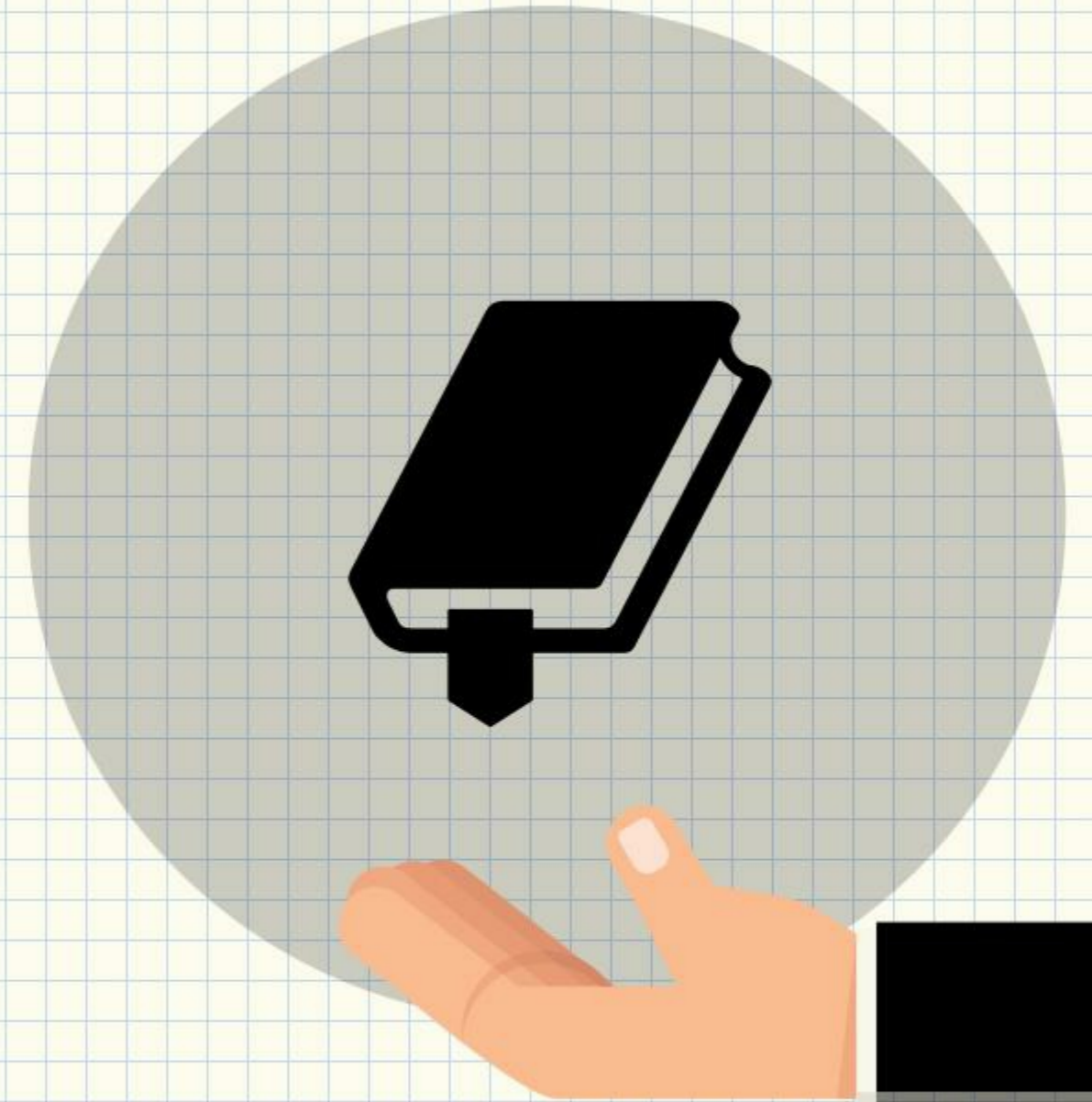# Handbook for the recently

Derailed

by Chris and Melanie Castle

Introduction

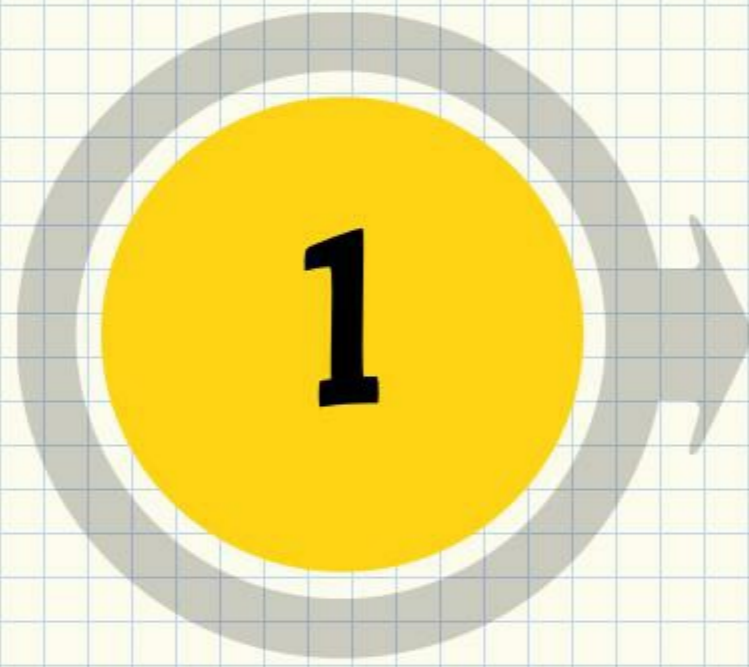# What was our big idea?
