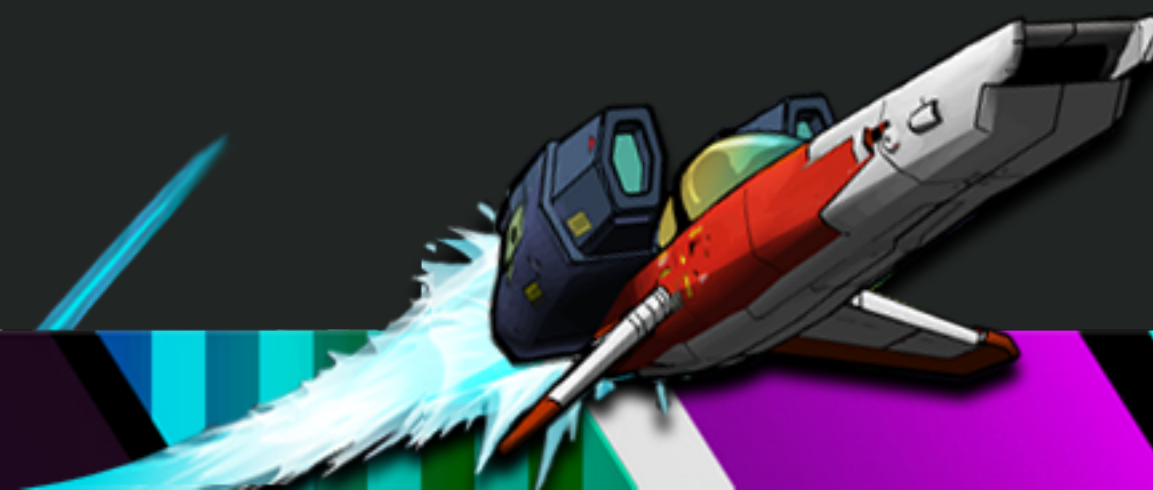
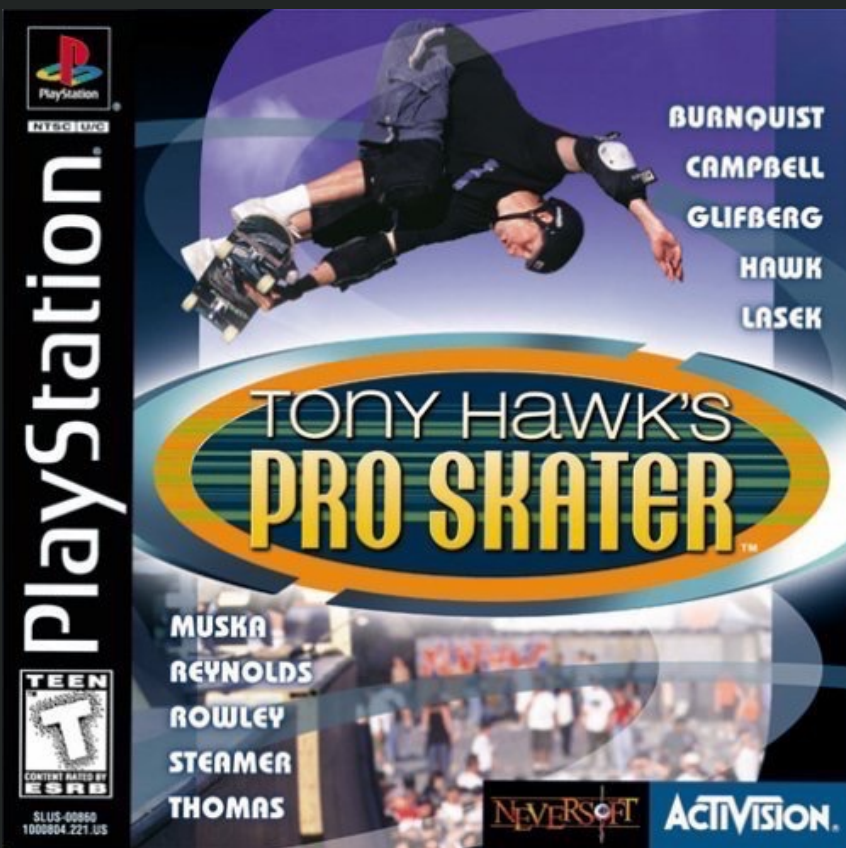




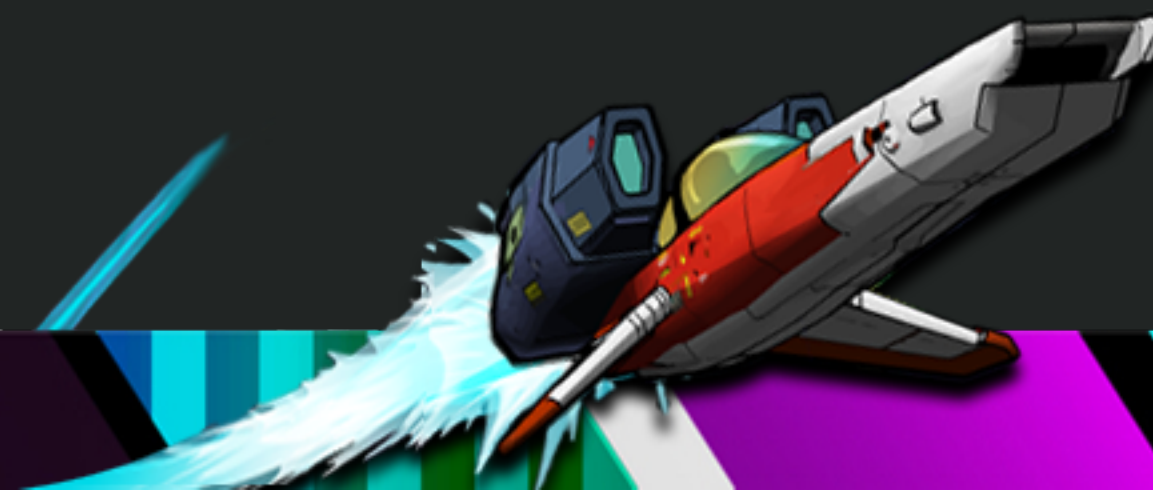
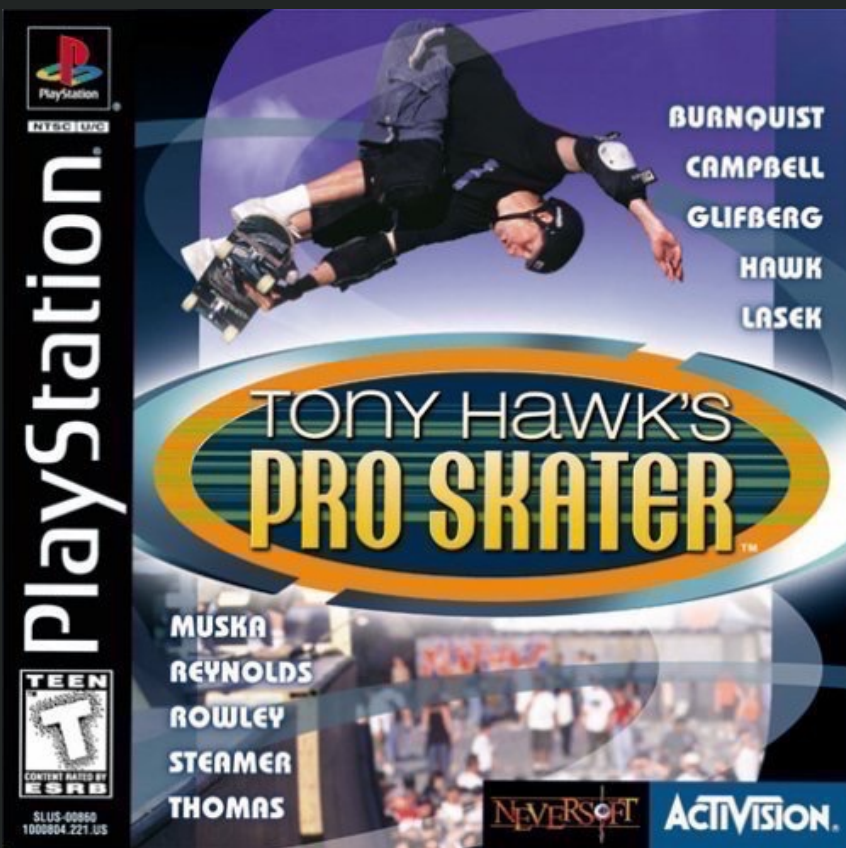
# GALAK-Z : Flying by the Seat of Our Pants

