

Forum:[Hack Forums](#)

Thread: [Recruiting Game Dev Team \[Unity3d\]](#)

MATTx97 - October 23, 2016, 8:17 am

Hey guys I know I dont post much on here but im looking to recruit a small game dev team. Im currently working on a project all on my lonely. What I am going for is a 3rd person click to move sandbox type game. Kind of like albion except the only thing that will be the same is click to move. I have plenty of features Ive been wanting to implement. If you're coming here in hopes for money your in the wrong place, atleast for now. Im looking for members that I can get to know and just have fun working on the game. Maybe after a fan base is built ads or in app purchases can be implemented and start up a revenue. Now what I am looking for is:

- Programmers (scripting, game features,etc)
- Artists (models, terrain, textures, logo, etc)
- Web Dev (website and forum)
- Story line and quest designer

If you have any skills or are willing to learn just drop your skype and Ill get in touch with you within 12-24 hours.

P.s. all hosting for servers and website I will cover with my personal income I make for work. ill also look into advertising.

xenko - October 23, 2016, 8:27 am

You say like kind of like Albion. Let me ask you some questions, sir.

1. Do you have an idea of how many servers you need?
2. Do you know how much they cost?
3. Do you have a reliable client-server framework in place?
4. Do you have somebody working on it?
5. Do you have at least part of a GDD that somebody can read?
6. What are you long-term financial plans for the development and continued maintenance post-release?
7. How much do you already have to spend on the development?

Jente - October 23, 2016, 8:33 am

PM me some details about what the game needs to become. I'm a fine quest designer/story maker.

MATTx97 - October 23, 2016, 8:34 am

(Oct 23, 2016 08:27 AM)Geralt Wrote: [\[CITE\]](#) You say like kind of like Albion. Let me ask you some questions, sir.

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No I dont I am learning everything on my own. But I am not really taking it seriously just working on the game in my free time watching tutorials all night. Im just looking to see if theres anyone that would like to help run a small sandbox type mmorpg. And yes I already know that servers are expensive. how much money do I have to spend? I mean that varies time to time depending on bills but I could spend hundreds each week if needed. (unless if i got some bills obviously) I know the game wont be anything big anytime soon but id like to get the game into alpha stages within next couple of months and see what the gamers would like to see in a game. I have a good concept an idea on the game just would like to keep my ideas to the development team itself which is just me as of the time being. Any help would be appreciated, I love to learn new things off of people and there alot of bumps in the road im running into and fixing on my own.

Paid-Tasks - *October 23, 2016, 8:36 am*

I could possibly come up with some art work for you but this depends on exactly what it is you need and if it's paid.

MATTx97 - *October 23, 2016, 8:40 am*

(Oct 23, 2016 08:36 AM)Paid-Tasks Wrote: [\[CITE\]](#) I could possibly come up with some art work for you but this depends on exactly what it is you need and if it's paid.

Ill definitely keep you in mind man. At the moment I do not need artwork but somewhere down the road I will end up needing something unique.

Paid-Tasks - *October 23, 2016, 8:40 am*

If i'm around and not busy I will surely help you out.

MATTx97 - *October 23, 2016, 2:45 pm*

bump still looking for some dedicated members! :)