

CS 672: Spring 2010

Game Programming and Design

<http://www.number-none.com/blow/>

Indie prototyping
What is a good prototype?

Indie Prototyping

- Independent Games Summit 2007
 - Johnathan Blow
 - Indie Prototyping, Braid, and Making Innovative Games*



Motivation for a Game

- Everyday Shooter
 - Now available on psn/steam for 10 \$



Motivation for a Game

- Everyday Shooter
 - Every Extend



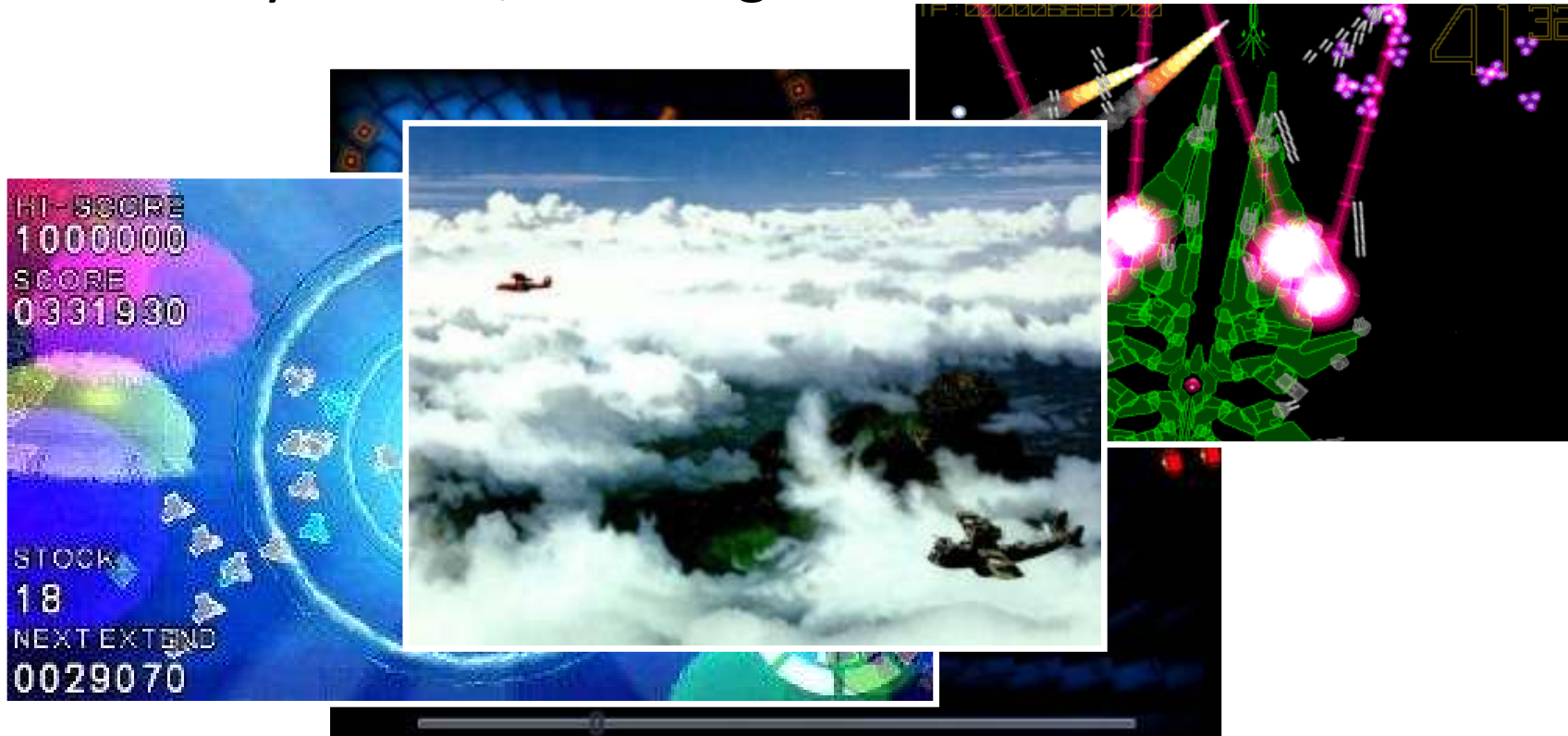
Motivation for a Game

- Everyday Shooter
 - Every Extend, Warning Forever



Motivation for a Game

- Everyday Shooter
 - Every Extend, Warning Forever, Porco Rosso



Links of the Week

- Links of the week
 - <http://www.indiegamesummit.com>
 - <http://www.number-none.com/blow>
 - <http://braid-game.com/news/>
 - <http://www18.big.or.jp/~hikoza/Prod/>
 - <http://www.fun-motion.com/>
- Videos of the week
 - Videos from the Indie Game Summit
<http://www.indiegamesummit.com/>