**Raj Joshi**  
Studio Director @ 17-BIT

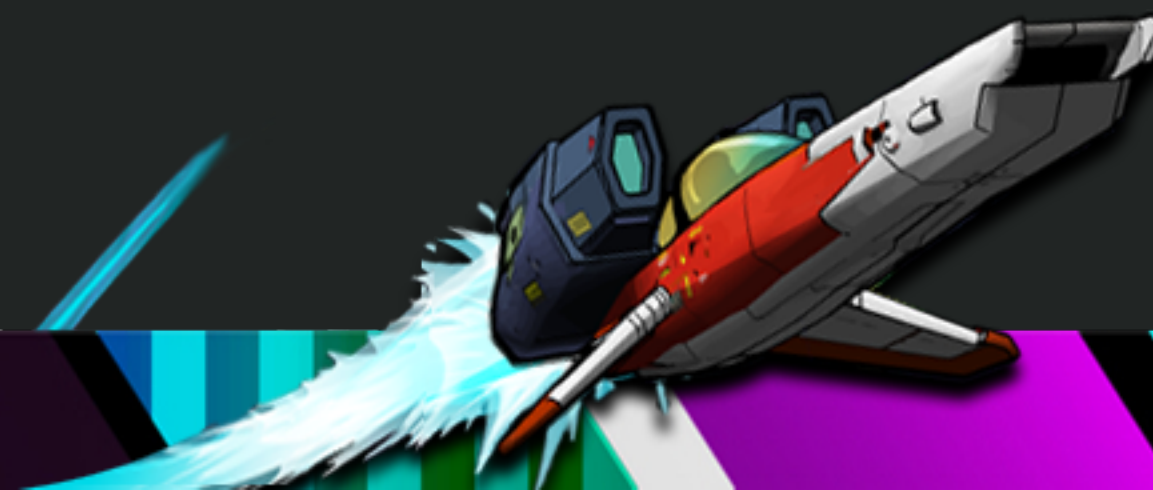
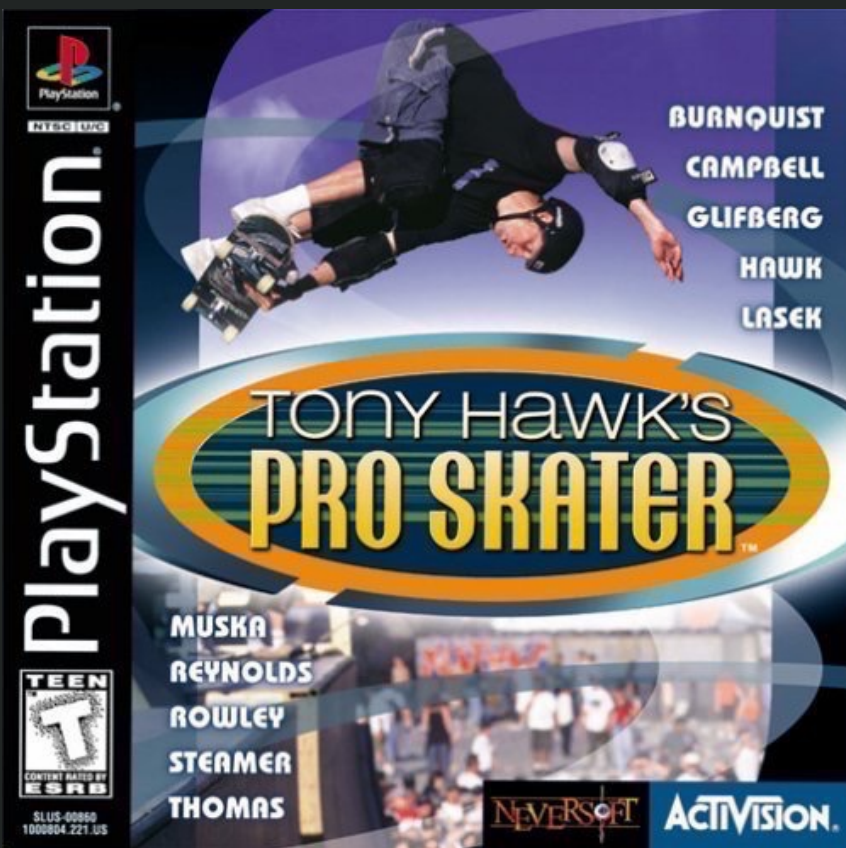




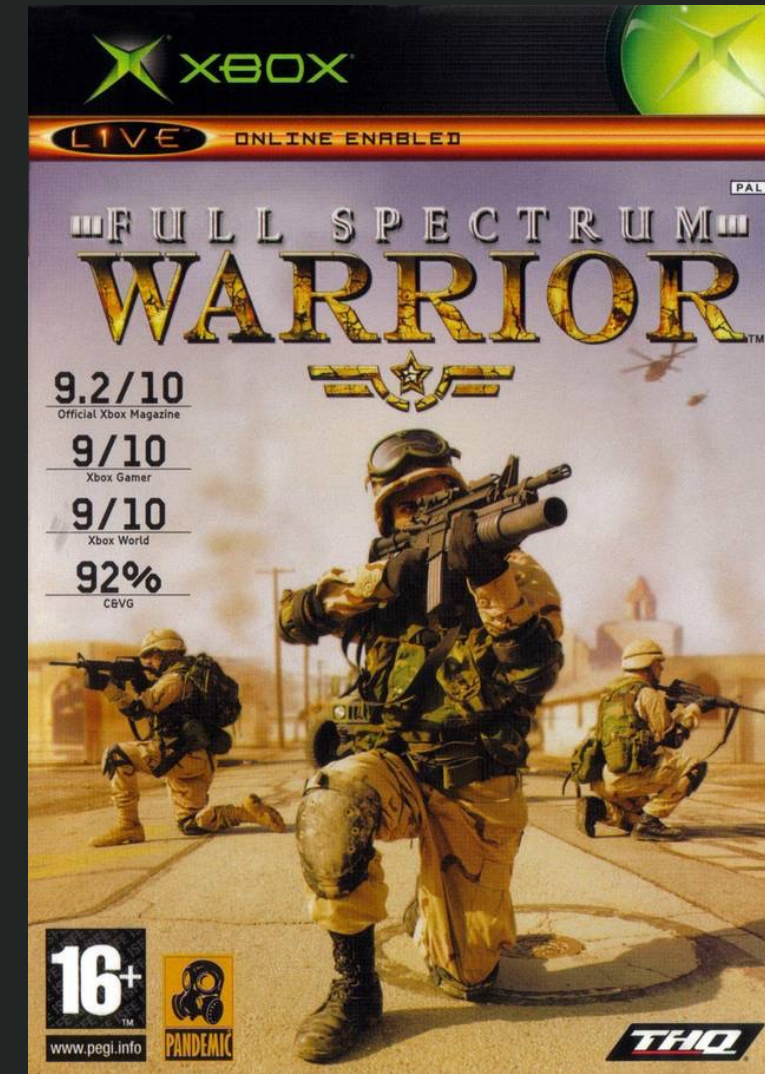
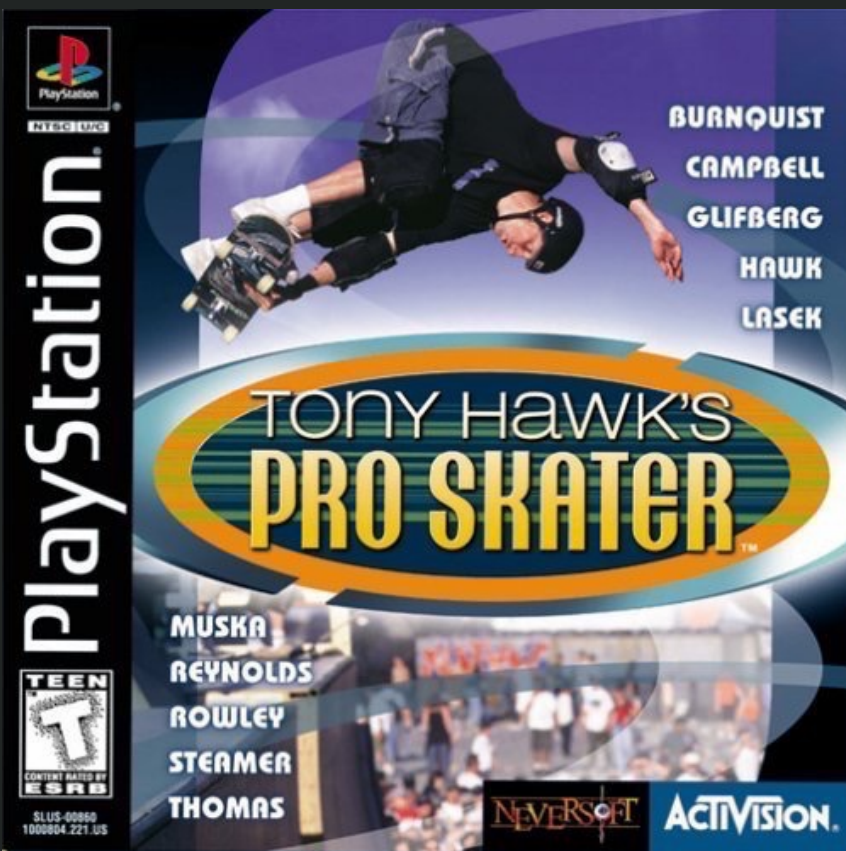




