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Thread: [Isometric game dev, partner search](#)

MatiasMunk - March 26, 2018, 2:12 pm

Hi, as the title suggests, I am looking for a partner who wants to team up with me in the quest of developing an isometric RPG.

The engine will be developed with the use of Allegro 5 library and essentially some other libraries, which I have yet to decide.

The game will be a simplistic isometric networked multiplayer game, where one can go hunt creatures, quest, dungeon, etc.

This will not be a typical grind-to-win game, but rather something entirely based on something that isn't grinding, and so the game should be fun :)

What I'm looking for in a partner:

No bullshit

Communication & fun times

Dedication (doesn't have to take up all your time ofc, but be dedicated to what you do, when you do it)

Knows what programming is.

You don't have to be great at programming, but surely it would help.

If you are not too experienced, I am also happy to teach.

So this can be a great opportunity for whomever I find worthy, to learn from someone who knows his way around programming and design patterns.

Write below or PM for more information

Irritable - April 12, 2018, 11:35 am

Sounds enticing and exciting!

What other sort of ideas do you have? Surely, if you're bold and brazen enough to make this thread: You can be certain that nobody else will steal your \$1,000,000 USD project that every other poster has (yet are somehow all broke 10 years later).

Themes? Characters? Titles? Faces? Interactions? Dialogs? Special effects? Particle systems? AI? NPCs? Towns? What're we talkin' here?