

The game of overcoming hell develops and reaches success - P. Last

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Game development has never been this easy. To complete a complete game, to the hands of fans, the developer had to go through many difficulties and hardships. There are companies that face dissolution, internal restructuring or internal conflicts that bring the game brand back to others, and the development process must start all over again. You can complete the game in a few dozen hours, but the people who make it may have spent decades, trying to bring their children to overcome the hell of development.

Owlboy



Owlboy , one of the best platform games, was released in 2016. But did you know that game development started in 2007? This project has faced many difficulties over a period of nearly a decade.

The biggest difficulty D-Pad Studio developers face is that they are lacking . programmers. Their main programmer quit his job when the development process was still unfinished. The company posted a new programmer, but it was all about one person trying it out and never coming back. After that, D-Pad Studio decided to search internally rather than outside to avoid encountering non-serious people.

Even if the company finds a programmer happy, the progress is still very slow. In the end, they had to rest and find someone to replace. Even when they found it, they were caught in a training situation, instructing the developer from the beginning. There have been times when D-Pad has stopped the Owlboy project completely

because the process of finding people is too tired.

One funny thing is Simon Stafsnes Andersen, creator of Owlboy. He promised his girlfriend about a proposal and a wedding right after Owlboy finished. But year after year, Andersen constantly has to apologize to his girlfriend for the delayed game project. In the end, he gave up and got married in 2015, a year before Owlboy was released.

Mother 3



Although Mother 3 has achieved many important successes in the land of the rising sun, the development process of the game has experienced countless difficulties during 12 years on many Nintendo consoles. Initially, this project was developed for Super Famicom, then halfway to 64DD, then to Nintendo 64. However, by August 2000, which is 6 years after Mother 2, this game was only was completed with . 30%.

'We can't combine it all at the same time with N64,' admits game designer Miyamoto Shigeru frankly. 'I wonder if there is a way to perfectly match the technologies on gaming consoles.'

The transformation of gaming technology for mid-game consoles has caused developers to spend a lot of time to start over because not all game consoles are compatible with each other. They have to tinker with revising the entire development model as well as the new system. Since then, problems with Mother 3 have arisen more and more. That's why it wasn't until 2006 that Mother 3 was released on Game Boy Advance and Wii U.

Final Fantasy XV



To say **Final Fantasy XV** is stuck in Development Hell is still too light. The difficulty of FFXV comes from the transformation of the entire graphics engine and serious internal problems in the company, across all departments. As you know, the development process of this game must be said to be extremely arduous and full of unexpected changes. From the project started in 2006 with the name Final Fantasy Versus XIII until it came back after years of 'off the radio' in E3 2013 with the new name Final Fantasy XV along with a series of changes from the project director projects to the content structure, context, the world in the game.

During the development of Final Fantasy XV, the company underwent an internal restructuring to move toward a global model.

' Switching to a global model to do everything is both the most important and the most challenging part of the development phase, ' said Hajime Tabata - Game Director. ' In previous Final Fantasy games, we worked on export. That is, we create games in Japan and then globalize them to export to Western markets. But with Final Fantasy XV, we have moved to a global model, applied in the development process. That's the biggest thing we can do . '

Fortunately, the quality of FFXV is still appreciated when released.

Resident Evil 4



Resident Evil 4 is rated as one of the most outstanding games in the whole RE series. In addition to great quality, this game also excelled through the days of arduous development, saving the Resident Evil brand. It is showing signs of going to a dead end.

In fact, to know exactly what the Resident Evil 4 project has encountered is impossible. The tendency of Japanese developers to keep their internal affairs private. However, many people believe that this game has been removed and then restarted at least 3 times, if not more. Many sources say the old versions, have been removed, have more action elements. The first builds of RE 4 are quite similar to Capcom's Devil May Cry. Hideki Kamiya and Hiroshi Shibata of Platinum Games also had a time working on this project, which means Resident Evil 4 also used to have the nuance of Bayonetta.

One thing that is clear is that the owners of RE 4 have no idea what they really want this game to be and which way they go. Although when it debuted, the product became a critic of veteran fans for changing it into a heavy 3D shooting action game more than a classic camera lock game, but that action itself pulled Long life for Resident Evil series adds at least 3 more versions.

Prey (2017)



Prey, a first-person shooter game released in 2017, also fell into the situation of 'no clear direction'. This project fell into Development Hell because no one was sure what direction the game was developing. Part of the reason is also because Prey's intellectual property rights changed hands many times.

This project started with Radar Group, a brand management company co-founded by Scott Miler - CEO of 3D Realms. It was he who signed the contract with Human Head Studios to create Prey of 2006. Thanks to the success of that game, Radar Group announced the sequel in 2008. However, it seems that this project is not anyone. discussed or developed later. A few years later, Radar Group bought the intellectual property rights with Prey, but sold it to ZeniMax Media - the parent company of Bethesda Studios, just a month later.

Bethesda now owns everything to be ready for a part of Prey, scheduled to release in 2012. However, things seem to be worse. Many sources said that Bethesda had made "bullying" moves to Human Head Studios, the unit responsible for developing the Prey project. The purpose of this was because Bethesda wanted to find a reason to buy Human Head at the cheapest price.

As the demand for the game market grew, Human Head Studios realized that it needed to revise Prey 2 and ask Bethesda to provide more time and capital. Bethesda, however, refused and demanded that the Human Head comply with the existing agreements. Finally, the conflict between the two sides soared, causing the next Prey project to stall again.

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