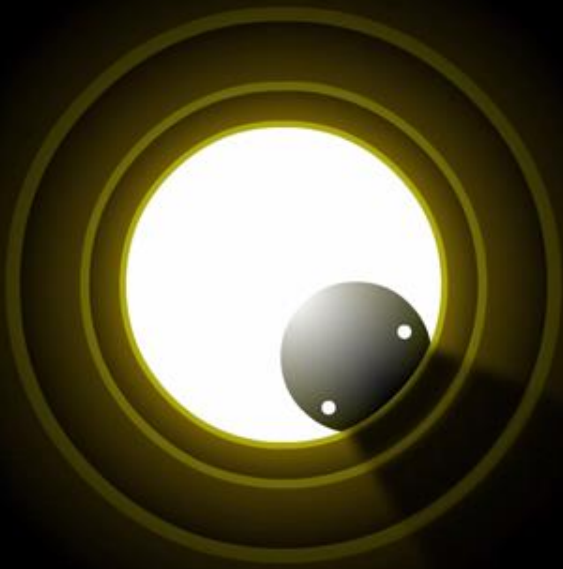


# DEVELOPMENT & RELEASE OF DEVIL'S DARE (悪魔の挑戦)



Secret Base  
Raymond Teo

# ABOUT ME & SECRET BASE



- Started indie games development in 2008  
2008年開始獨立遊戲製作
- Founded Secret Base in 2010  
2010年成立秘密基地
- Developed games for Mobile & PC (Steam)  
PC及手機市場

# WHAT IS DEVIL'S DARE (悪魔の挑戦)

- Multiplayer Beat'em  
街机格斗游戏
- Released on  
發行平台
- Steam User Review 9/10  
使用者評論：極度好評





# TRAILER 预告片

Devil's Dare Release Trailer



0:00 / 3:00

YouTube

# PROBLEM WITH MULTIPLAYER

多玩家帶來的困擾

Pacing & Balancing

節奏和平衡

Playtesting

遊戲測試

Reviews

評論

# PACING & BALANCING

## 節奏和平衡



1 Character  
一個有優缺點的人物

Not 4 characters, but a team  
一個能互補的團隊

# PACING & BALANCING

## 節奏和平衡



1 Monster  
一只妖怪



3 Monsters?  
三只妖怪



More variety means  
higher expenses  
種類越多，成本越高

# PACING & BALANCING

## 節奏和平衡

1-2 Players



Direct  
直接

3-4 Players



Breaks formation  
打亂隊形



# PLAYTESTING

## 遊戲測試



X



Playtesting multiple platform with different  
amount of players

每個平台都必須以不同玩家人數進行測試

# PLAYTESTING

## 遊戲測試



GSC : Playtest with more than 100 students

GSC & 學校合作，超過100名學生玩家測試與交流

# REVIEWS

## 評論

Reviewers wouldn't review if they couldn't gather 4 players,  
assuming that's how the game should be played

媒體應評論員不足而無法評論  
而限制了曝光率

# REVIEWS

## 評論



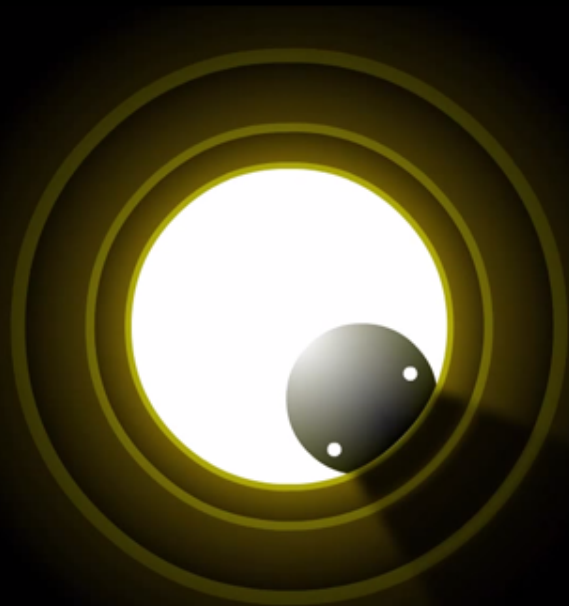
But for those that played, they gave amazing reviews!  
玩過的都說贊！





**STEAM CODE GIVE AWAY**





# THANK YOU

Contact : [raymond@secretbase.com.sg](mailto:raymond@secretbase.com.sg)

Devil's Dare : <http://www.devilsdare.com/>

GSC : <http://gsc.sg/>