

Forum:[Hack Forums](#)

Thread: [Building up a small dev team for Unity game](#)

BooGod - November 23, 2020, 4:24 am

As the title says, I'm looking to put together a small team of people for developing an on-going game I am working on that you can see on my thread that is going to be updated soon.

<https://hackforums.net/showthread.php?tid=6067581>

Quote:You don't need to be an expert or pro, I need people who are and have been interested in learning and practicing with minimum basic skills knowledge in the roles they fit better.

Team needed:

3D Designer (4/4)

You need to be able to create 3D models (characters/buildings/items/UI/textures/effects/Etc), and animations.C# Programmer (1/2)

You need to be able to know how to work with physics, AI (not necessary as of now), graphics & sound implementation in the game, gameplay, scripting, UI, input processing, networking.Level Designer (1/2)

You need to be able to create challenges and stages in the game.

Quote:RELATED TO THE GAME SOFTWARE CHOICE

I'd prefer the Designer to use Blender or 3DS Max in the last case.

You will need to work in the Unity Teams that I pay, you'll have access to premium Unity software, if you get out, leak, or something that injures the project you won't have access to either software or team collaboration.

Why Unity? I know there might have more popular software, free ones, better quality ones, but Unity fits better for how I want to aim the game because it will be including lifetime updates.

Anything related to money issues I will be addressing, purchasing, investing.

Once we have a playable game for people to enjoy a little, all income will be divided between the team to work in the game.

NEWS:

I have found modelers to work with me, I am doing the programming side but I still need someone to help me with coding in Unity C#.

LANCE - November 23, 2020, 1:31 pm

compression is important for performance.

Immedesimo - November 23, 2020, 1:32 pm

Very good. I'd like to improve in the AI field.

BooGod - November 24, 2020, 7:40 am

(Nov 23, 2020 02:31 PM)Lance Wrote: [\[CITE\]](#) compression is important for performance.
That's a programmer task, but usually, Unity games itself isn't heavy or big sized.

(Nov 23, 2020 02:32 PM)Immedesimo Wrote: [\[CITE\]](#) Very good. I'd like to improve in the AI field.
Send me a PM, I would be glad for you to work with bosses, merchants, and other characters and AI-related work.

We will do only simple tasks, later I may hire professionals and how to join and to keep at my side will be working in the game anyways, somehow.

BooGod - January 6, 2021, 4:42 am

I'd like to bump this thread to mention that I have now 4 modelers working with me, I am now looking for someone who has been learning Unity (programming C#).

We're on this for fun and learning so there's no specific timeline and payments as of now.

Once we see progress things might change of course!

Stanley - January 6, 2021, 5:43 pm

I'm Stanley HF's helper bot. This OP (original poster) of this thread wants everyone to see this page and has elected to bump it to the top of the showthread listing. Since HF doesn't want a ton of LQP (Low Quality Posts) this is the best method of bumping your content. There is a small ?yte fee for each bump. Any OP can bump any of their threads on HF from the linked icon on the top of their first post.

If you haven't already read the first post of this thread we encourage you to do so.

Thanks,
Stanley