger game, design-wise
- Please ToG Fans
- Support ToG while I work on project 2
- Finish before my daughter was born



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FULLFILLMENT CENTER

V.0.15

Current State:

- Stub in/Temp Art
- Many mechanics stubbed in,
- Minimal content,
- “Proof of concept” prototype

Next Update: Jun 11

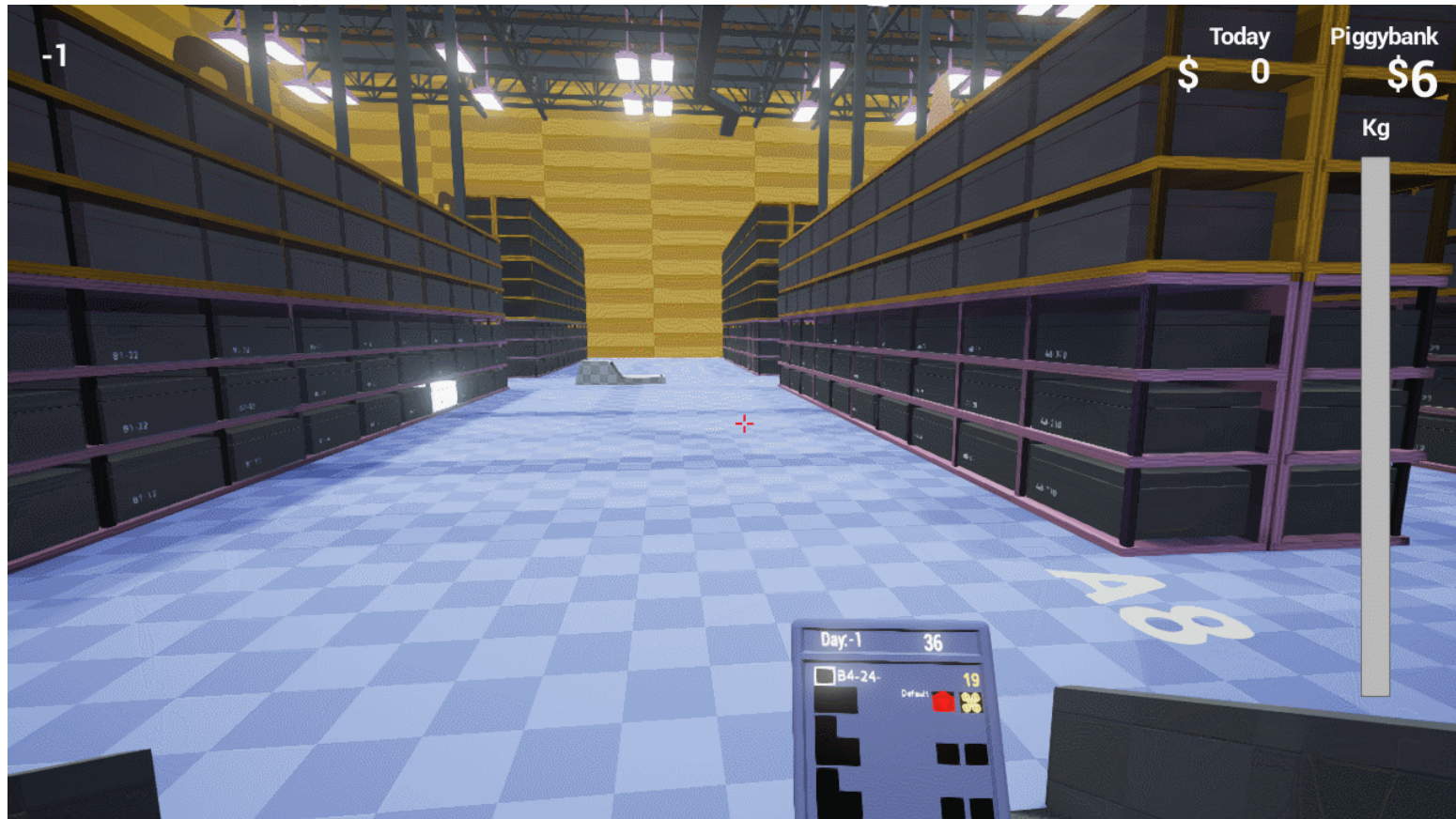
Continue

New Game

Load Game

Options

