



# Prototype: A developer's best friend

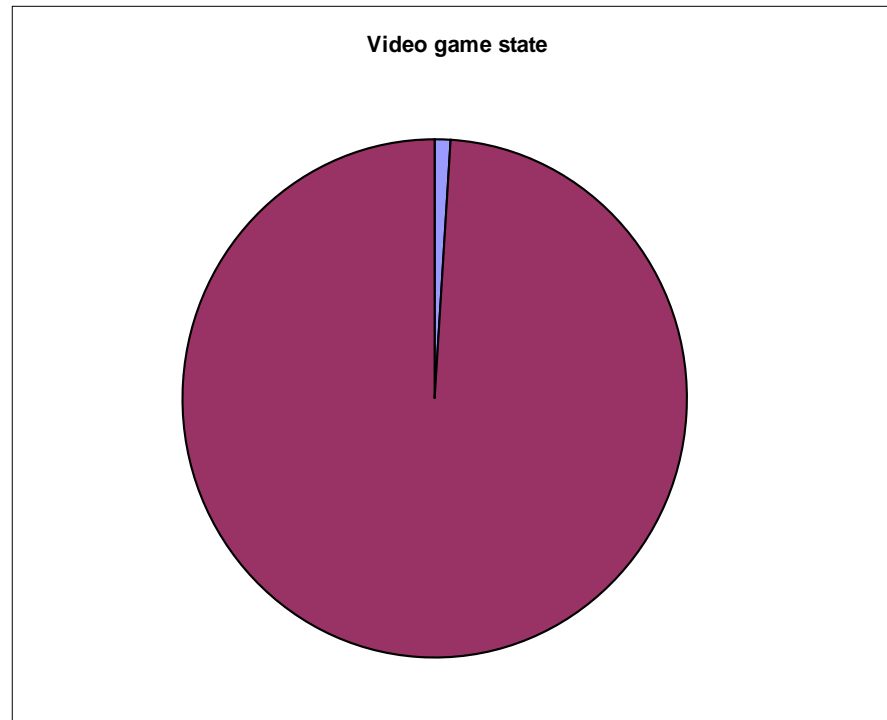
Follow the game's will



Who Am I?

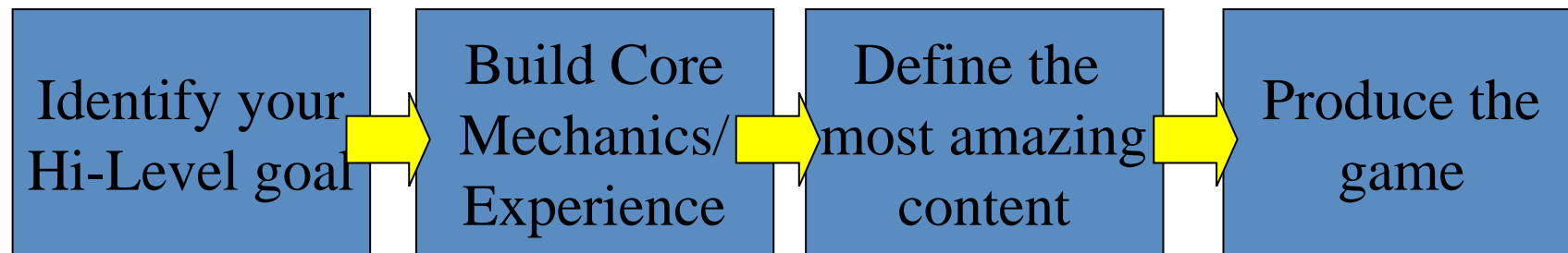


# A revolution is coming!



# What I am good at!

(Hence what I'll be talking about)