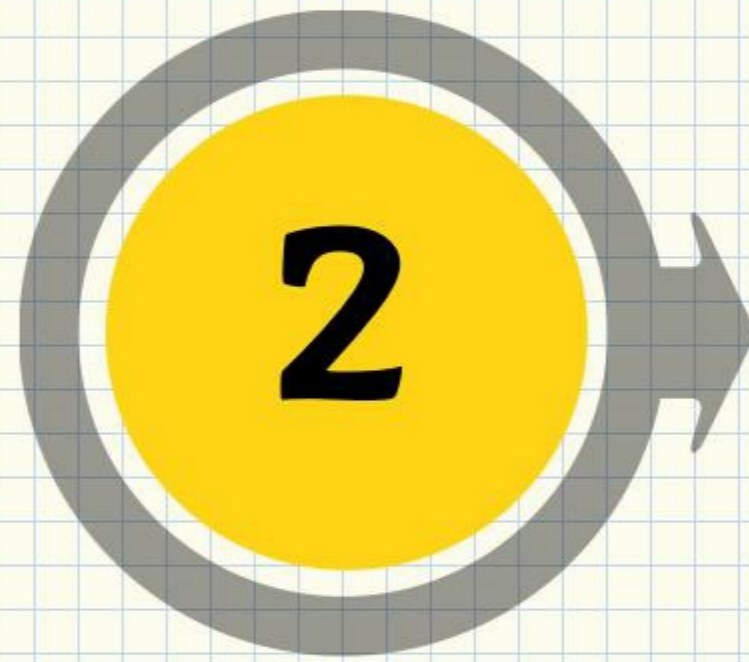

⚙ Program a "simple" game

⚙ Make sure we enjoyed the game

⚙ Figure out how to improve on existing games of the type

⚙ Later . . . Profit?