Exit





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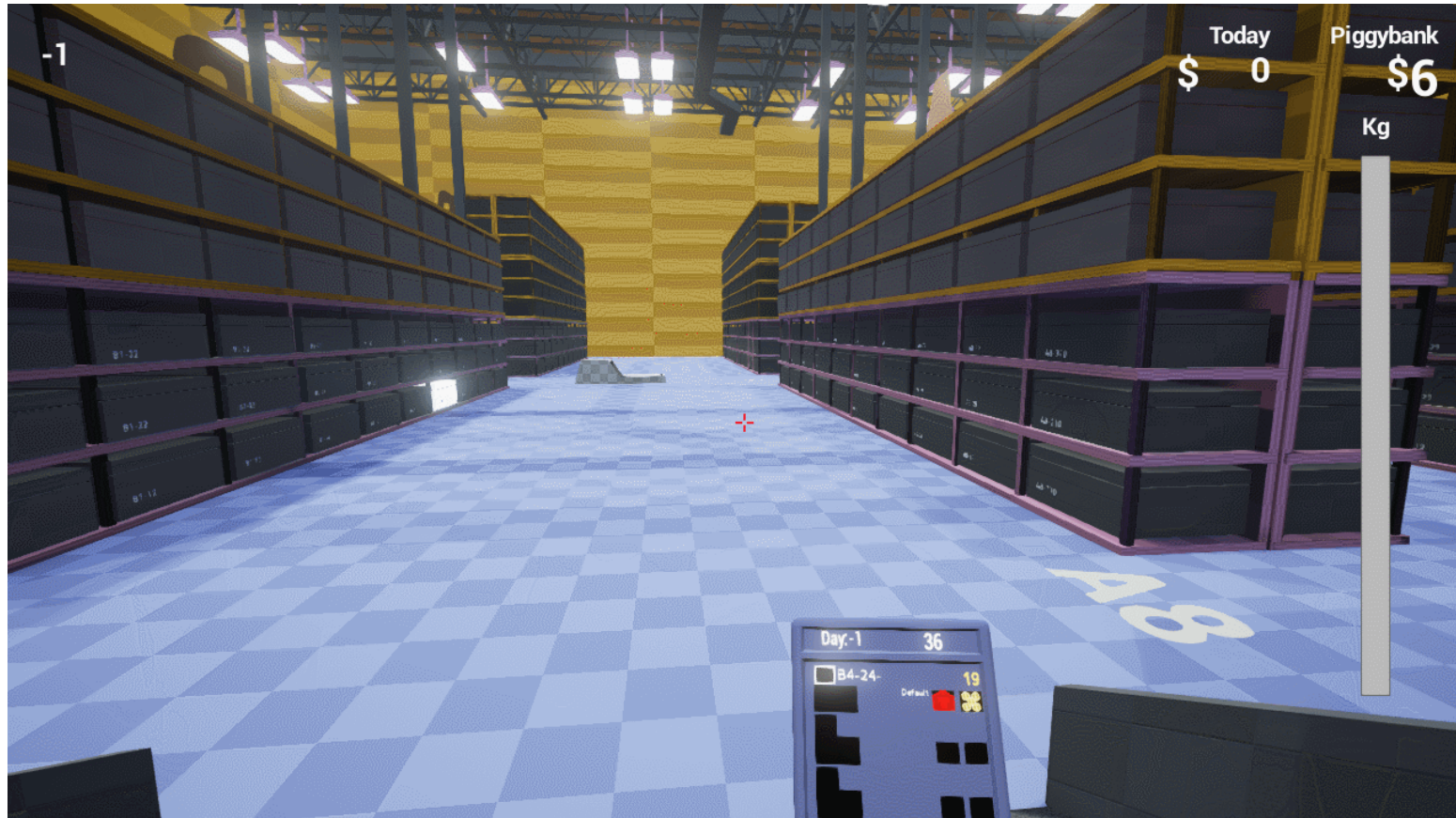


Taylorbot 3000

It's time for your daily check-in.



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• Good Things

- Low burn rate
- Self-discovery
- Technical Expertise
- Learned a lot more about prototyping
- Learned to recognize the tailspin



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