
Subject: Re: Dead 6 - Renevo Announcement
Posted by [KIRBY-098](#) on Tue, 24 Jun 2008 15:54:08 GMT
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Aircraftkiller wrote on Mon, 23 June 2008 16:14 Well, it wasn't like anything really got done, so it's not much of a loss. Dante's right, it does take a lot of time and energy to get a TC finished. It doesn't help to bounce around engines (realized this, doing this twice myself) and making no public progress is also not a good sign.

If you guys work on something else in the future, good luck with it. At least you had fun, right?

You know, it was a ton of fun to be honest. I still think it's a viable and "needed" concept to see completion. Finding a platform and development team to bring the vision to fruition is another thing entirely...

If I had it to do over with the same guys I'd definitely start with completed flowcharts, SP mission timelines with asset needs, references and descriptions complete as well as a solid PR department and concrete deliverable timeline that was answerable to only a core group of leaders prior to even asking artists to come aboard. All that foundational work needs to be in place long before you ask a group of free spirited artists to do work for you.

Another lesson we learned is that security levels are needed for a group like this where teen males are prone to wipe data or release proprietary data because they get mad at mom for grounding them. While we had all assets backed up, it's still a pain to re-migrate the assets over and if you don't back up daily you can be set back a week.

Lessons learned.