

Team History

Years and years ago, I started playing a (largely terrible) tabletop RPG called Shadowrun. Few enough people play Shadowrun that the easiest way to play it was to join an online community. I met a lot of people I liked in that community, but the community itself wasn't very pleasant to play in. So, our group of friends, led by me (Jay) and Joseph, founded our own online community to play the game in. It was great! In fact, it was sort of too successful: after a while, we'd played so much Shadowrun that there just wasn't much more the game could offer us.

One of the reasons we found Shadowrun so much fun, despite its many, many flaws, is that it offered some stuff that no other setting or system really did. In making the community, we changed a bunch of game rules to correct a lot of those flaws, while preserving what made the setting and system fun for us. Again, this was really successful. Most of the time when you play a tabletop rpg, you might get to play once a week. There was one month in our community where you could (and some did!) get a game a *day*.

But it couldn't last forever. The original game just wasn't good enough to (and not designed for) sustaining really extended play, like, for example, Dungeons and Dragons is. And the original team eventually got tired of it. Even if we still had the energy to keep modifying Shadowrun, our changes were so substantial that it would have really just been better to make an entirely new game.

Joseph and I had both independently thought about making a game for years (I think my first attempt was when I was 11?), and after this experience, we started throwing around the idea of trying to make a video game together. We've both got software experience (Joseph is a samurai with this sort of thing), I'm a pretty good writer, and we'd both been involved enough in games to have a strong sense of what kind of artistic experience we wanted, and how we might go about getting it. And we were both successful enough in our own careers to have the time, flexibility and cash to give it a go.

We started getting really serious about the game in 2022; we brought on two of the members of the community, who I'll call F and Z, full-time to help with design and engineering, respectively. We still don't know if we'll make a lot of money; part of the problem is that Joseph and I are sufficiently skilled that even a pretty successful game would probably end up being a pay cut for us. But people buy expensive boats all the time; we figure if we end up taking a pay cut, well, we bought an expensive dream. Isn't that worth taking a chance on?

So far? It's been *great*. I don't know that it's the *best* thing I've ever done in my life (it's hard to compete with finding the right romantic partner, or big career successes), but it's definitely in the top 5. We're doing the thing we always wanted to do, while working with a fantastic team. And the game that we're making is becoming something really special. And when we're ready to share it, we hope the rest of the world thinks so too.