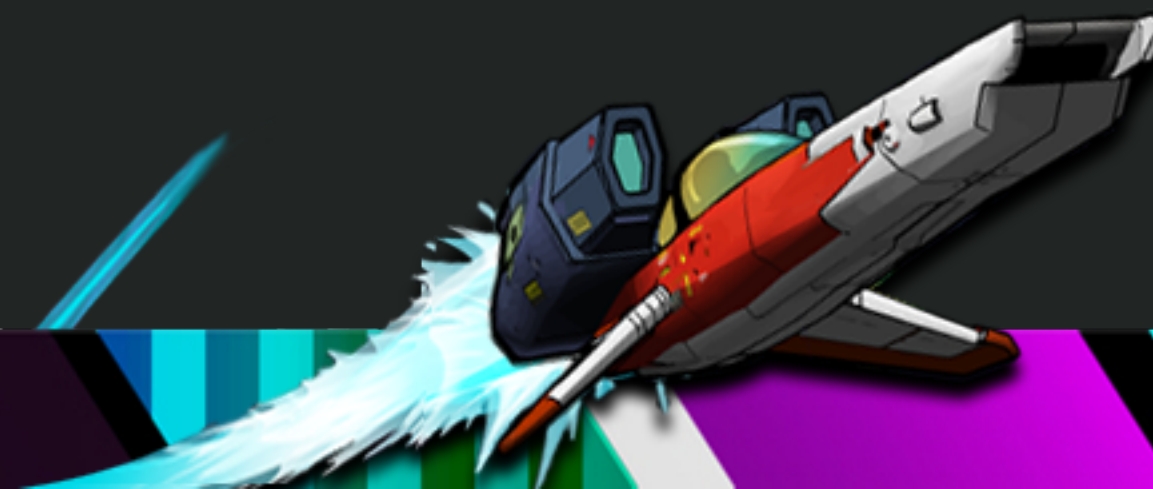
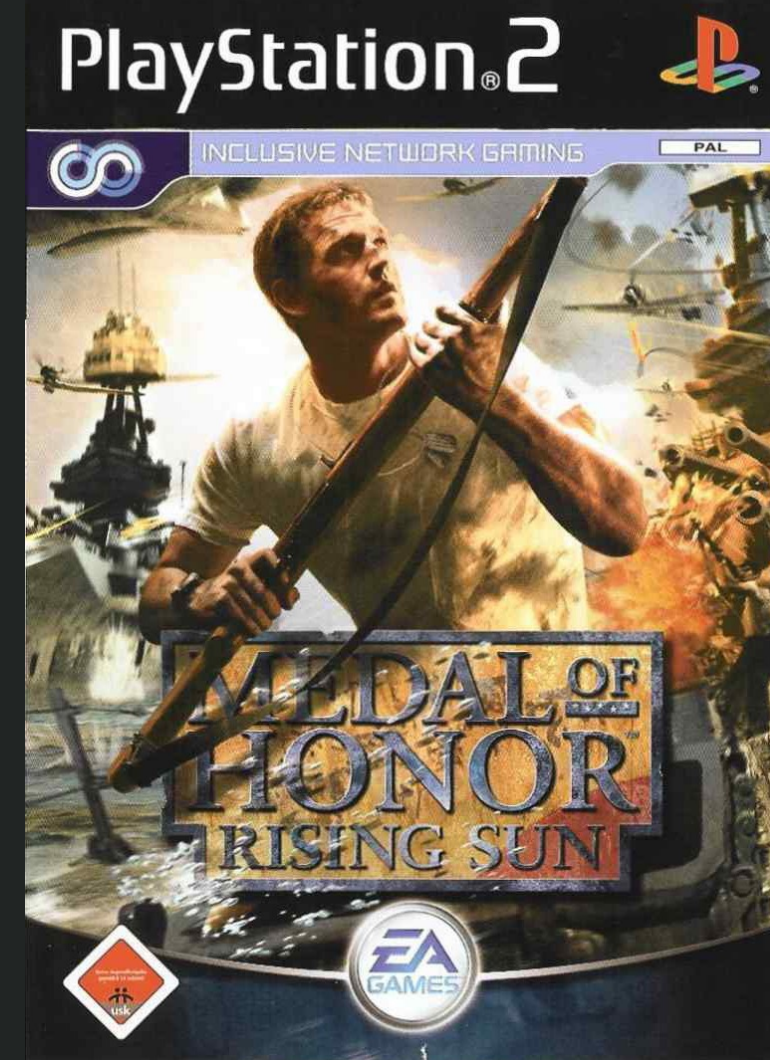
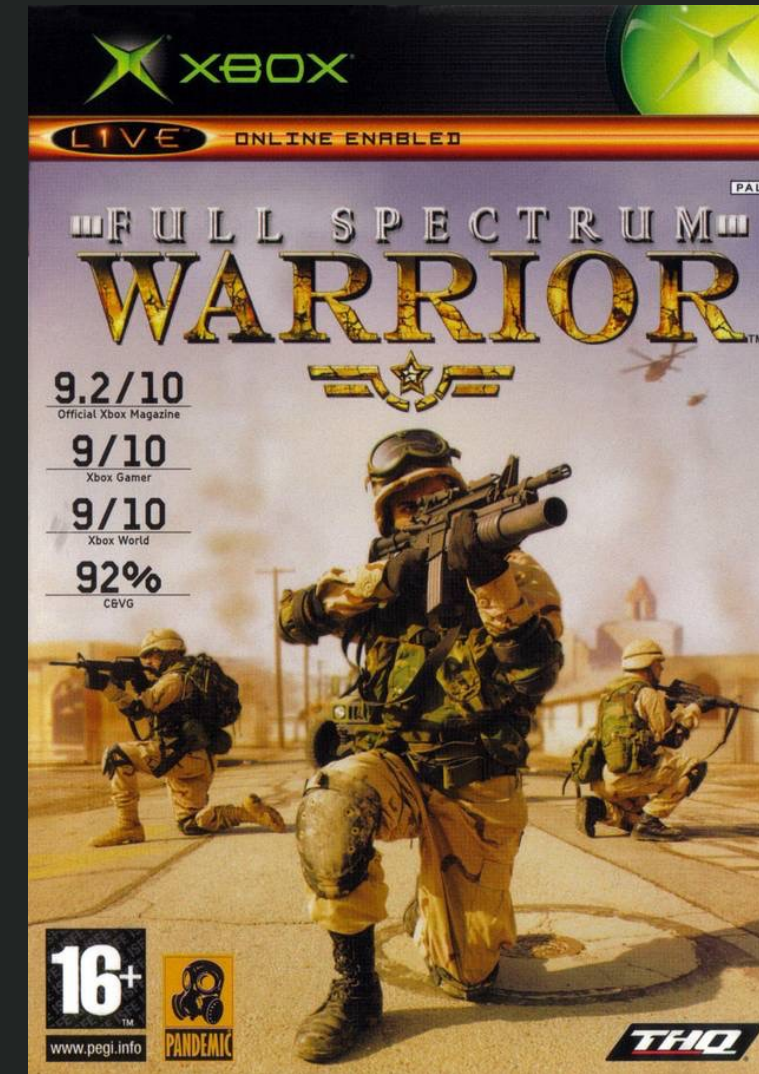
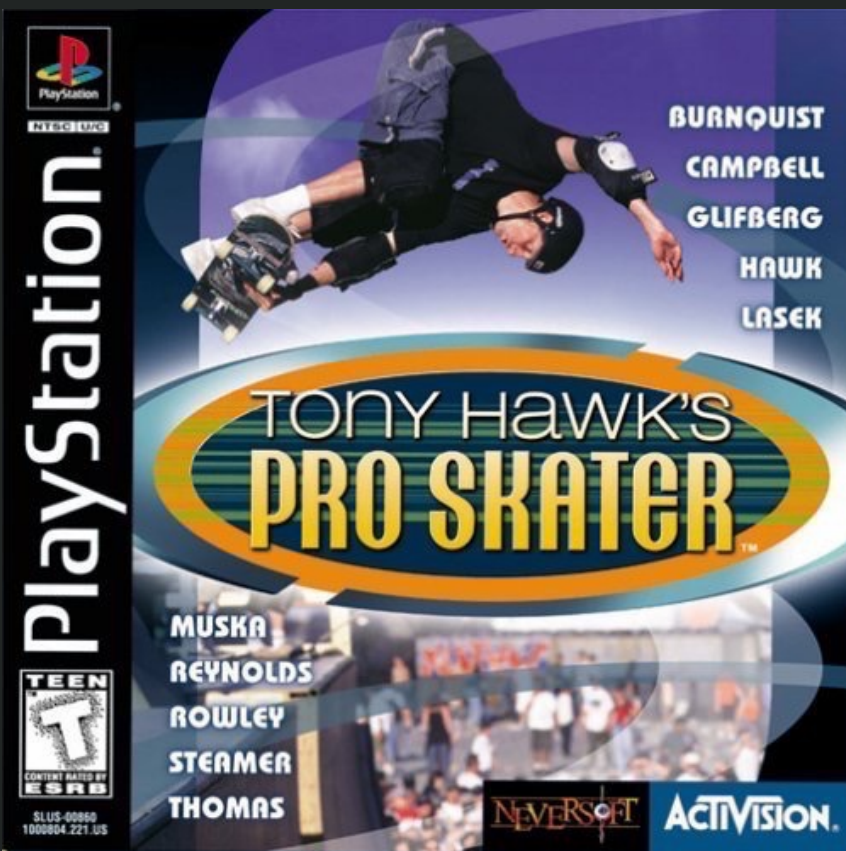




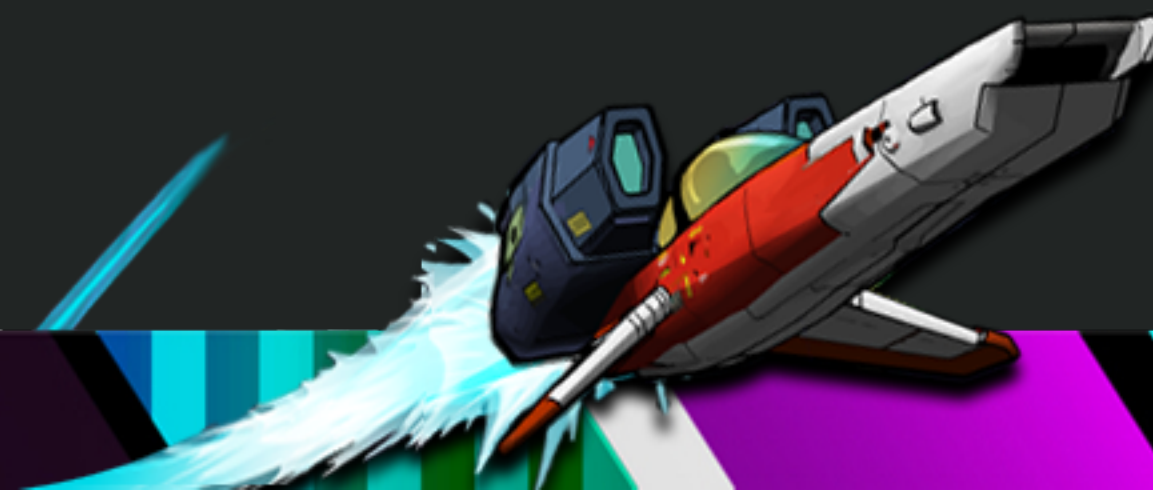
