

# A Selection Of Indie Games

## *Minecraft*

- <http://www.minecraft.net/>
- In beta
- Under development since May 10, 2009
- Four team members: Lead programmer and designer, composer, artist, additional programmer
- Strong iterative design process

## *Every Day The Same Dream*

- <http://www.molleindustria.org/everydaythesamedream/everydaythesamedream.html>
- Flash game
- Made in 6 days for the Experimental Gameplay Project
- One programmer / artist / designer

## *(I Fell In Love With) The Majesty Of Colors*

- <http://www.kongregate.com/games/GregoryWeir/the-majesty-of-colors>
- Flash game
- Made with Flex and FlashDevelop
- Drawn out development process (months)
- One programmer / artist / designer

## *Spelunky*

- <http://www.spelunkyworld.com/>
- First release December 2008
- Made with Game Maker
- One programmer / artist / designer
- Previously made Aquaria

## *World of Goo*

- <http://www.worldofgoo.com/>
- Mostly two team members: Shared roles
- 2 years of development
- Posts on the evolution of the game starting at <http://2dboy.com/2009/03/page/3/>

## *Braid*

- <http://www.braid-game.com/>
- Two team members: Programmer / designer and artist
- Additional composition too
- 3 years of development

### *Aquaria*

- <http://www.bit-blot.com/aquaria/>
- 3 years of development from concept to release. 2 years of serious development.
- Two team members: Programmer and artist (with some shared tasks)
- Lead designer went on to make Spelunky

### *Monaco*

- <http://www.monacoismine.com/>
- Still in development
- One core team member with industry experience plus some additional art and audio support

### *Blueberry Garden*

- <http://eriksvedang.com/blueberrygarden/>
- Made in a little over a year
- Great Gamasutra article on its development: [http://www.gamasutra.com/view/feature/4322/creating\\_blueberry\\_garden.php](http://www.gamasutra.com/view/feature/4322/creating_blueberry_garden.php)

### *Crayon Physics*

- <http://www.kloonigames.com/blog/games/crayon>
- One team member: programmer / artist / designer
- Made in 5 days
- The commercial version took a year and 8 months to make <http://www.crayonphysics.com/>

### *Limbo*

- <http://www.limbogame.org/>
- Three years of concept work then 3 more of production work
- Eight scaling to sixteen team members
- Personally funded then large investors jumped in later

### *Castle Crashers*

- <http://www.castlecrashers.com/>
- Second XBLA game from the studio
- Small team of downsized industry veterans
- Around three years of development time
- Unknown development team size

### *Synaesthete*

- <http://synaesthete.en.softonic.com/>
- Bootstrapped from a class project
- Built from scratch in C++ and DirectX
- Four team members (students from DigiPen)

### *Passage*

- <http://hcsoftware.sourceforge.net/passage/>
- One team member: programmer / artist / designer
- Designer's statement on the game's intent: <http://hcsoftware.sourceforge.net/passage/statement.html>
- Short development time

### *Tag*

- <https://www.digipen.edu/studentprojects/tag/>
- About 18 months of development time starting from scratch
- Seven team members: Four programmers, two artists, one composer (students from DigiPen)
- Interview with the team: <http://www.allroundgeek.com/2009/02/interview-with-tagthe-tower-of-paint.html>

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