

# Patricio Land Personal Case Study

## Transcript

Hello, my name is Patricio Land. I would like to introduce myself as an independent game developer, but to be honest I'm not quite sure.

Let me explain why...

To create my first commercial game I did almost everything by myself: I run a Kickstarter campaign, I pitched my idea to a financial committee to get some extra fundings and I had the opportunity to represent the Swiss Game delegation on several international exhibitions.

To make this game I put all the hats on. I coded more than 25 levels, supervised and finished thousands of hand made animations, situations, scripts and dialogues; not to mention localisation, music or casting voices. I even designed the merchandise items for the backers.

I did well on most of this areas, but I also failed very hard in others. I was the only one responsible to keep things going on, so I had to make many decisions relying on my own judgement.

In consequence I went over budget and the development process took way longer than planned.

I did not follow a clear path of action, sometimes I just improvised on the go, based on trial and error... I have goals, of course, but not so smart goals.

I was not focused on making fast prototypes to validate my assumptions, assuming that a demo of the same game, would be more than enough to take this big leap of faith.

I set the bar way too high, and sank into endless crunching hours.

Even though a lot of people loved my creation, some others found it very disappointing. Dealing with criticism without compromising my mental and emotional health was very difficult .

By the end I was happy to have finished, ready to move on... and forget about game making.

Not really!

*Back to the University, at my age?*

*What can I do to avoid making the same mistakes?*

*Must be a better way to deal with time management.*

*Do I have to stay as a solo developer or maybe get a publisher?*

These are the main reasons for which I decided to do this MA, as I need to improve on those key areas and also face some other issues from a professional point of view.

I am pleased to recognise that during the two rapid ideation sessions I obtained a better understanding on the use of an Agile philosophy to handle time more efficiently, to identify tasks and keep track of them. Equally important: I learnt when to stop and 'unplug the cable'.

I started to use new tools to find solutions in order to solve most of the problems I mentioned before.

For both rapid iterations, I forced myself to make fast prototypes with Unity and Playmaker. For that I spent at least two extra hours during 8 evenings to understand how to create state machines without any line of code. With my roots on traditional programming languages as Pascal or C, this was a huge change of mindset for me. It is also clear that I need to keep learning how to use Unity, as in the future I prefer to put all my efforts on the early development phases, having prove to myself that visual scripting is a valid instrument to fast test my ideas.

The use of Control Version to track the evolution of each new prototype was also a life saver.

I was eager to be part of a real team again, and working in collaboration with Debbie Norton for the second ideation project was a great experience to confront points of view and share responsibilities. Debbie did a fantastic job providing additional animations and narrative content, while I put all my efforts on getting the game working on local and WebGL versions.

I also worked very hard to stay motivated while developing my Reflective Journal, not being english my mother tongue, this was quite a challenge. I found inspiration and guidance from two books I had the opportunity to discover and enjoy. Reading the lectures for each module and participating on several online conferences gave me a lot of material to share on the blog.

As I wrote, another of my big goals for the next period is to complete the documentation for the open source engine that I used on my first game, this could be a nice way to help help the community of adventure game developers. To accomplish this i'm testing the bucket system within an Agile framework to evaluate each tutorial content in the form of story points.

I have exciting plans for the future and I can't wait to start prototyping my next indie game!

Thank you for watching this video.

## List of images

Sol 705 point 'n' click graphic adventure by Patricio Land

Kickstarter campaign for Sol 705 by Patricio Land

Pro Helvetia Production contributions for 2019. Pro Helvetia Foundation

Hero Expo Convention 2019 – Bern, Switzerland 2019 by the author.

Paris Game Connection – Paris, France 2019. Video by the author.

Sol 705 promotional video clip. 'The time is now' theme performed by The Corianders. Used with permission.

Swiss Game Week 2019 on Steam promotional art. Image by the author.

Sol 705 demo version by Patricio Land.

Google Play Store page for Sol 705 and Sol 705 demo. Images by the author.

Space Indie Studios logo animation, created by Filip Velkosvky and Patricio Land.

Concept illustration for the first rapid ideation by Patricio Land.

Concept illustrations for the second rapid ideation by Patricio Land and Debbie Norton.

Personal Reflective Journal by Patricio Land.

Pocket Gamer video vault and Pocket Gamer Connect digital 6 web sites by Pocket Gamer.

Unreal Engine masterclass session by Eduardo Martin.

AdventureX promotional video from AdventureX Kickstarter 2019.

The Revenge of Johnny Bonasera promotional art by Rafael Garcia.

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## Software

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iMovie version 10.2.3 by Apple Inc. [online] Available at: <<https://www.apple.com/imovie/>> [Accessed 10 May 2021].

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The video has been made using an iPhone 11Pro with an Zhiyum Smooth 4 handstabilizator.