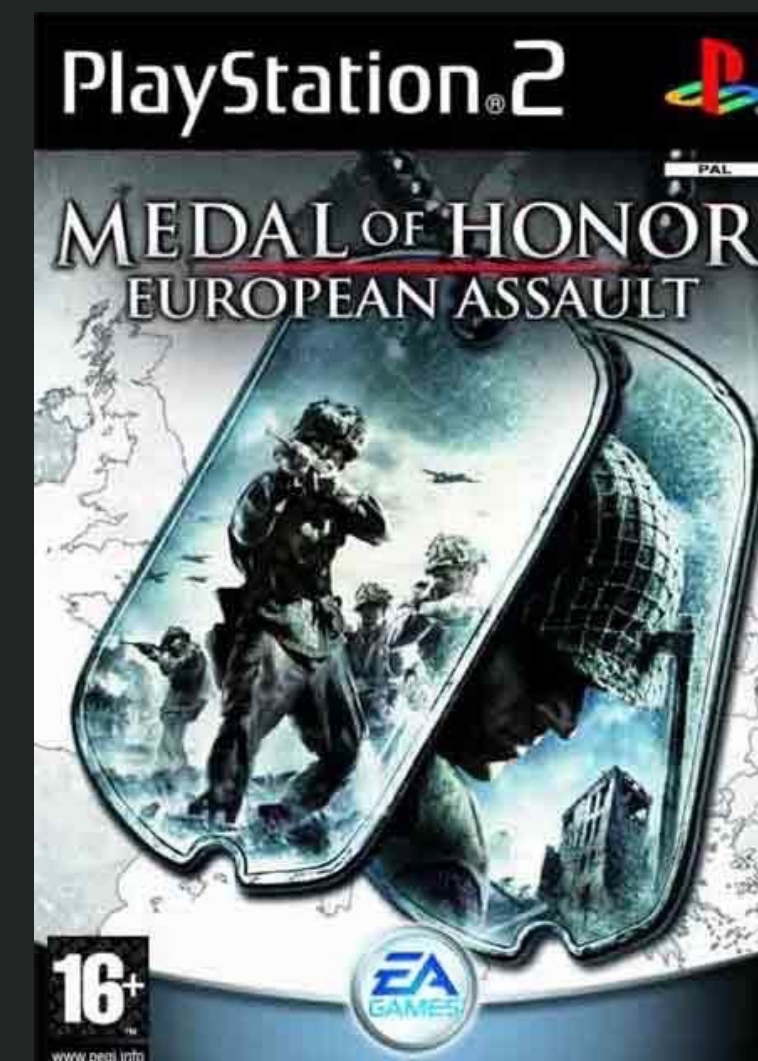
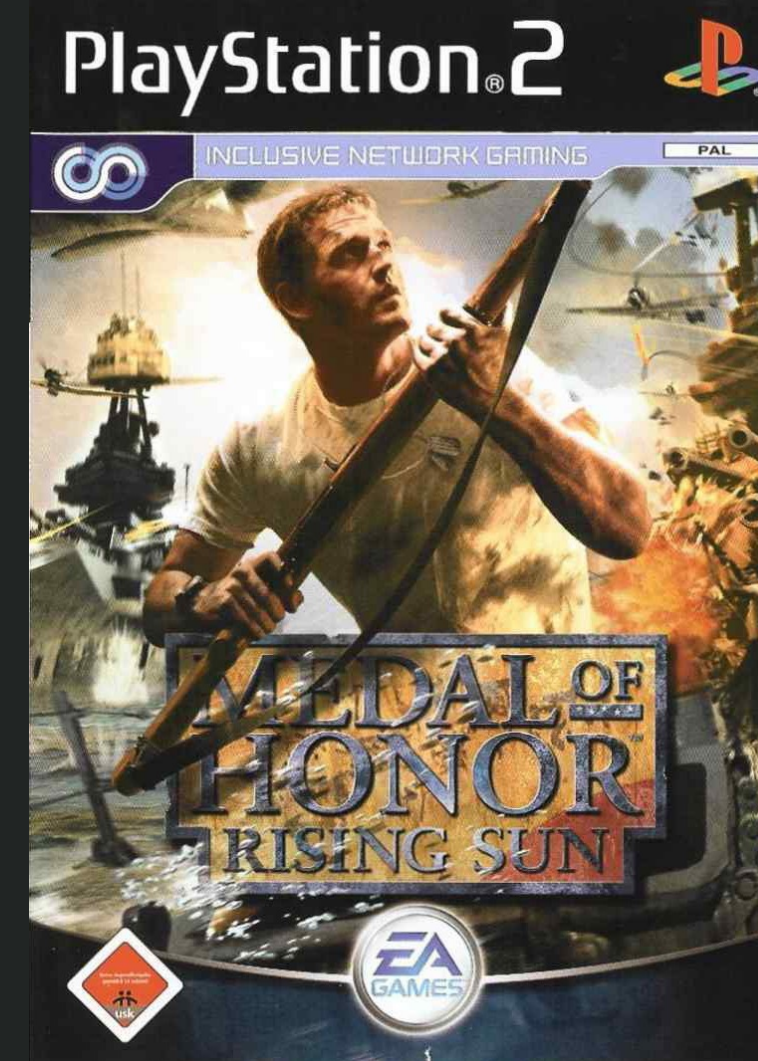
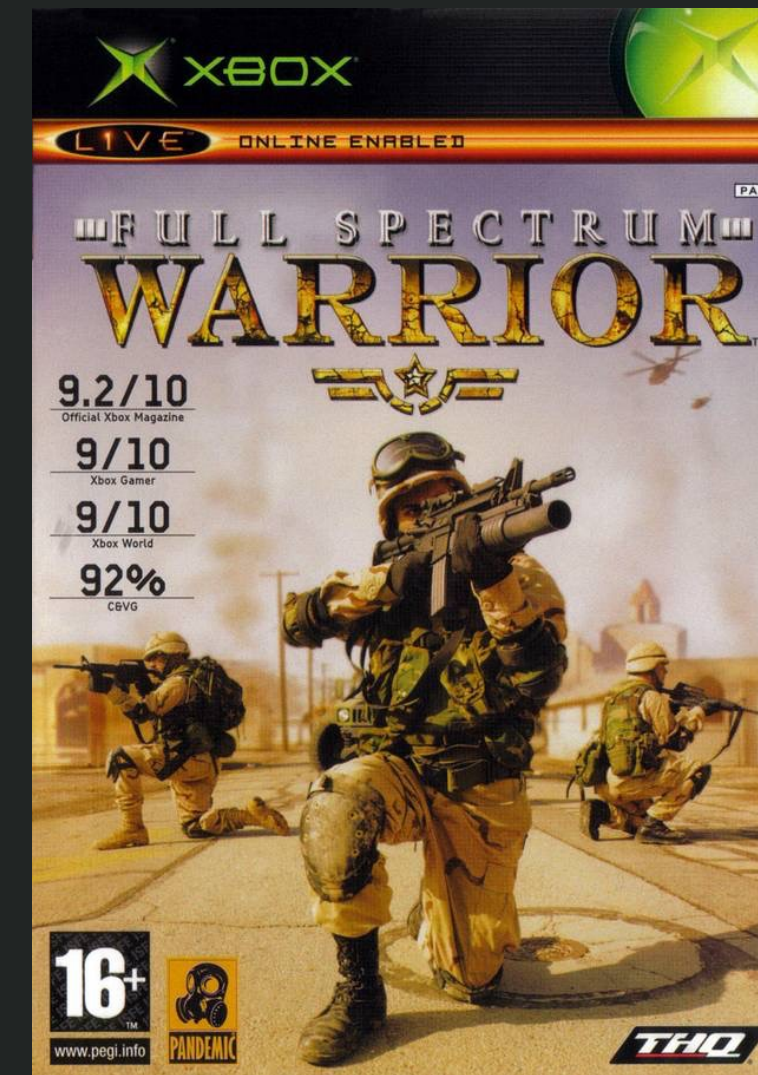
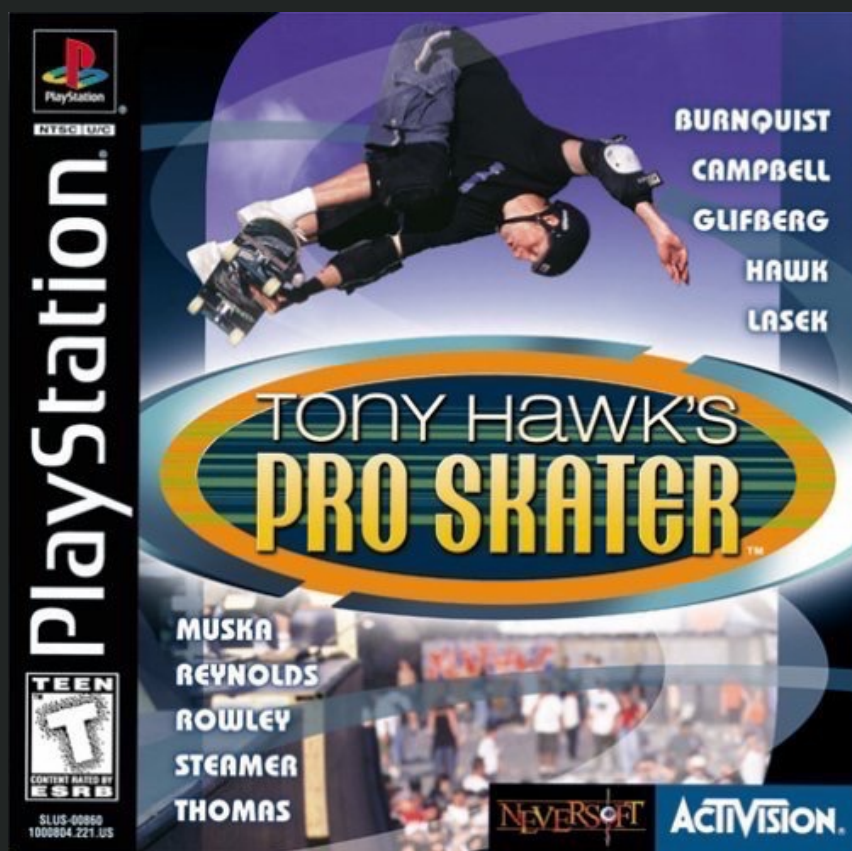




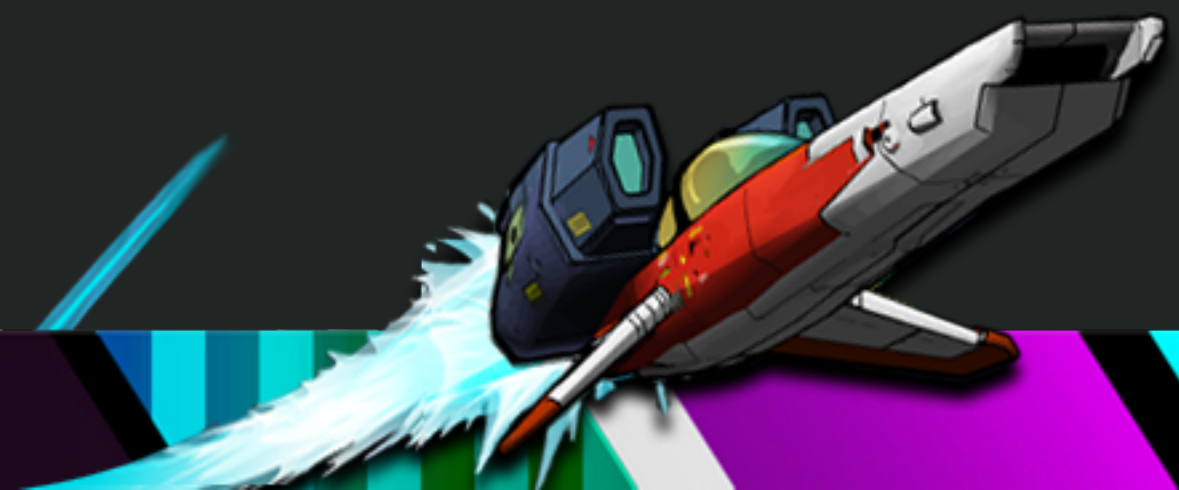
