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École nationale du jeu et des médias interactifs numériques

STAND OUT IN THE INDIE CROWD: DESIGNING FURI

LEPRINCE Audrey President and executive producer

: I will share our experience designing Furi, our boss fight game: designing with an edge, the “III vs AAA” design philosophy, the strategy of making a niche game, the sometimes difficult design choices, and how lucky we were when the stars all aligned. par LEPRINCE Audrey

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The Gamebakers>www.thegamebakers.com.
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Biographie

Co-founder of The Game Bakers, a French indie studio working hard to make games that players will remember, like Furi and Squids. She is in charge of executive production and some narrative direction. She started as a game designer for Quantic Dream then producer for Ubisoft, including 6 years in China. She now lives in Sweden. She created Women in Games France in 2017.

About The Gamebakers

We are an independent game studio founded by Emeric Thoa and Audrey Leprince, former AAA developers. To sum it up we say we make games like we cook food: with a lot of love. We want to create that experience that you remember, that you have fantasies about long after the game is finished, that makes you feel alive and energized. Our studio is "a studio in the clouds" as we work with a team of great collaborators around the world. Our portfolio includes our adrenaline-fuelled boss-fight only game Furi for PlayStation4, Switch, PC and Xbox One, our underwater tactical RPG Squids Odyssey on Switch, mobile and PC, and Combo Crew our modern take on old-school brawlers on mobile.





19 décembre 2018
12h - 13h