
Subject: Want an original game in your portfolio?
Posted by [Dathgale](#) on Thu, 09 Apr 2009 16:47:24 GMT
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This has little to do with Renegade, but a friend of mine directed me to this forum saying that you guys might be interested in game development.

I am looking for talented individuals who may be willing and able to help me make a new game. The game I have in mind is one that I have already prototyped and play-tested with a number of people and unscientifically proven that my game is of sound concept and design. In other words, the prototype is fun, and presumably a polished version of this game put together by a skilled team will stand a chance of being successful.

To elaborate, this game is a real-time roguelike. In contrast to past roguelikes, this game has some elements of verticality, such as hills and ramparts which affect projectiles, and such terrain elements as trenches and tunneling. It features the two common play modes of single player and multiplayer. The top "layer" of the multiplayer mode is real-time strategy. Maps will generally have a number of resource control points which affect which units are available to the owner, and the game is won by capturing all the control points. On a smaller scale, the game becomes very action-packed and more oriented to situational awareness, reflexes, and the sort of secrecy that defines the board game Stratego. In single-player, the game is story and puzzle driven on the top level, but on a moment to moment basis it's nearly the same game. See a more detailed description here: <http://www.vsunwing.ca/Forums/showthread.php?tid=4>

This is not a paid project, however you may know that the mainstream games industry approaches impossible to get into without a completed game under your belt. That means this is a great opportunity for you to prove that you have what it takes to make a game.

If you are interested, please send a message to dathgale@gmail.com.