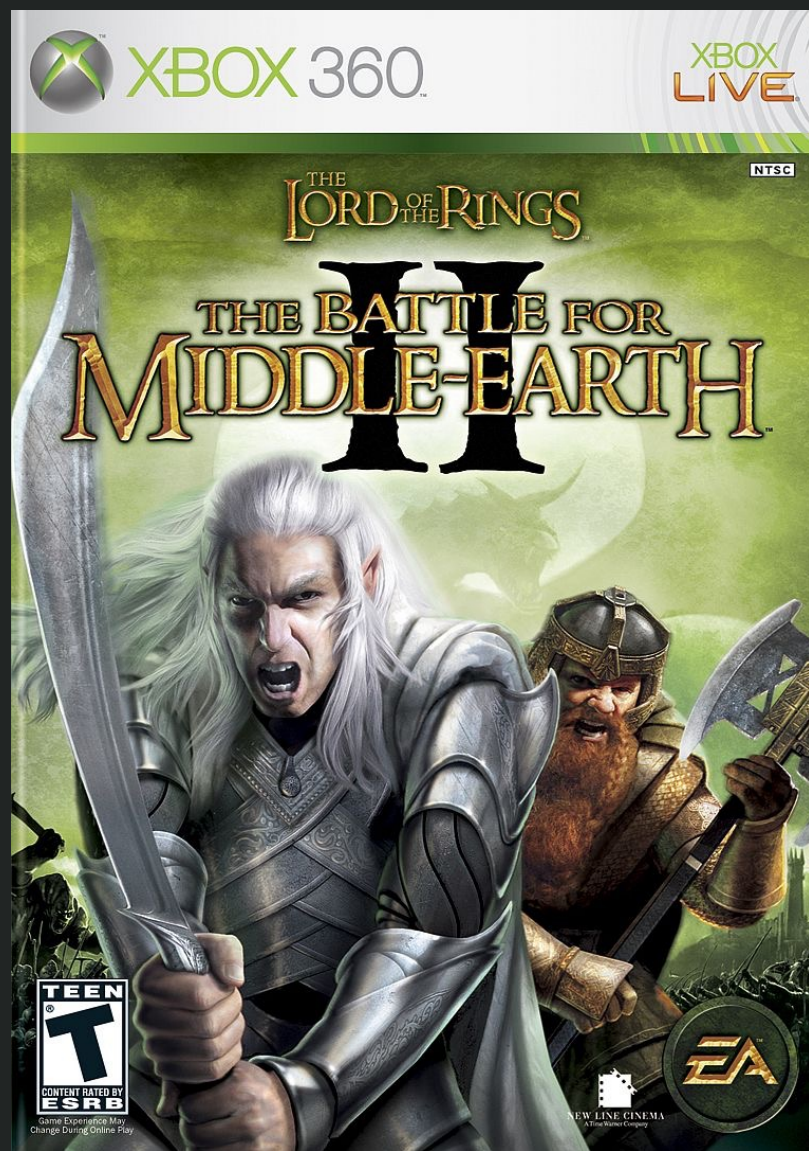
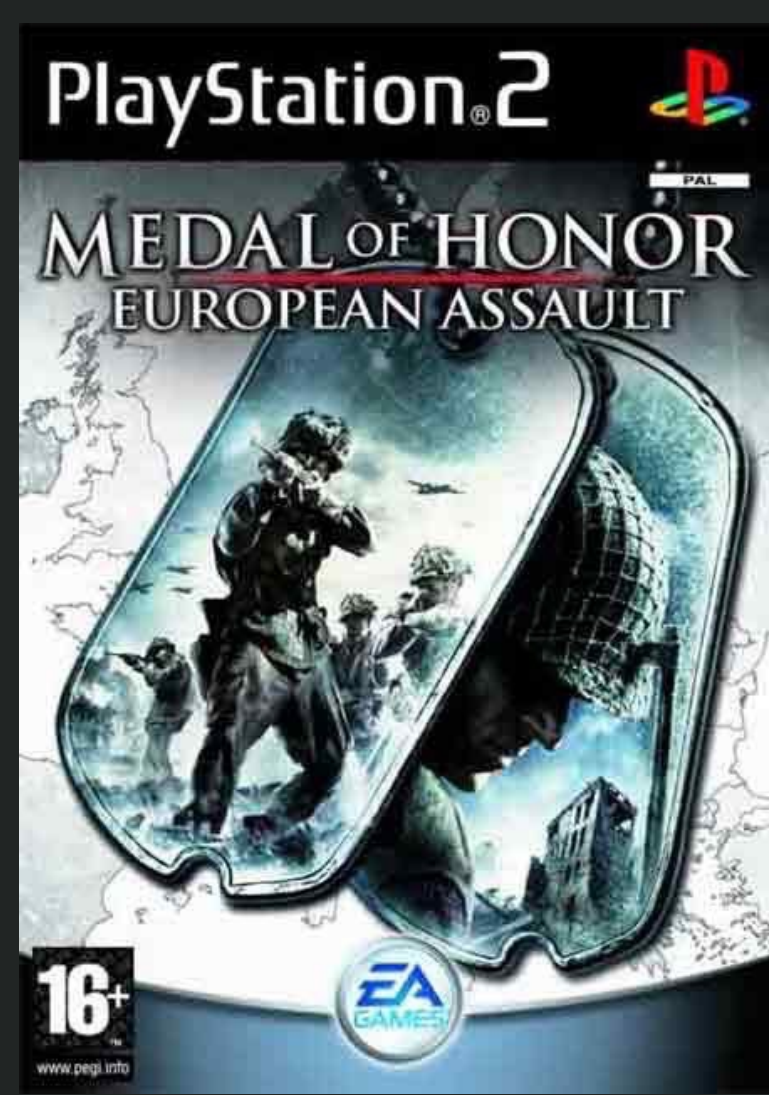
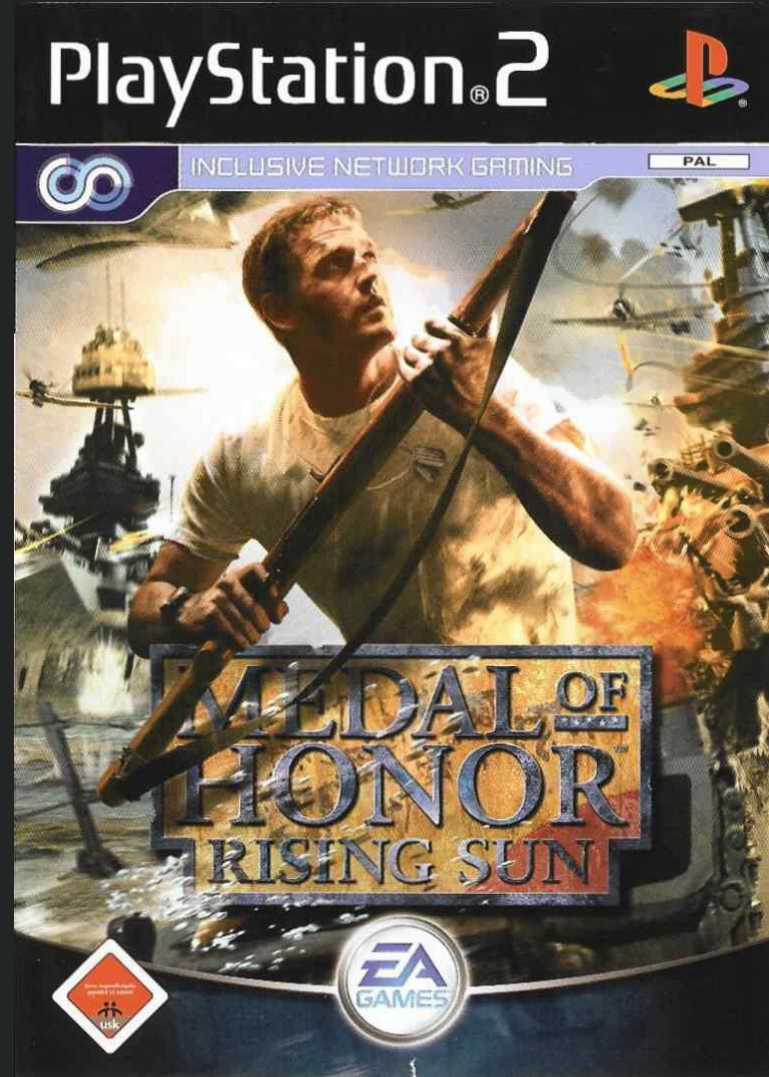
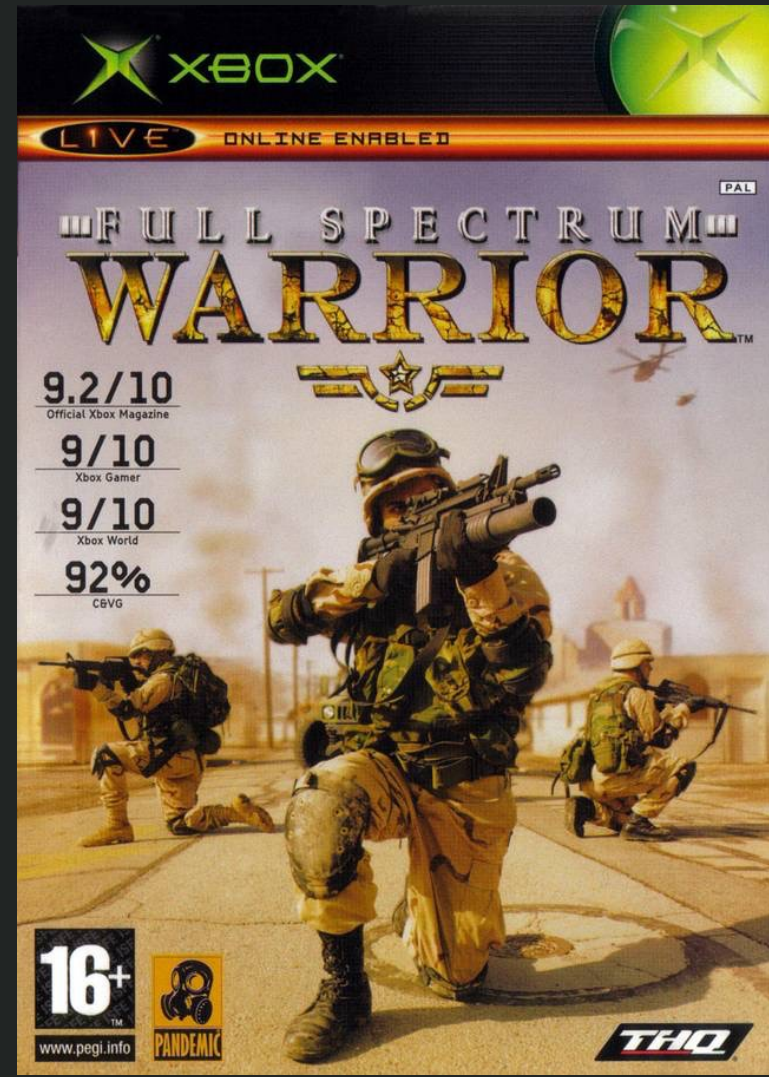
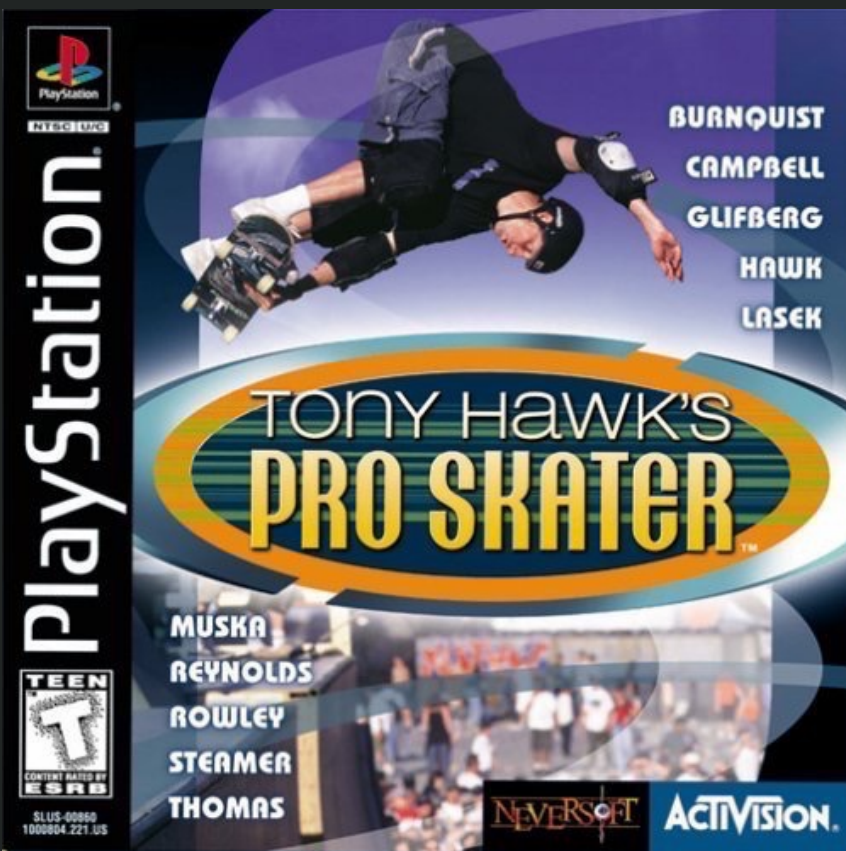