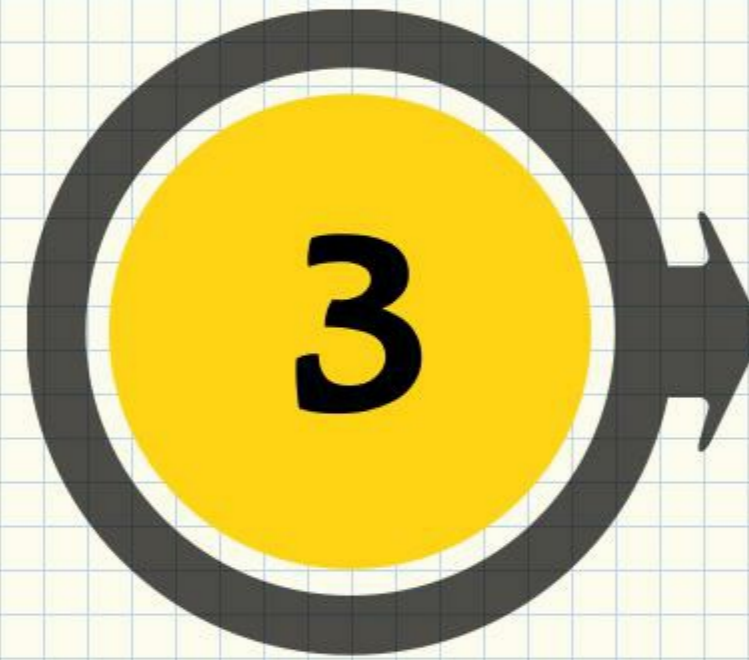# Ways We Rocked It
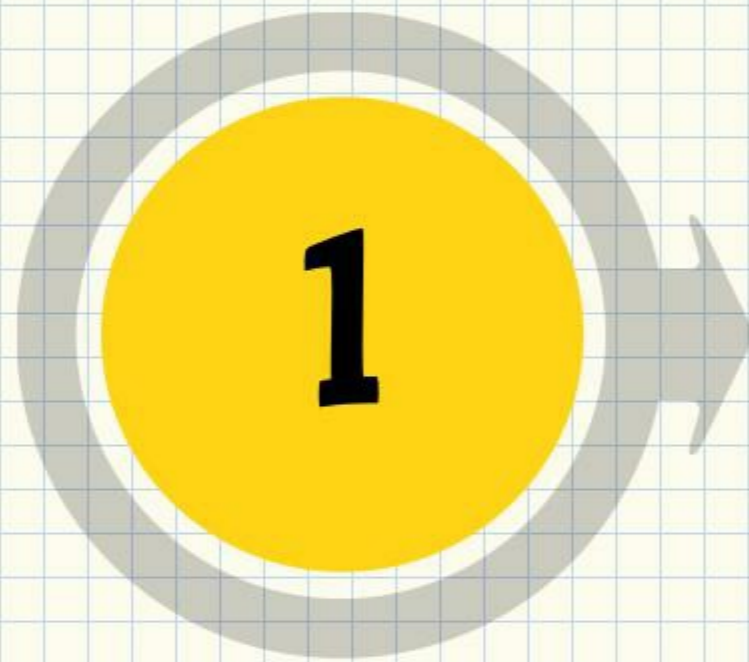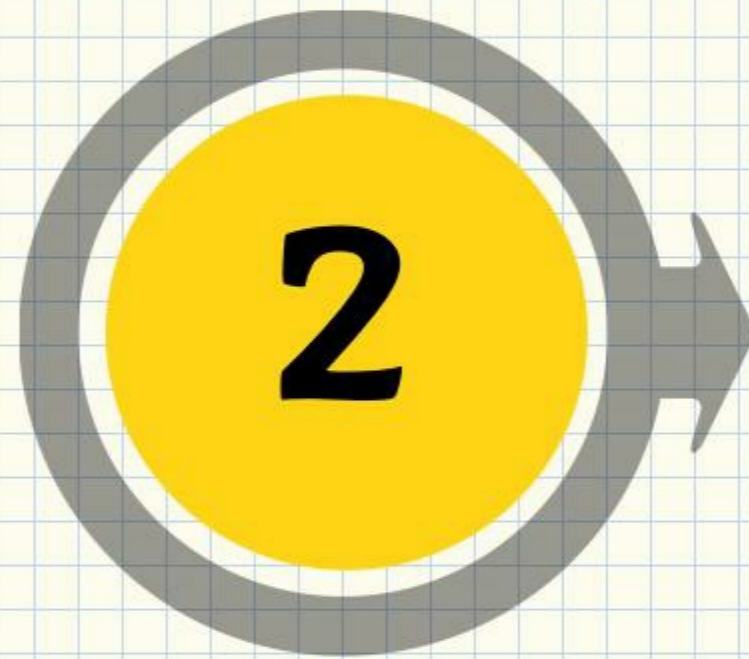
1 Be Different!

2 Share the Work

3 Be an Exhibitionist

4 Have a Deadline

Sinking Like a Stone

1 — When You Fail to Plan...

