



IZMA

Bristol, UK

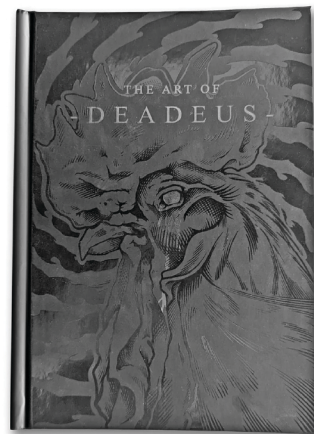
OT05: I've been waiting 30 years for Deadeus (I would have loved the game as an adolescent). How long has Deadeus been with you?

IZMA: Deadeus has been with me in one form or another for YEARS, I've been open about how it actually started life planned as an interconnected comic book with Deadeus as a frame that connects all the other stories. With this in mind it was easy to go in and chop a small part of it out and use it for the original GB game Deadeus but it really opened my eyes to another potential avenue to tell the story via the medium of video games. The sequel, if I'm ever able to make it, was actually some of the first stuff written for the story. Its a lot more involved and might seem like a jarring change from the original but eagle eyed players might have been able to spot a few clues of this. Especially on the original Spacebot release!

OT05: Deadeus seems to be the picture of homebrew success; multiple runs, alternate box art, special editions, a Spacebot and Incube8 release. What can you tell us about the leap from homebrew development to production?

IZMA: Lawdy lawdy, I can certainly tell you about stress. I feel like largely the release of Deadeus went well. I genuinely didnt think anyone would play it, except for the few friends I was making games with, and so I uploaded it completely for free. Still to this day its up for free on my own pages! This has since gone on to be downloaded around 50,000 times and I feel like this has largely helped in the success of the game. All this said, the expectations from a free game are understandably very different from a physical retail release so when we moved it from itch to the Spacebot edition there was a great deal of stress to make sure the game was bug free. Due to the nature of how it was made, there was no official QA team available, outside of the amazing friends and family who tested the builds as they came out and so when it went online a lot of things slipped the net. Before the Spacebot release there was a lot of stress to make sure everything was ironclad and I think we got there in the end.

incube8games.com/products/deadeus-gb



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