

Subway Samurai – Post Mortem Team 5

In a land where honor is king, one man must fight to survive. In a race against time, you must battle your way through to the Japanese underground in order to catch your train on time. You must use Sake and energy drinks to help you battle through the horde of business men dedicated to making you miss your train. Subway Samurai is a web based third person time attack game.

The target audience is casual gamers. The age group for casual gamers is 25-54 and it has a almost equal spread between men and women. However statistics show that women have a tendency to buy more games than men do. Casual games can have any type of gameplay and genre. Casual games differ from hardcore games in that they do not require any special commitment to play them; therefor they need to be accessible and easy to learn. We have concentrated on attracting Casual gamers in the age group 25-35.

The production

As a team we have been good at kill our darlings during the production. We have had several different functionalities in the game that have been abandoned even though they have taken a lot of time to develop. We have also been good at staying agile, in part due to our many prototypes. Socially the team has functioned very well and the morale has been high all the way through the production. There has been room to express ones ideas regarding art direction, game design etc.

One of the things did not go that well was the solidification of the concept. The game concept and visual style was not solidified enough before the production began. This has resulted in some unnecessary discussions and misdirected energy in the production. And it was not until halfway through us had a somewhat clear picture of what.

We are pleased with the outcome of this production, although we have had to cut some corners.