
INDIGO GAME

Development process

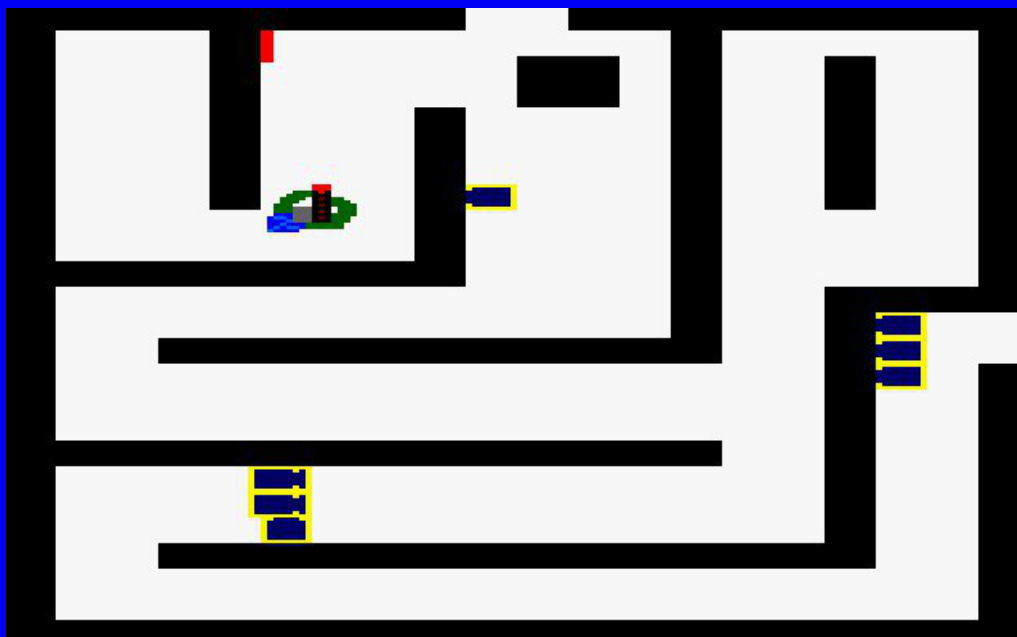
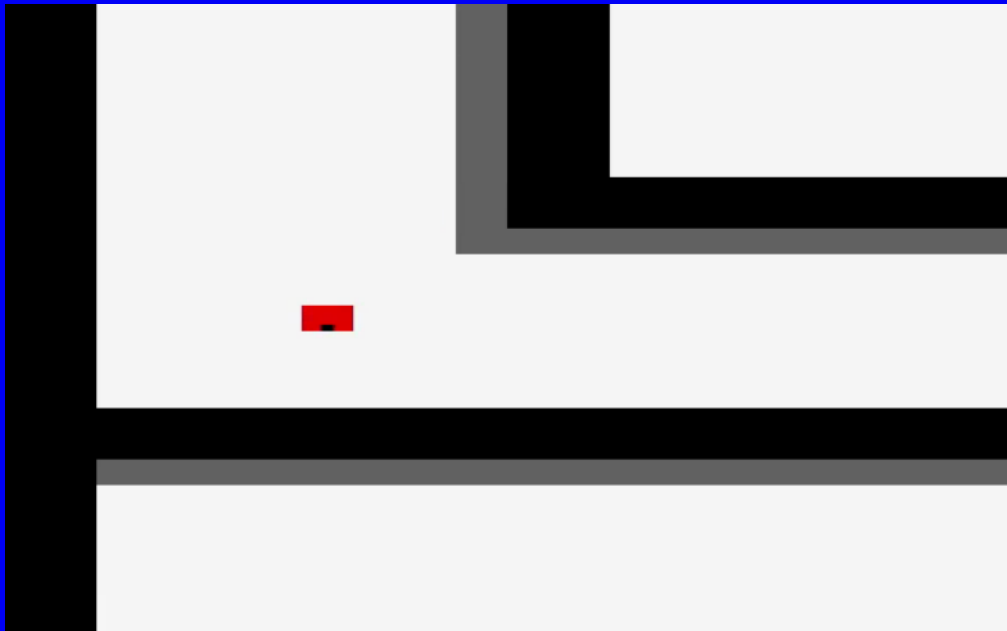
During the development of the game the team has faced several difficulties that are common among the developers that are facing their first game project. As the time we had was short we tried to set short term objectives that were accomplished successfully the first weeks when the main goal was to get the hang of the tools we had.

The first problems, and maybe the most important ones were the ones related to choosing what kind of game we wanted to do. We had no experience with the AmstradCPC computer and it was difficult to us to figure out what we could do and what the machine could run. This was the most time consuming problem we faced and we expended lots of time making prototypes of mechanics that in the end didn't make it into the final game.

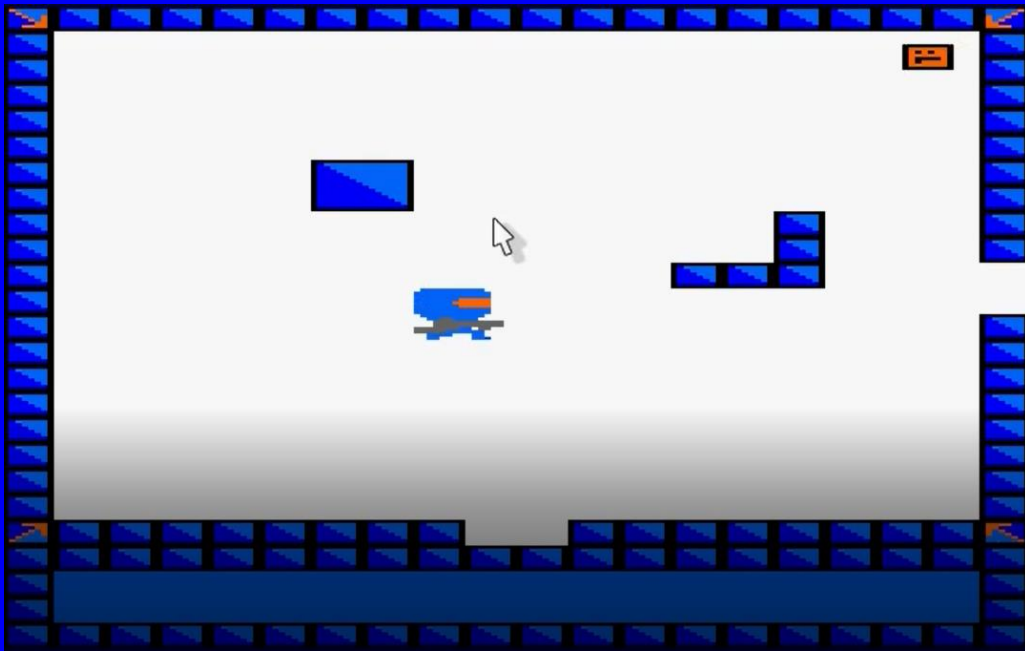
Once we finally set our goal, a simple survival game, things started to work out for us as we polished the mechanics and tried to make our approach as comfortable and fun to the player as we possibly could.

Now we are used to how the computer works and we feel that we could start a more ambitious project, so in the end we think the objective was achieved

Indigo game over time



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