

Forum:[Hack Forums](#)

Thread: [Starting a small Game Development team Unity based engine](#)

KillMach - October 5, 2015, 2:13 pm

So im starting a small team of like minded developers. Its my dream to break out into the indie game market and finally I decided to take the first step. obviously I understand it will be a very difficult road. My idea is for a unity engine built first person horror game. I will not disclose more details but I assure you it has been though out. I want to bring a few people into this project. I need people who have unity experience and animation/design experience. Money will come from loans and crowdfunding and if all goes well will become a development studio.

If interested please pm me and we will talk. I look forward to speaking with you

-KillMach

I hope to bring in experienced artists who specialize in

-Animation/character modeling

-Sound Designer

-Unity engine designers

-Free hand artist

-Level Designer

Owned - October 5, 2015, 2:24 pm

I'm not the person you're looking for, but good luck with this.

Pornstache - October 5, 2015, 2:26 pm

Why did you post this twice?

Frog King - October 5, 2015, 2:28 pm

So.. What skills can you bring to the table?

KillMach - October 5, 2015, 2:30 pm

Yea the 2nd post was my fault anyways thank you for the support Owned

Frog King - October 5, 2015, 2:35 pm

Did you see my question?

What can you bring to the table?

Game developers wont work for you and be paid in your dreams. It doesnt work like that. Everything takes time and effort to make something good.

I myself have experience in Unity, more of the C# side.

There's more to developing a game than chucking a few 3D models into a unity scene and adding a few components.

Theres a TON of back end work which needs to go into it.

KillMach - October 5, 2015, 2:35 pm

Im really serious about this.

I hope it all goes well and will be working day and night on this startup

I hope to eventually kickstart or indiegogo this once we get something presentable to the public.

Frog King - October 5, 2015, 2:37 pm

(Oct 5, 2015 02:35 PM)KillMach Wrote: [\[CITE\]](#) Im really serious about this.

I hope it all goes well and will be working day and night on this startup

I hope to eventually kickstart or indiegogo this once we get something presentable to the public.

"we" ?

Please answer my other questions.

KillMach - October 5, 2015, 2:38 pm

Just because i saw your question dosent mean i wanted to respond to it. And I have Unity Experience aswell as 3d modeling in Blender. And duh alot goes into making even the smallest games you have programming, modeling, design, art, sound design, storyboarding etc

Leeway - October 5, 2015, 2:38 pm

Wrong section you fgt.

There is a Group Section.

Get this crap out of my room

KillMach - October 5, 2015, 2:39 pm

Well guess what kid its in your room deal with it

Frog King - October 5, 2015, 2:41 pm

(Oct 5, 2015 02:38 PM)KillMach Wrote: [\[CITE\]](#) Just because i saw your question dosent mean i wanted to respond to it. And I have Unity Experience aswell as 3d modeling in Blender. And duh alot goes into making even the smallest games you have programming, modeling, design, art, sound design, storyboarding etc

If you dont want to respond to it, the assumed answer to my question is NOTHING.

Do you have money to pay people to work for you?

no one is going to work for free.

Why would people who are experienced in certain programs collab with you if you cant deliver anything?

KillMach - October 5, 2015, 2:43 pm

here is a question sir how do independent developers start? ask your self this.

btw really trying to not be a dick you bring up great points

once you build a small portfolio you can start presenting this to the public. You start crowdfunding and getting loans you build a company. Trust me i know its a long process.

It really isn't easy by any means. The team will probably consist up of college students like myself who want to put talents they are forming to use and eventually become part of something. This is what I want

The game i have in mind in its self will not be very hard to make. you just need to take the steps and start creating

Frog King - October 5, 2015, 2:50 pm

(Oct 5, 2015 02:43 PM)KillMach Wrote: [\[CITE\]](#) here is a question sir how do independent developers start? ask your self this.

btw really trying to not be a dick you bring up great points

Dont think im being i dick. Im criticizing you, as anyone should be when you pursue on a journey.

Indie developers usually start a plan, and experience, with all members pulling equal weight. Not a 15 year old telling people with skill how to make his dream game.

When I said games are not easy to make, I was not talking about the production pipeline. I was talking about the backend. The game logic, the porting etc....

What platform will your game be on?

What computer programs will you use to design your graphics?

Do you have all paid software licenses for all the software you are using? (not talking about unity).

What will the game be coded in?

Most indie developers have a starting fund.

Not something which started on kickstarter, but a fund a to start their fund.

If you cant show any examples of any past work, or any experience in the programs you "claim" you know how to use, then your idea will die out soon.

p.s. No one with any skill will get back to you, due to the lack of information you provided in the OP.

(Oct 5, 2015 02:43 PM)KillMach Wrote: [\[CITE\]](#) here is a question sir how do independent developers start? ask your self this.

once you build a small portfolio you can start presenting this to the public. You start crowdfunding and getting loans you build a company. Trust me i know its a long process. 1.