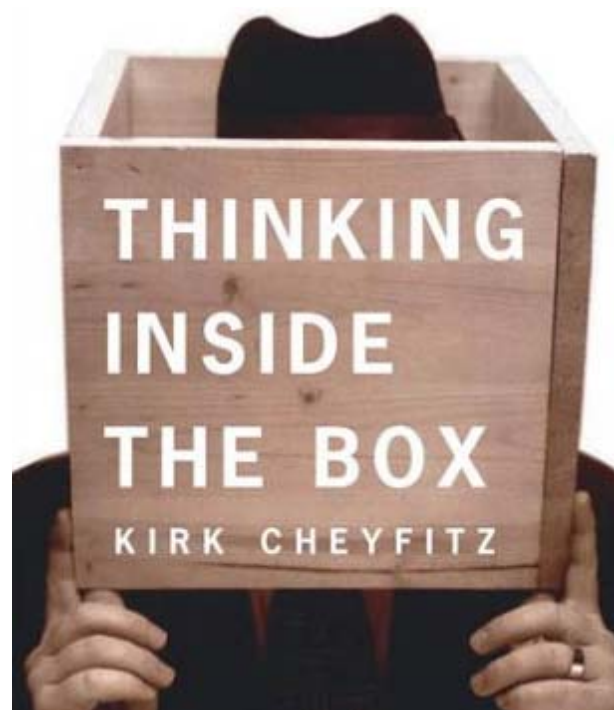
# Advice No 1

A game has its own will!