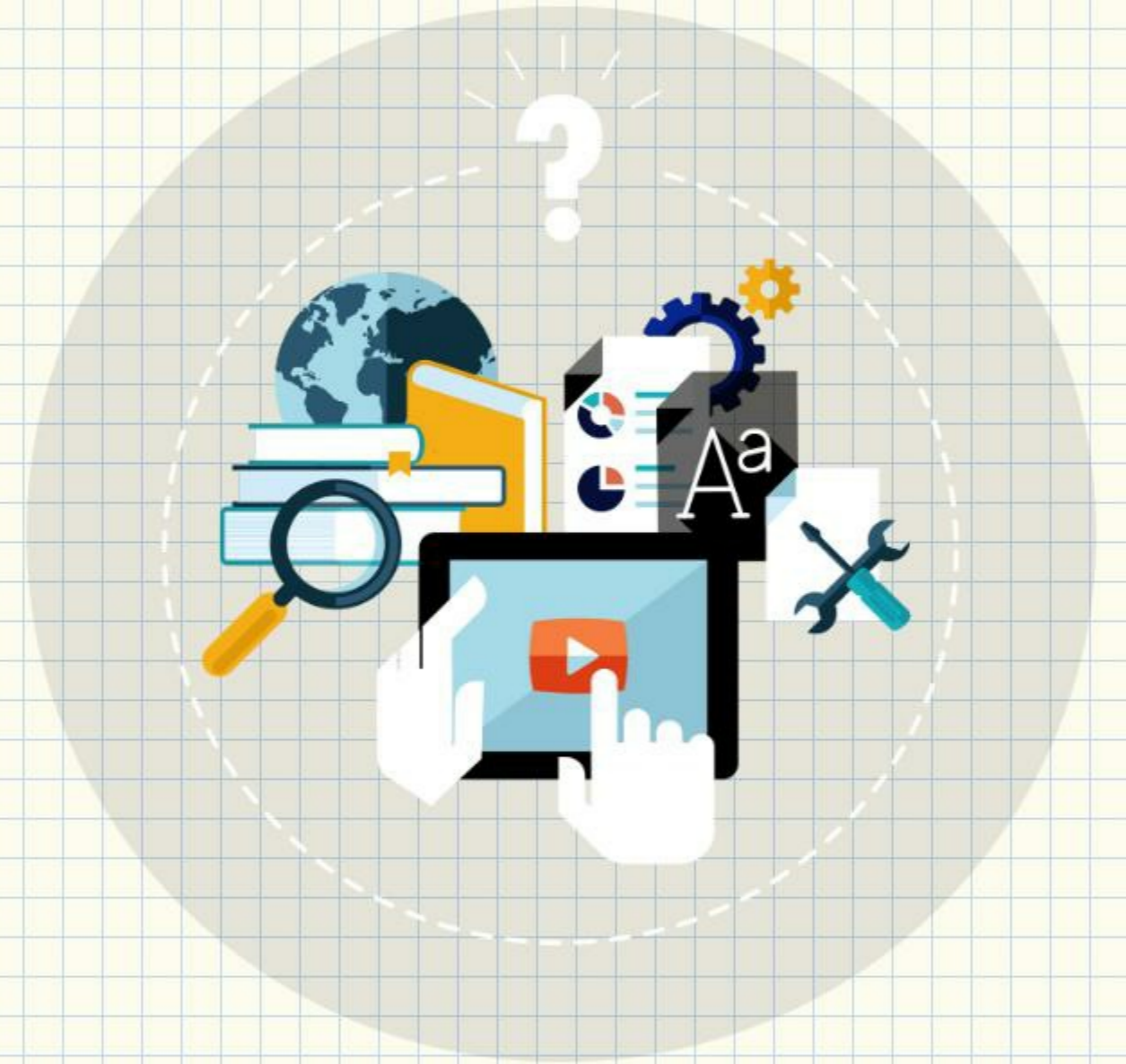**2** — Bored Programmers are Bad Programmers
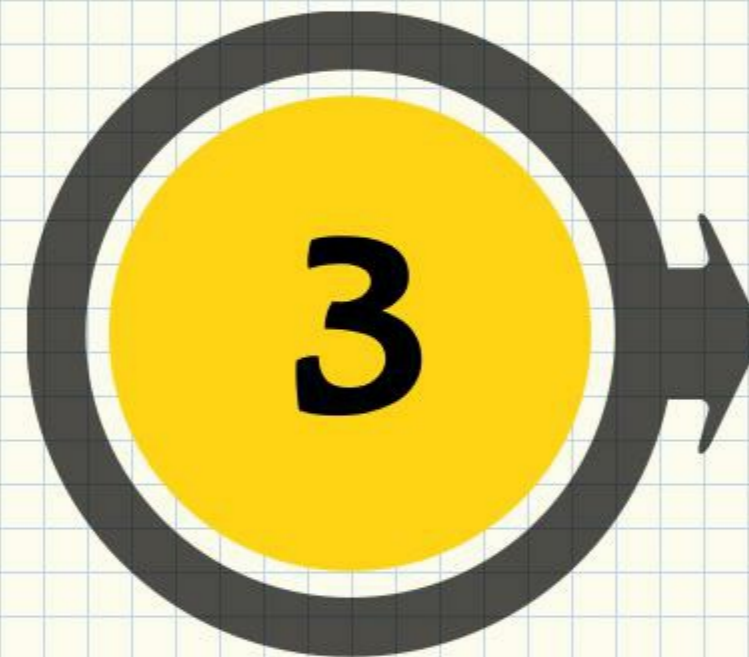
3 — Fucking Creepers!

4 — Support All the Platforms!

Other Things

⚙ Lack of Engines

⚙ Mining for Resources

⚙ Sound- How Hard Can It Be?

⚙ If You Build It...

Contact Us

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Mahjong House - walkthrough demo

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Thank you