It really isn't easy by any means. The team will probably consist up of college students like myself who want to put talents they are forming to use and eventually become part of something. This is what I want 2.

The game i have in mind in its self will not be very hard to make. you just need to take the steps and start creating 3.

1. No you dont.

2. Then show any examples of any work ever.

3. Then make it. If you cant present anything to the table other than an idea, then you might as well ask.... hold up....

Nvm... You came to HF lounge to post this thread. Sums it up.

64-Bit - October 5, 2015, 2:54 pm

This venture will not work on hack forums, you would be better off speaking to people you know in real life about this as there are a lot of constraints involved with a 'hack forums venture'.

Trust is going to be an issue, how do you know you can trust others with your source code, how do you know there level of expertise?

Honestly OP if you wanted it that bad you could make the game yourself, it will take more time yes but you allow the dream to come true, don't allow your dream to simply be a vision.

Frog King - October 5, 2015, 2:56 pm

(Oct 5, 2015 02:54 PM)Poppadomus Wrote: [\[CITE\]](#) This venture will not work on hack forums, you would be better off speaking to people you know in real life about this as there are a lot of constraints involved with a 'hack forums venture'.

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Honestly OP if you wanted it that bad you could make the game yourself, it will take more time yes but you allow the dream to come true, don't allow your dream to simply be a vision.
This.

Sums up my whole lesson in a nutshell.

KillMach - October 5, 2015, 2:56 pm

I appreciate your questions I really do makes you think about things again.

and no im not some 15 yr old who on a wim said i wanna make games. Ive thought about this heavily and I know i can do this.

Plasma have you ever thought about doing this and if so how would you proceed?

and plasma your not some fucking grade A teacher. why don't you use your unity and c# skills to do something with your life. This thread is not for trolls like your self. If you don't like it then fucking leave

Frog King - October 5, 2015, 3:01 pm

(Oct 5, 2015 02:56 PM)KillMach Wrote: [\[CITE\]](#) I appreciate your questions I really do makes you think about things again.

and no im not some 15 yr old who on a wim said i wanna make games. Ive thought about this heavily and I know i can do this.

Plasma have you ever thought about doing this and if so how would you proceed?

Yes.

I develop games.

Steps I would take:Make plan

Make Demo

Show demo to people

gather supporters

Ask people I know IRL for help/advice

Not ask a skid forum full of 13 - 15s on game developing help/advice

???????

Profit

You cant do the first step, let alone the second step.

If you were to make a demo, or EVEN SHOW PAST EXAMPLES OF QUALITY OF WORK then people may help/support you.

But so far you have showed 0 evidence of that.

inb4iactuallydobutdontwanttoshowyounow

(Oct 5, 2015 02:56 PM)KillMach Wrote: [\[CITE\]](#) I appreciate your questions I really do makes you think about things again.

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Plasma have you ever thought about doing this and if so how would you proceed?

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I dont need Unity or C# to do something with my life.

Thats what C++ game development is for me.

Learning C++ i had to learn Unity and C# too.

KillMach - October 5, 2015, 3:04 pm

Who do develop for? let me guess Blizzard Bethesda bullshit

And the main reason i dont want to disclose much info on it is because of people stealing shit and things are not copyrighted yet

What makes your portfolio great sir??

Poppadomus i appreciate the response. After seeing the trolls on this forum i will go with your route.

Frog King - October 5, 2015, 3:10 pm

(Oct 5, 2015 03:04 PM)KillMach Wrote: [\[CITE\]](#) Who do develop for? let me guess Blizzard Bethesda bullshit

And the main reason i dont want to disclose much info on it is because of people stealing shit and things are not copyrighted yet

What makes your portfolio great sir??

For obvious reasons im noting going to disclose that, even though its not very big, and I doubt you have ever heard of it. Even though HF is legit, the name "Hackforums" doesnt sink in as legit at first, and dont want my personal life associated with it.

Secondly your idea is not worth stealing lol. Everyone has an idea for a game, Im sure it been thought of /semi developed in the past.

And finally.

My portfolio contain 2 2D games made in C++, a game made with unreal, a game made with unity, various Maya Models, and various 3D animations.

?

KillMach - October 5, 2015, 3:13 pm

of course you wont disclose it. What your confidentiality agreements have you in a hold? get out troll

lol?

Frog King - October 5, 2015, 3:45 pm

(Oct 5, 2015 03:13 PM)KillMach Wrote: [\[CITE\]](#) of course you wont disclose it. What your confidentiality agreements have you in a hold? get out troll lol?
Troll?

lol no.

Im just hitting you with the hard cold fact which anyone in the games development industry will tell you.

