Programming Gone Home
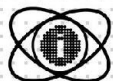## How to Succeed by Being Lazy

Johnnemann Nordhagen
Co-Founder, The Fullbright Company
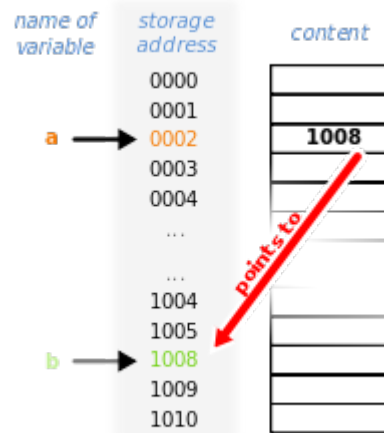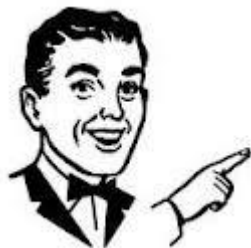@johnnemann

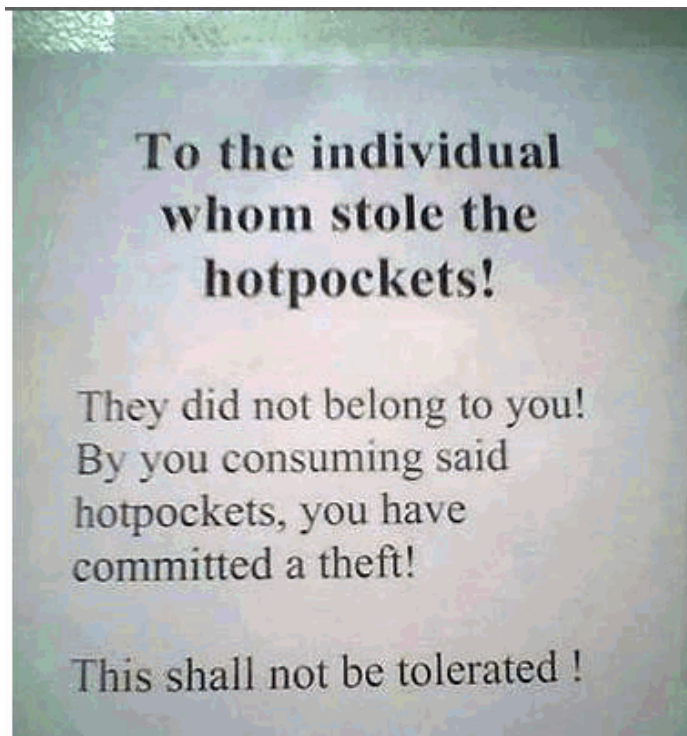# Inspirational, Not Technical

Gone Home

- First-Person Narrative Exploration game
- Made with Unity
- Big, mostly static environment
  - No Combat
  - No NPCs
  - No Puzzles

Bio

- Gone Home (The Fullbright Company)
- BioShock [PS3], BioShock 2, Minerva's Den, The Bureau (2K Marin)
- Rubber Ducks (SCEA R&D)

Steal From Your Coworkers

To the individual whom stole the hotpockets!

They did not belong to you! By you consuming said hotpockets, you have committed a theft!

This shall not be tolerated !

Grab Beers With Friends

Do The Minimum

"Asking "shou[...]ine?" is the wrong questio[...]n problems can we solve [...]"" - Mike Acton, Twitte[...]

Make the Designers Work

Find the Easiest Way To Do It

Step Away From the Keyboard

Spend Lots of Time on Twitter

Start Your Photocopiers

Why Work When You Can Pay Someone To Do It For You?

Contact

Johnnemann Nordhagen

johnnemann@thefullbrightcompany.com

@johnnemann

www.gonehomegame.com