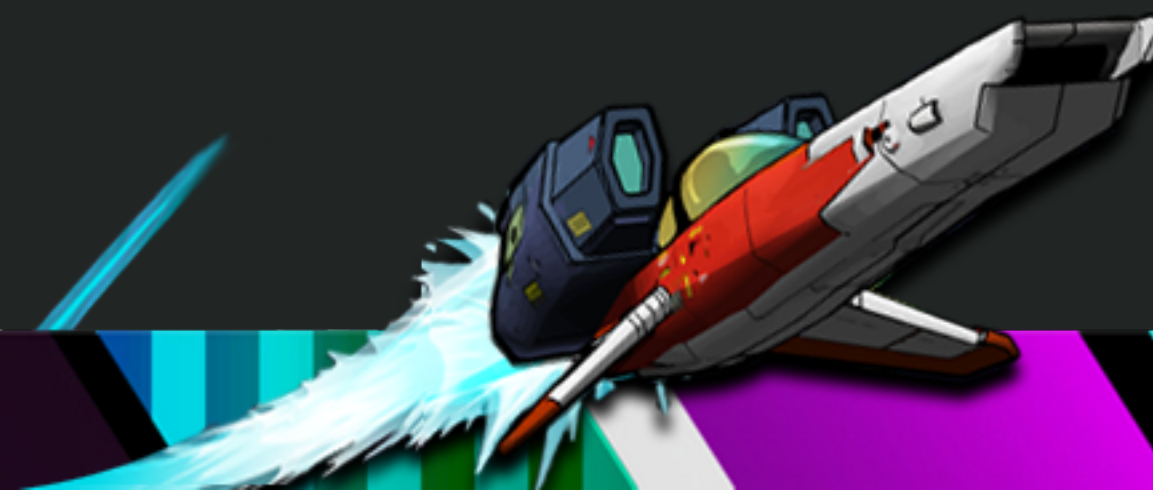
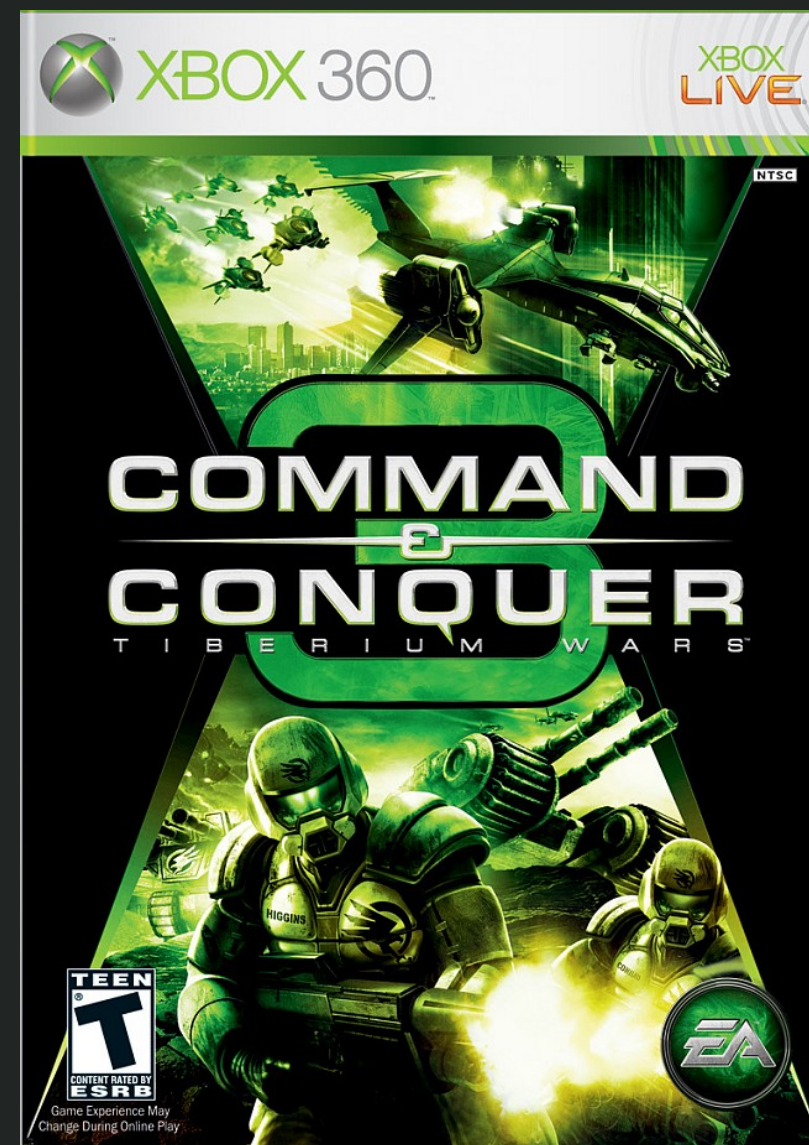
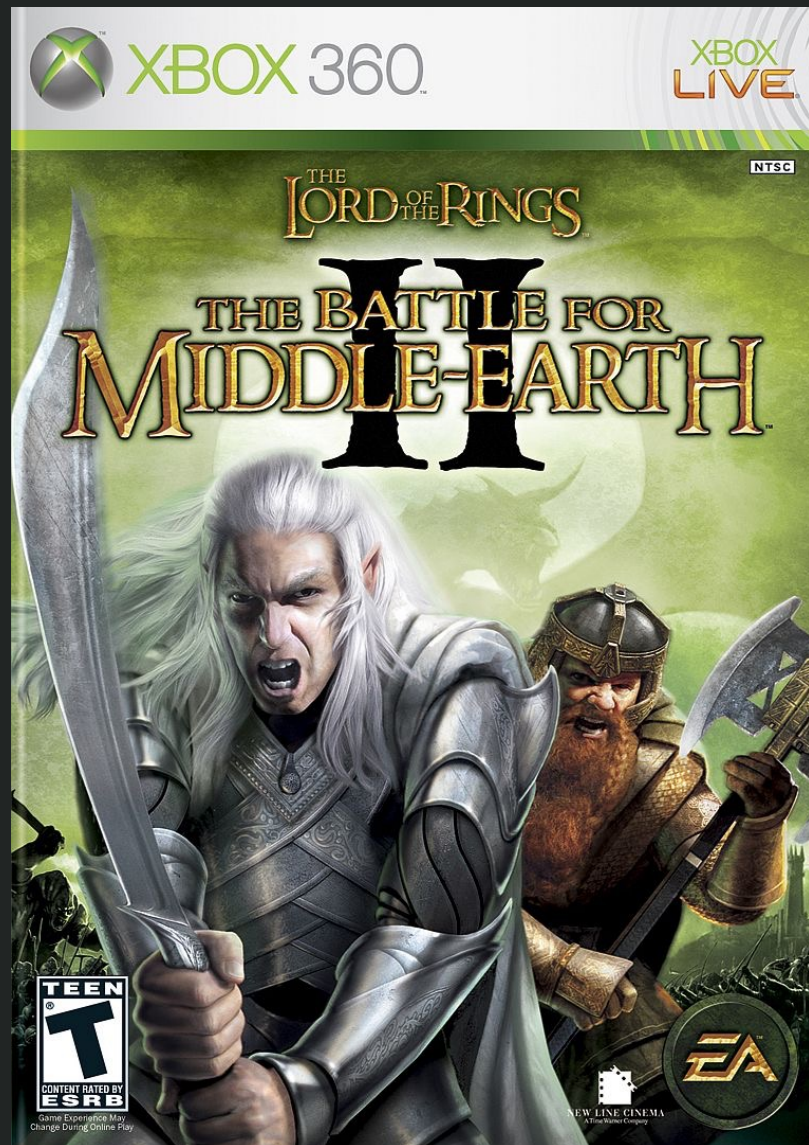
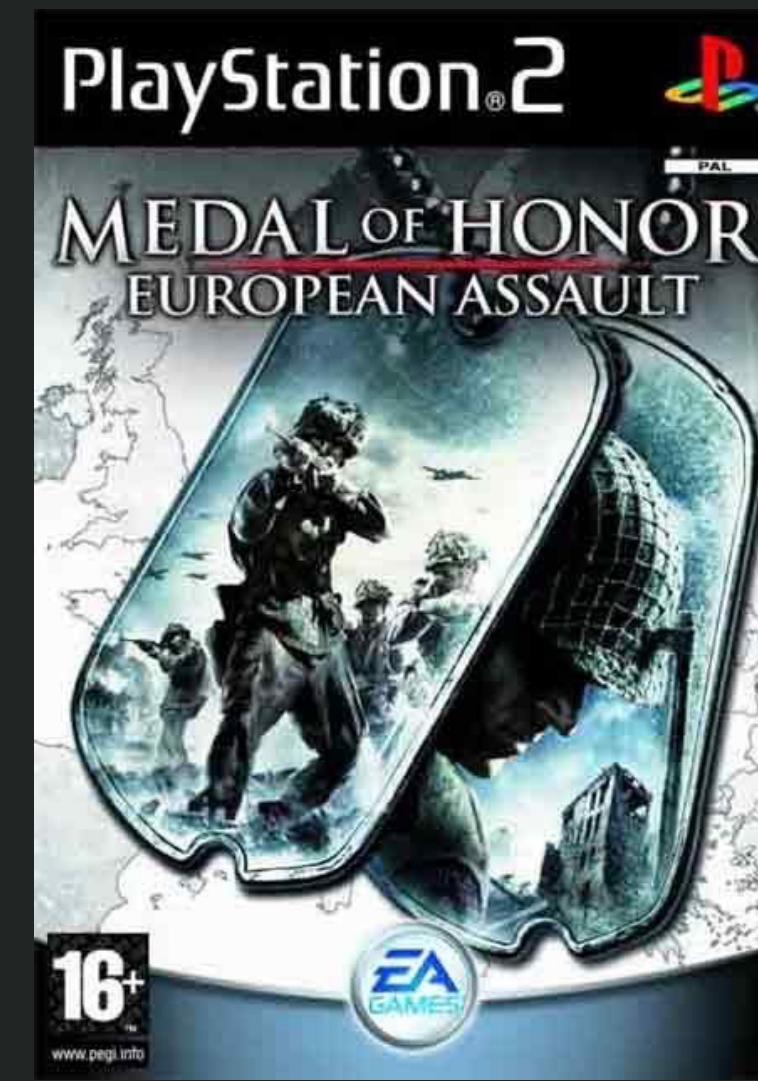
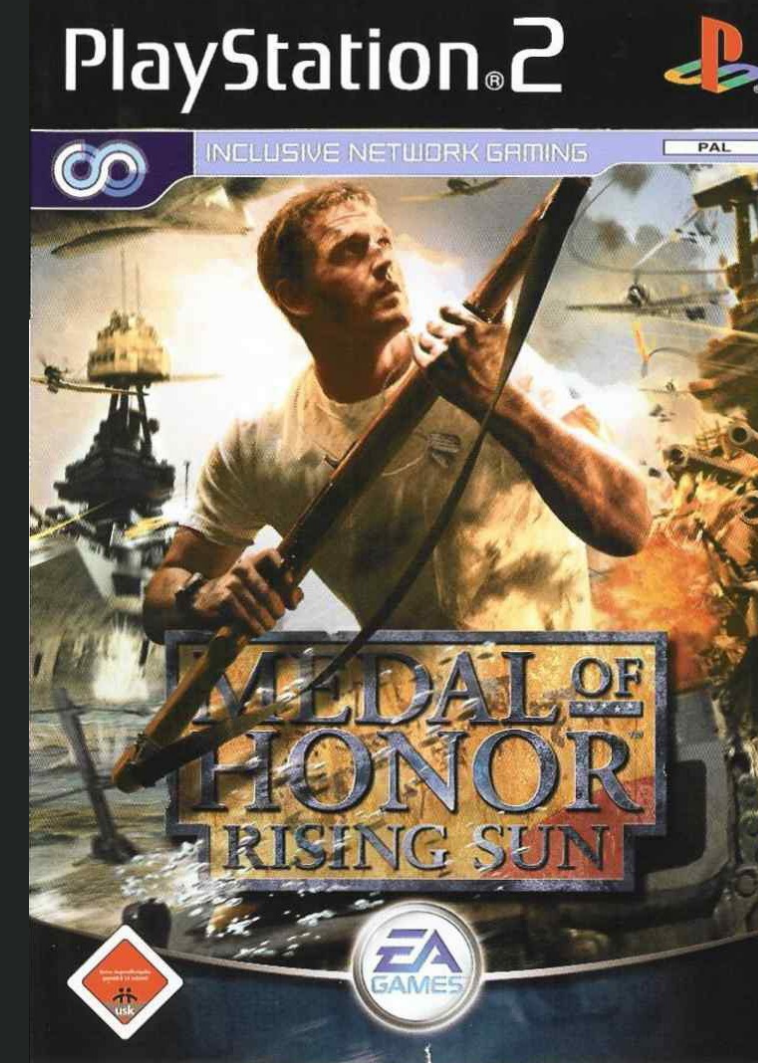