Im not the one hitting up a security forum lounge asking for people to help make a game, without you stating your involvement (other than your so called "unique idea"), or even showing examples of past/previous or even basic work.

Yet you failed to provide any adequate evidence you would pull sufficient weight in this project.

KillMach - October 5, 2015, 3:56 pm

and you have yet to provide good information on why anyone should trust you. leave troll go back to working for your fake company

What angers me the most about you plasma is instead of teaching and providing good ideas all you do is criticize and there's no need for your negativity so leave.

WarOnDrugs - October 5, 2015, 5:25 pm

I hope your indie horror games has characteristics that differentiate it from other indie horrors and platformer horrors that are out now. Indie horrors with an intricate twist to it usually do quite well among gamers.

Also Unity is a good medium to develop an indie game. With the correct knowledge or competence and drive to finish you could come out with quite the master piece.

Just reading your replies on this thread, with an attitude like that you won't find anyone willing to work with you. You need to be open to constructive criticism.

KillMach - October 5, 2015, 5:36 pm

Illfigner you are right I welcome constructive awnswers. The poster above offered no ideas, help and was a troll. honestly i want this to work and will work hard to make it a success. thank you for the post. The game will be more focused on atmosphere and not jump scare or cheap scares. I want the player to feel uncomfortable when exploring the game i want it to feel like Silent Hill

The game wont be extremely hard to make like i said it will be a atmospheric horror game set in a closed environment where the player must escape and during the process understand why he has ended up in this situation.

Alot is based on solid horror techniques created by Team Silent. In my opinion they were able to create something groundbreaking by not using jump scares or cheap tricks. I want the player to leave the game and question everything that happened and realize his own senses were used against him not just some scary monster or loud sounds.

This game wont be massive and span very large areas. The game will take place in a 1 bedroom apartment and eventually break into the whole apartment building which will span 2 floors plus a

basement and multiple rooms.

Anbu - October 5, 2015, 6:45 pm

Honestly, you don't need any loans. Game engines are usually very affordable and you can work from home. You can probably do everything yourself too. It's all about time and commitment. Remember time is money too! Good luck!

waqob - October 5, 2015, 6:51 pm

First of all, what programming language is this game even being made with?

KillMach - October 5, 2015, 6:53 pm

thank you Cody Lam for the reply I plan on working hard and without end until finished. I planed on at least taking a few talented people on who wanted to be part of something new and let they're artistic abilities shine. I really want to make this happen

Honestly a team of 4 people would be ideal. A team of good trustworthy individuals.

Viral Dragon - October 5, 2015, 7:12 pm

OP:

I'm an experienced Game Designer, I work in the industry, I have 6 games on the market and have worked for game industries in the past. While your idea is grandiose and nice, please read the following, I think it may help you.

When asking someone for help or looking to recruit people, it may help to notate whatparts of the a GDD* you can show, without alluring or giving away any information (or at the least, very little).

- 1) What parts of the GDD have you completed? *(GDD = Game Design Document)
- 2) What experience do you have in business? While you want to be a game designer, great, awesome, you still need experience in business. Is it an LLC? INC? Is your game/product registered under a company name? Doesn't even have to exist yet, it can be a fictitious name.
- 3) Have you prepared any NDAs for your potential employees?
- 4) What have you done, on your own, to give fruition to the game/product?
- 5) Whatcan you say, in order to recruit people? You can't just say "Hey, I wanna make a game, join me for all the riches and glory in the world" - Platform? Background? Storyline? Plot? Characters? Genre? Title?
- 6) Do you have any work completed on the Game/product yet? (In this regard, is any part of the GDD completed?)
- 7) College students looking to put in for potential, or even just a hobbyist, they still will want some form of payment.
How do you intend to pay them? Money? Stock? Bonds? -- If someone came up to me and said "Hey, join my team, I'll pay you when the game is super famous and I'm making billions just like Blizzard" - I'd laugh, this is why:

8) A team of four sounds nice, it honestly does, it won't happen. Unless this is an incredibly small game, an incredibly simple game, or you have a team who is literally god like - It'll still take years to get an actual production out, even if you use things like GoFundMe, or IndieGoGo. Even indie game companies have dozens of people helping them, working for them, and putting in countless hours.

9) There is no such thing as an original idea anymore, trust me, you name ANY plotline, ANY sub plot line, and I will find a game exactly like it. You think Zelda is unique? You don't think there are other games with that type of plot? Or Starwars?

Don't think of this as a post to discourage you, in fact, I'd rather encourage you, we need more brilliant games to hit the market so we can enjoy another's idea, however, I feel you need a bit of help in this area and you may not have a good sense of direction yet. In this case, I'd like to suggest first completing around 4-5 points of a GDD (and there are PAGES to a GDD). And then possibly evaluating what you current have, what you want, when you expect a demo out, and how you feel you could engage in social media to bring in attention for your product.

-Viral.

