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Subject: Re: Renegade-X Black Dawn

Posted by [Aircraftkiller](#) on Thu, 09 Feb 2012 02:22:55 GMT

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What's the point of holding all of this "internal discussion" if you're going to vaguely allude to it without telling anyone about what's going on? It's like someone who says "I have a secret, but I can't tell you about it." This isn't about your team only. A lot of these "indie" projects decide to keep their fans in the dark and wonder why nobody gives a shit about them. When they're asked what's going on, the answer is always the same: "It's internal! You don't know what we're doing! You can't judge us because it's internal/secret/bullshit!"

I understand that you're just an animator and have no say in the direction they're taking, but this faux secrecy is pointless and does nothing to help them. Having an open development process would be a boon - people love to see things get updated. It's one of the reasons why I enjoy Star Trek: Excalibur. It stays updated regularly and isn't focused on asking for "indiedb" votes or whatever. They simply post news and updates, talk to their fans, etc. They don't hide behind a veil of secrecy; they understand that this is a free game and that the only thing that matters is who plays it. Otherwise it's all for nothing. Giving players an incentive to build a community around their work makes it much more likely to be noticed and played than simply telling them that the discussions are "internal" and cannot be revealed.

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