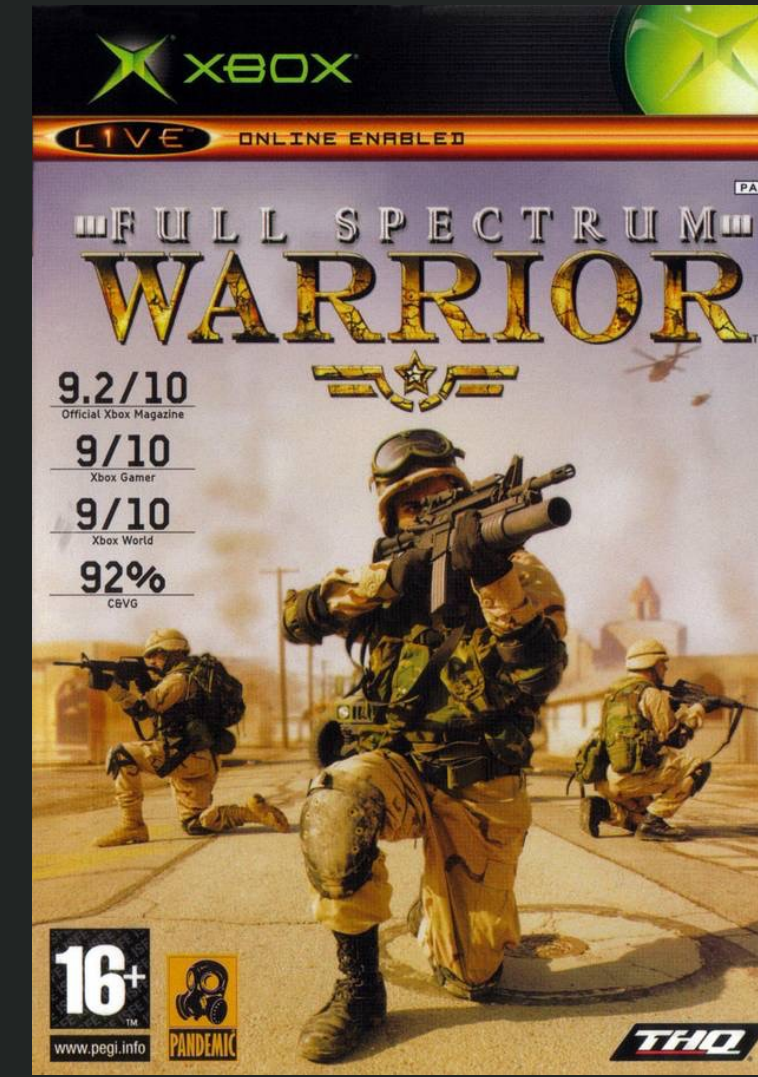
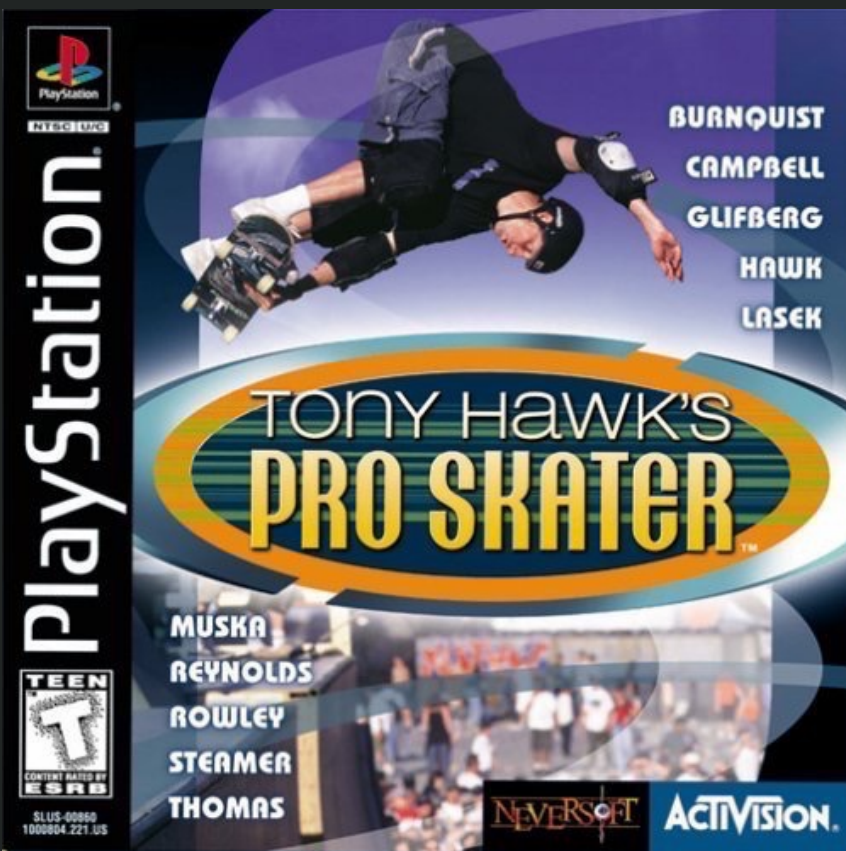




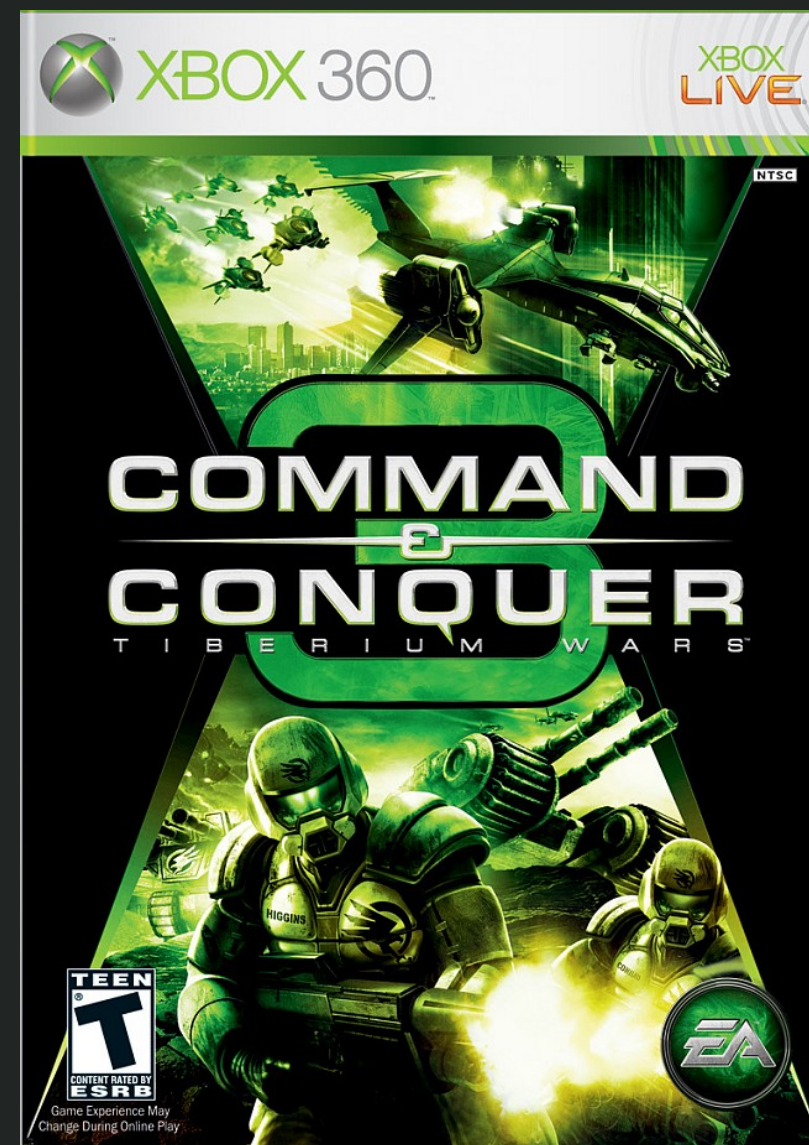
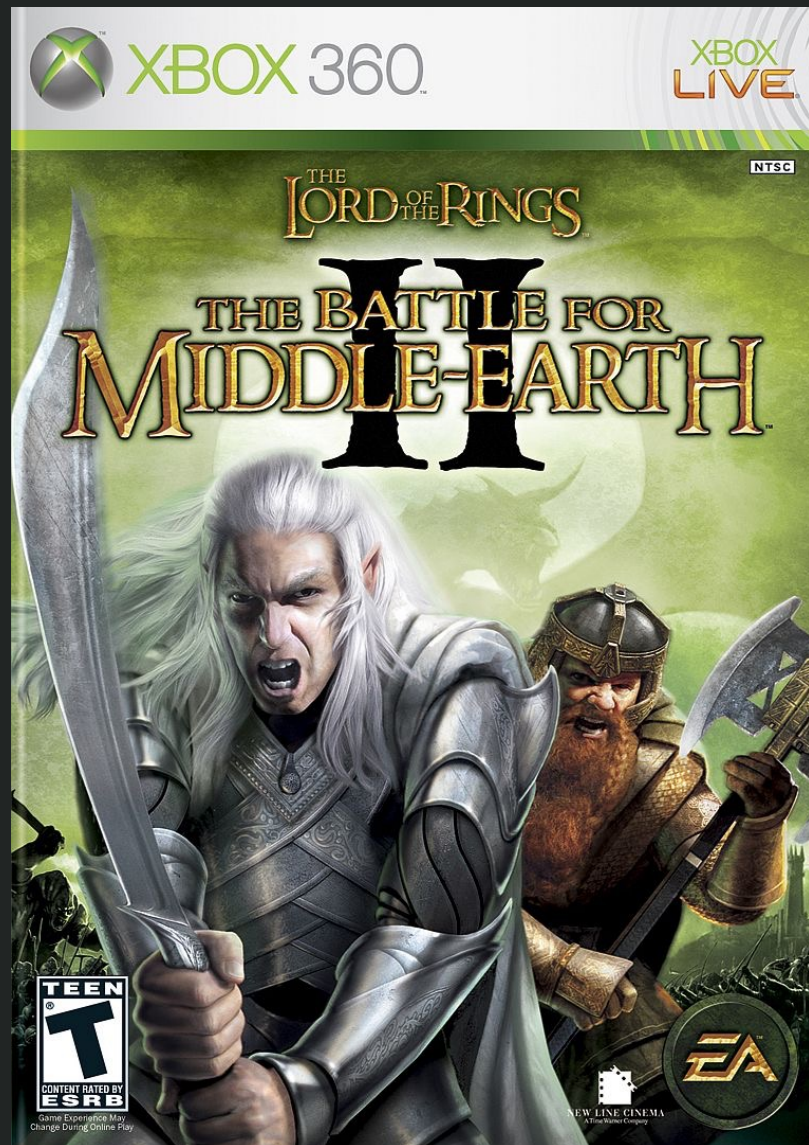
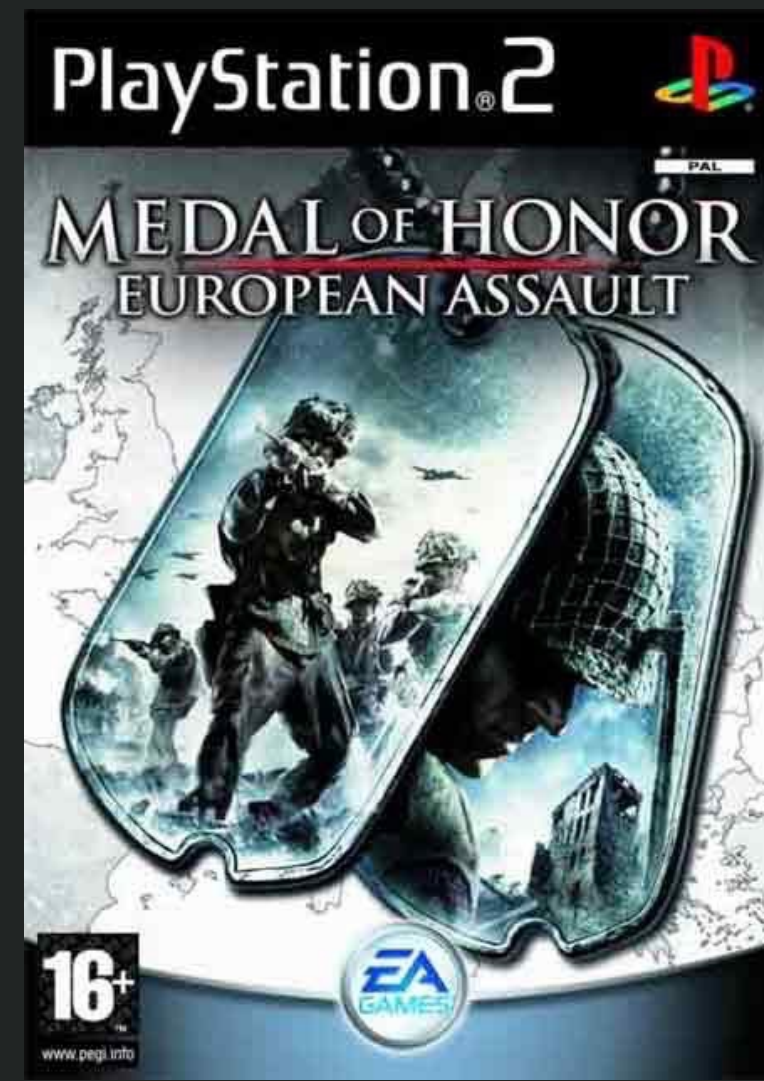