# Advice No 2

## Think inside the box!



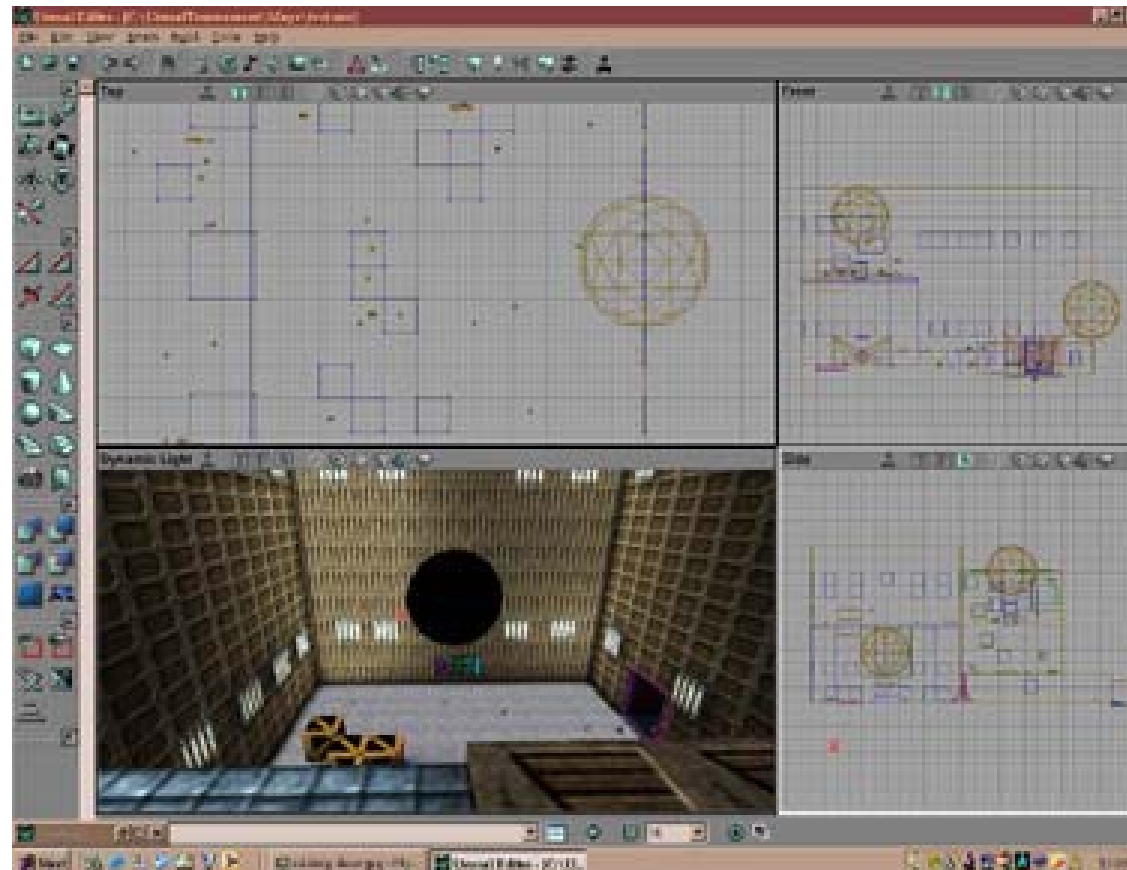
# Advice No 3

Escape from prisons of papers



# Advice No 4

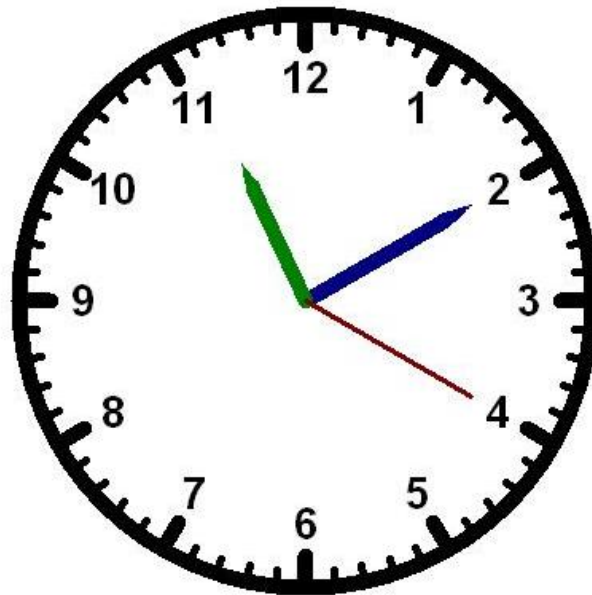
## Prototype in the engine





# Advice No 5

Iteration time is of the essence



# Advice No 6

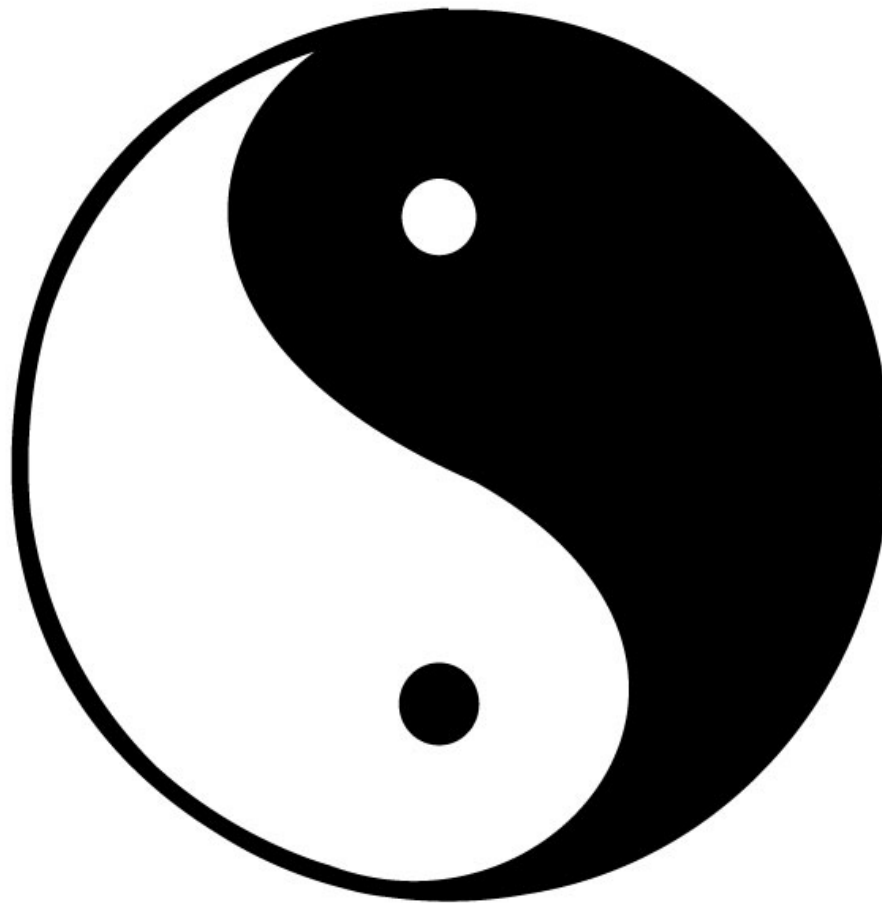
## Try EVERYTHING



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## **Advice No 7**

Merge level and game design



## **Advice No 8**

You don't know what you're searching for until you found it!



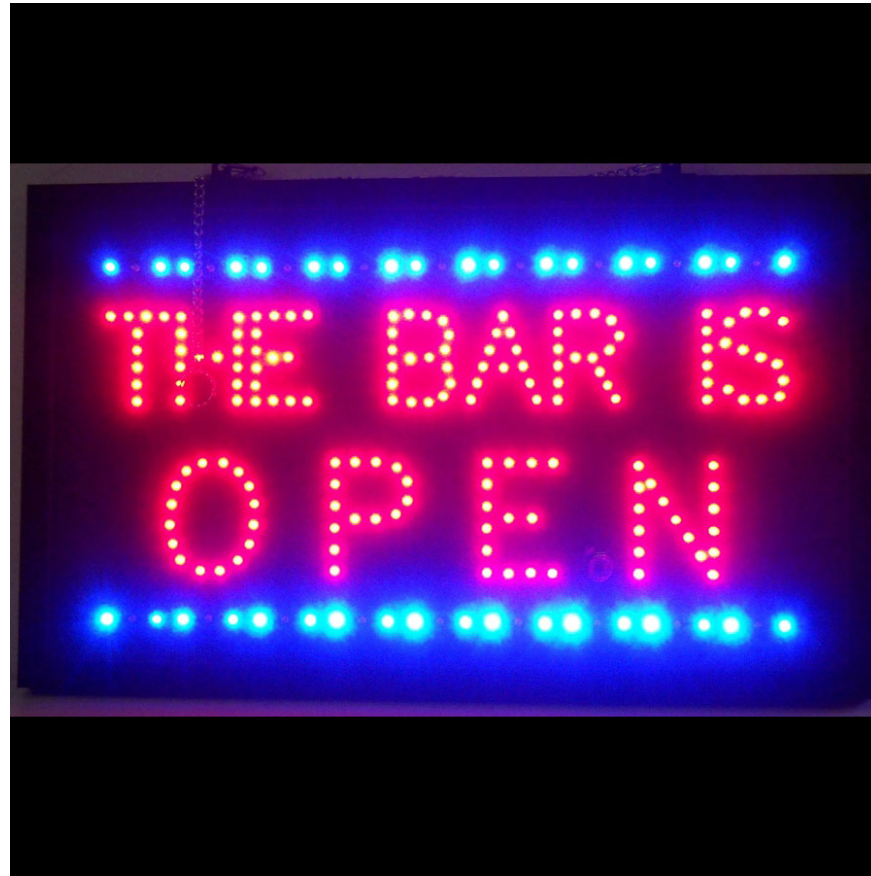
# Advice No 9

## Refine your diamonds



## Advice No 10

Make your prototype an Open Source





# Advice No 11

## Be humble & confident



# Advice No 12

You need ninjas, not warriors





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Thanks for listening



# Disclaimer



YOU  
WILL  
SUFFER

## **Advice No 6**

Always focus on the coolest stuff  
you can do today!



# **Fifth notion**

No one dares to challenge a dragon



# Advice No 8

## Unexpected results are priceless



## **Advice No 9**

Each time you try a prototype,  
you are the first man on the  
moon