KillMach - October 5, 2015, 7:21 pm

wow viral dragon I cant express my level of gratitude. I really admire having a legit game dev ask me these questions and thank you for the support it means alot. Some of these have hit things i have never though of... I have a full story and a total atmospheric design i want to stick by. I have a small amount of level design that needs to be done well which will allow for backtracking. And to your question of a team of 4 a simple game. It is yes the game will not be extremely big it will like i said be the size of a small building which the player needs to escape from. Honesty dragon you gave me alot more to think about thank you..

The demo section i have thought about. It will consist of the Small apartment building. Although the play space is small it will provide enough room for the player to experience the game. Which will eventually branch out into the main building with multiple rooms. I want the player to grasp the atmosphere and what i am truly going for..

ps sorry for gross typos
i was typing to quick

Frog King - October 6, 2015, 4:17 am

(Oct 5, 2015 03:56 PM)KillMach Wrote: [\[CITE\]](#) and you have yet to provide good information on why anyone should trust you. leave troll go back to working for your fake company

What angers me the most about you plasma is instead of teaching and providing good ideas all you do is criticize and there's no need for your negativity so leave. You dont need to trust me. Im just giving advice on a topic i know something about and you dont. Kewl Ill go and tricycle to this "fake" company then.

I shouldn't be needing to teach and provide good ideas if you are not asking for them.

You are asking for various kinds of developers, without showing any sign of work you have done in the past, or even said what you are capable of.

It's not negativity; it's the cold hard fact.

In a week's time you're going to have a new idea, and want to make something else.

(Oct 5, 2015 06:51 PM) waqob Wrote: [\[CITE\]](#) First of all, what programming language is this game even being made with?

This, OP can't answer this question let alone say what his contribution in the project will be.

(Oct 5, 2015 07:12 PM) Viral Dragon Wrote: [\[CITE\]](#) OP:

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-Viral.

This was essentially what I was talking about. I did say before I had no plans on discouraging you, but you somehow saw it as an offence. You need more planning than that.

KillMach - October 6, 2015, 7:51 am

Thank you for the postings.

TheSuspect - October 6, 2015, 8:02 am

>unity engine
>horror game

Hmm never seen that before

EbonCipher - October 6, 2015, 8:08 am

Well i can help you.

specialized in:
Balls deep action
creampies
nigga flip
69
LET THEM NUTS HANGING OUT
doggy style
some balls to balls action (no homo).

I hope i can get on ur team mate.

KillMach - October 6, 2015, 8:24 am

Haha your in! that made my day

Im starting to look more into Unreal engine

TheSuspect - October 6, 2015, 8:45 am

(Oct 6, 2015 08:24 AM)KillMach Wrote: [\[CITE\]](#) Haha your in! that made my day

Im starting to look more into Unreal engine
Unreal engine now? Ok I guess I'll rephrase.

>unreal engine
>horror game

How. Original.

EbonCipher - October 6, 2015, 9:32 am

(Oct 6, 2015 08:45 AM)TheSuspect Wrote: [\[CITE\]](#) Unreal engine now? Ok I guess I'll rephrase.

>unreal engine
>horror game

How. Original.

I'd put my nose up ur anus anyday, i just love the smell of dat ass <3.

TheSuspect - October 6, 2015, 2:02 pm

(Oct 6, 2015 09:32 AM)Weapon of ass destruction Wrote: [\[CITE\]](#) I'd put my nose up ur anus anyday,
i just love the smell of dat ass <3.

Hmm, that's interesting I guess.

EbonCipher - October 6, 2015, 2:07 pm

(Oct 6, 2015 02:02 PM)TheSuspect Wrote: [\[CITE\]](#) Hmm, that's interesting I guess.

It's true love my friend. We could do some balls to balls action while i lick the ring?.

TheSuspect - October 6, 2015, 2:08 pm

(Oct 6, 2015 02:07 PM)Weapon of ass destruction Wrote: [\[CITE\]](#) It's true love my friend. We could do
some balls to balls action while i lick the ring?.

Yeah that's fine, sounds like a plan.

EbonCipher - October 6, 2015, 2:10 pm

(Oct 6, 2015 02:08 PM)TheSuspect Wrote: [\[CITE\]](#) Yeah that's fine, sounds like a plan.

That's the spirit bro!. Can't wait to do some balls to balls action. Have you ever done the "nigga
flip"?

Viral Dragon - October 6, 2015, 2:21 pm

Is this supposed to be a replica of Slenderman or something? It sounds like Slenderman.

-Viral.

KillMach - October 6, 2015, 3:20 pm

no its sorta like silent hill 4 but not shity

and its not about originality its about functionality

Annihilation - October 6, 2015, 4:34 pm

Good luck with your game dev team OP.

KillMach - October 6, 2015, 6:08 pm

thank you krizex I appreciate the support