



??? WHAT IS DOWNTIME ???



Downtime is a local multiplayer competitive videogame for up to four people. Players will fight it out over a large variety of maps and gamemodes, utilising a wide range of weapons, features and skills to emerge as number one. Downtime aims to take the classic fun of traditional couch based gameplay and combine this with new features such as real time combat and enormous customisation to make a game with endless replayability.

ABOUT DOWNTIME

Platform

Downtime has been developed for the OUYA game console, with future releases planned for the Playstation 4 and PC. The OUYA is a small and compact portable games system, chosen for the ease of publishing software and its alignment with Giant Margarita's market focus.

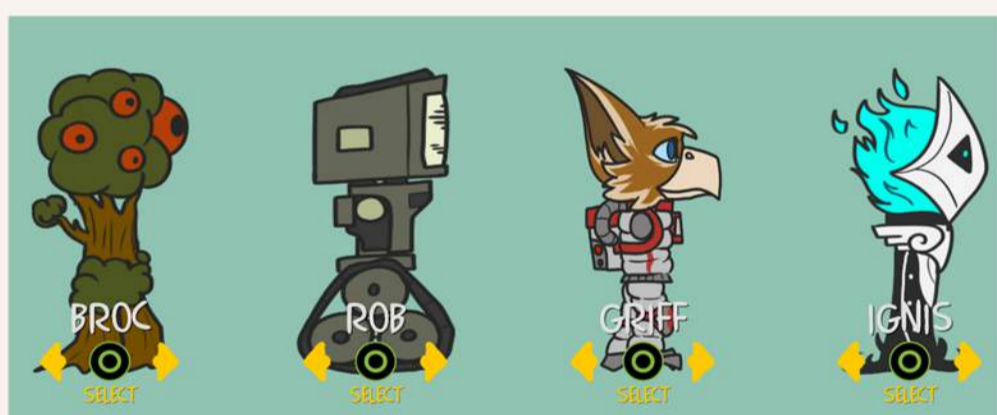


FACTS



History

Downtime was developed in three stages. Stage 1 saw the development of the underlying software to support the customisation and flexibility desired. Stage 2 focused on adding this customisation (maps, weapons, characters) for play testing. Stage 3 will use the testing to refine a final polished version.



Process

Downtime has been developed using the Unity 5 game engine. The source code was written in C# using MonoDevelop and Microsoft Visual Studio. Artwork was created with Photoshop CS6 and Paint Tool SAI. Audacity was used for sound and royalty free stock was used. Github was used for version control.

THE CLIENTS

The Clients were Ian Lewis and Lindsey Wells, CEO and Co-founder of Giant Margarita, a Tasmanian based Games Studio.



THE DEVELOPERS

Downtime was developed by Gian Hancock, Simon Beattie, Regan Prendergast, Jamie Medhurst, Joseph Kenna and Alister Birtles, featured below in that order.

