



# IZMA

Bristol, UK

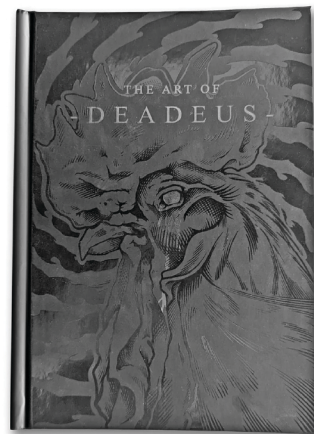
**OT05:** I've been waiting 30 years for Deadeus (I would have loved the game as an adolescent). How long has Deadeus been with you?

**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](http://incube8games.com/products/deadeus-gb)



[incube8games.com/products/book-the-art-of-deadeus](http://incube8games.com/products/book-the-art-of-deadeus)



Deadeus on the Analogue Pocket from Analogue.co

**OT05:** The music in Deadeus compliments the game so well. How does music direction and acquisition fit into your projects?

**IZMA:** I can take little to no credit for this as it all falls to the amazing Stoo Busby. Stoo is one of my favourite humans on this planet and one of my favourite to work with. We've been friends for years, came from the same hometown, been in a band together and held a fierce fighting game rivalry and I think all this adds up to just a good working relationship with a solid understanding of each others taste. I felt very comfortable approaching Stoo and saying 'hey ive got this thing if you wanna take a look at it' and he tonally matched it exactly. A fun lil anecdote from it all is that GB is understandably very limiting for music especially and Stoo made some incredible stuff that the GB couldn't handle and so one day I would love to make something a bit more modern and give him the opportunity to really cut loose on it all.

**OT05:** Did you ever have a pug in your life? My family had one. His eyes never popped out, but my folks expressed great discontentment towards having to drain his anal glands.

**IZMA:** I haven't owned one personally but I made good friends with a little one during my time in Florida. It was during that time that a friend told me about the whole eye thing and that was that, I had to make a game about it haha! I think about Pettapuggo CONSTANTLY and im always thinking about reviving it in any way I can. I think about a GB game, a VR game, a mobile game. I just think the idea has a lot of legs in it if expanded further outside of the original game jam.

**OT05:** Have you been playing any games lately? If so, what have you been enjoying?

**IZMA:** A good answer would be too many! haha! I went through a heavy stint of Hunt: Showdown during the Desolation's Wake event but since then ive been playing a lot of Fear and Hunger which has been making me want to make an RPG Maker game so bad! and I've finally gotten around to Dead Island 2 after owning it for months. It has that 'checklist' kind of game design, at least in the end game, that scratches my brain really good. Excited to try and get the platinum in it. Outside of these 3 I regret to inform you I have spent a little time shiny hunting in Pokemon Soul Silver with a friend. I got my Shiny Chikorita the other day but im keen to keep going for a Totodile...