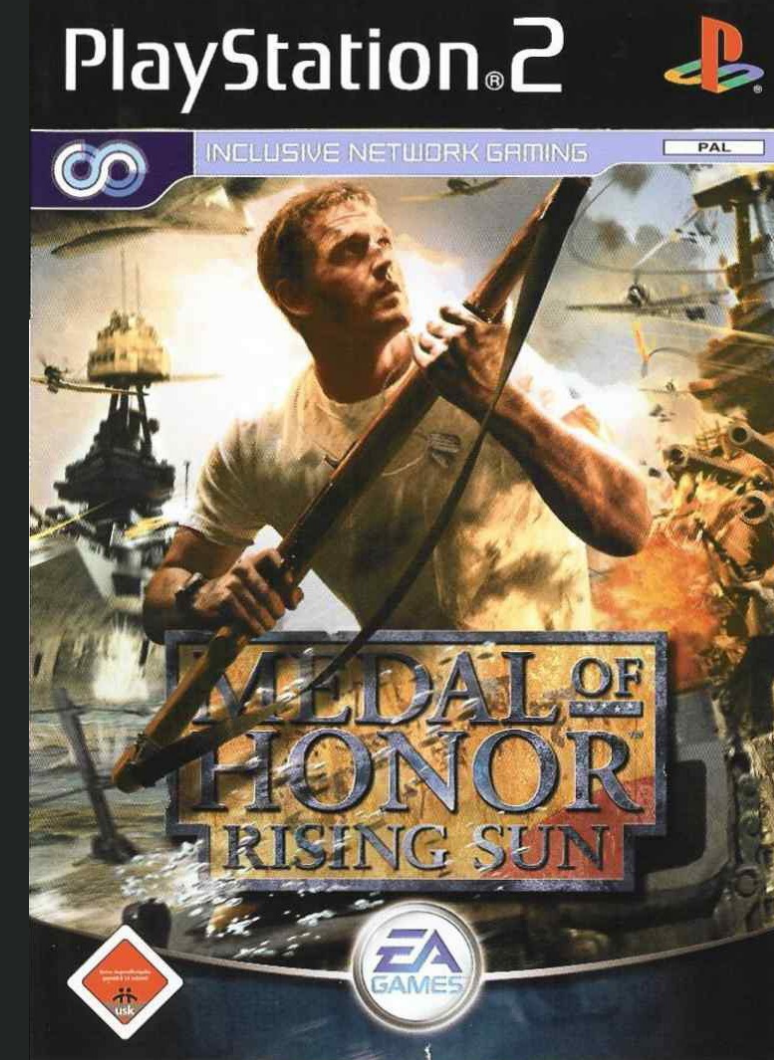
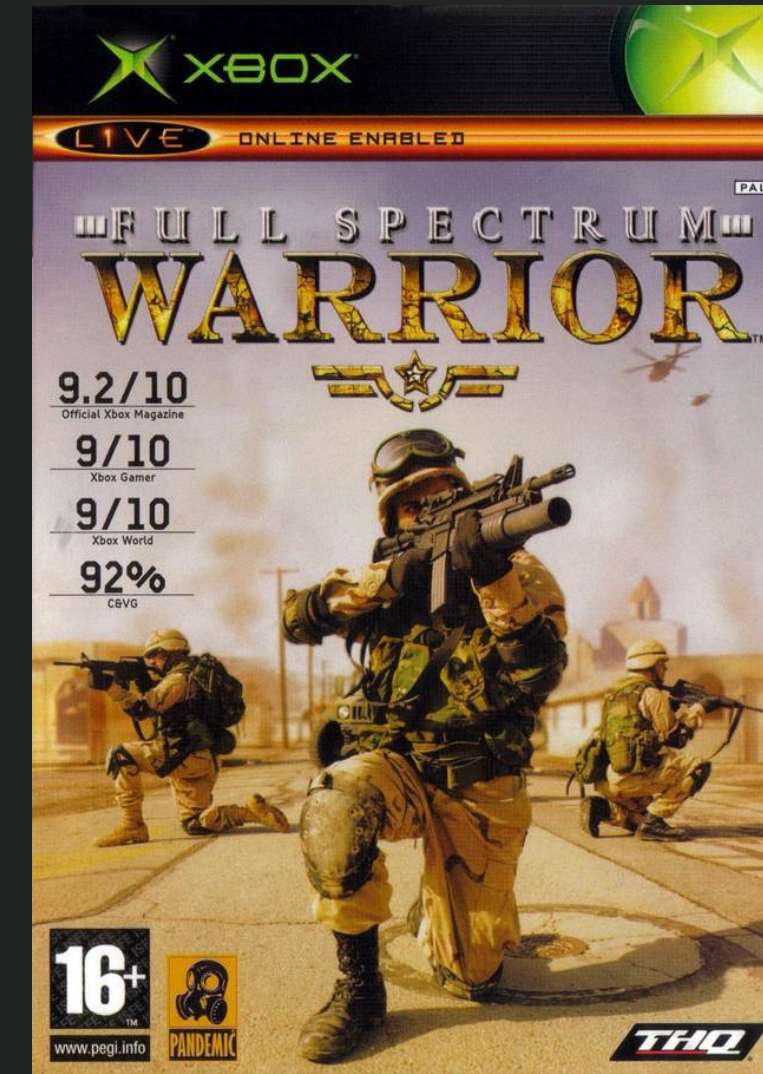
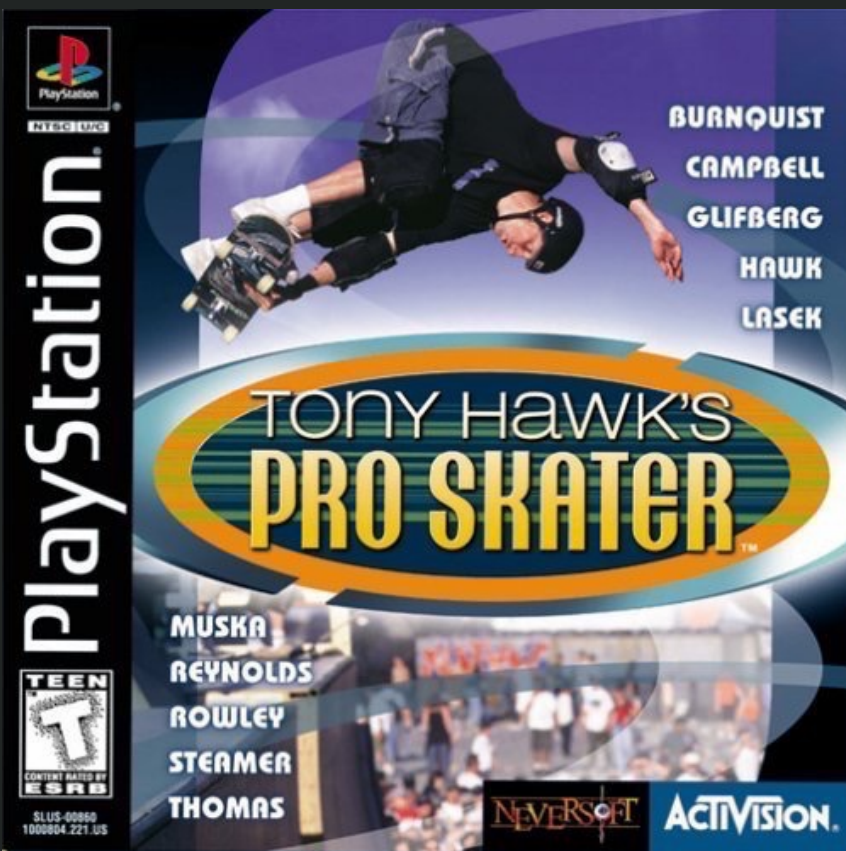




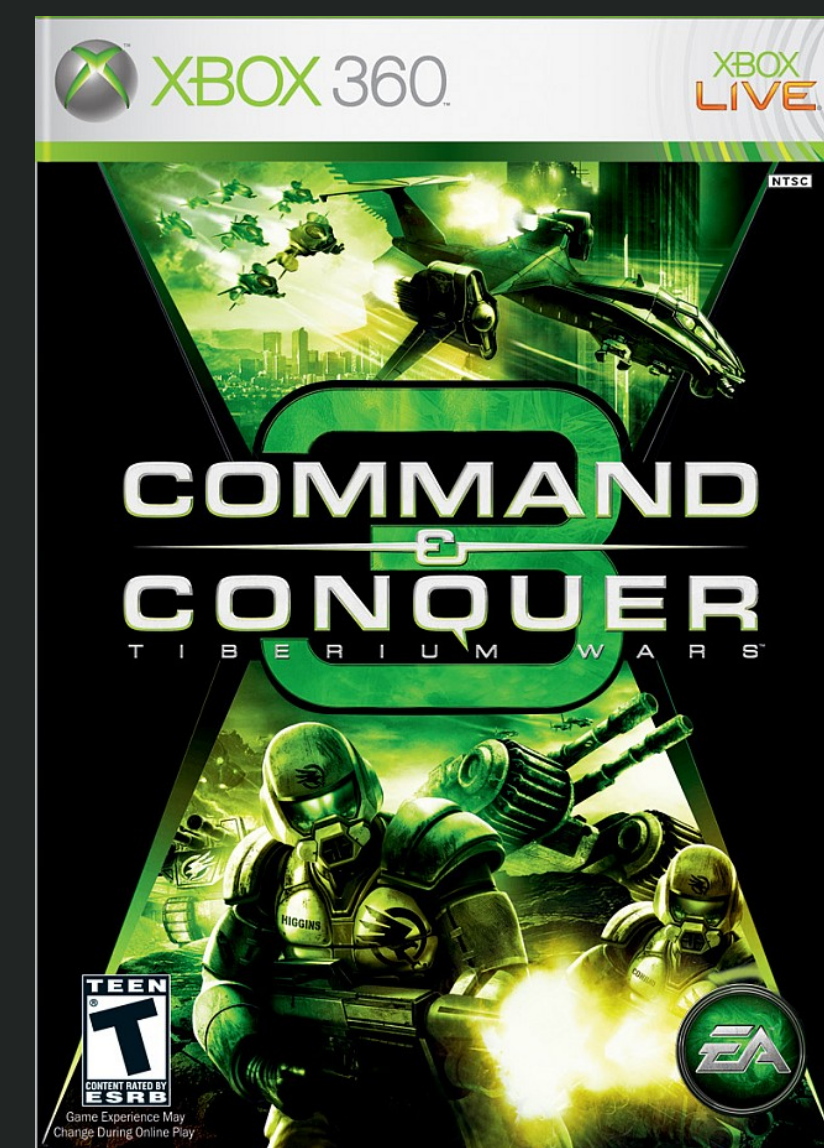
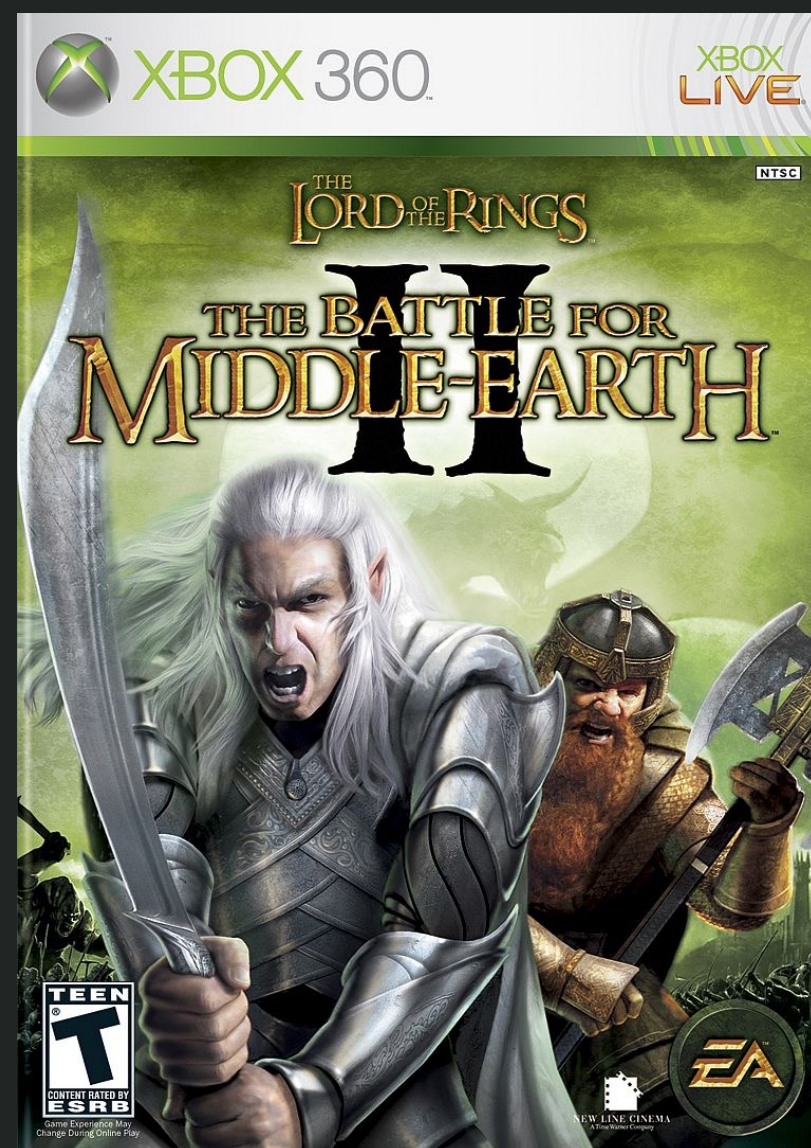
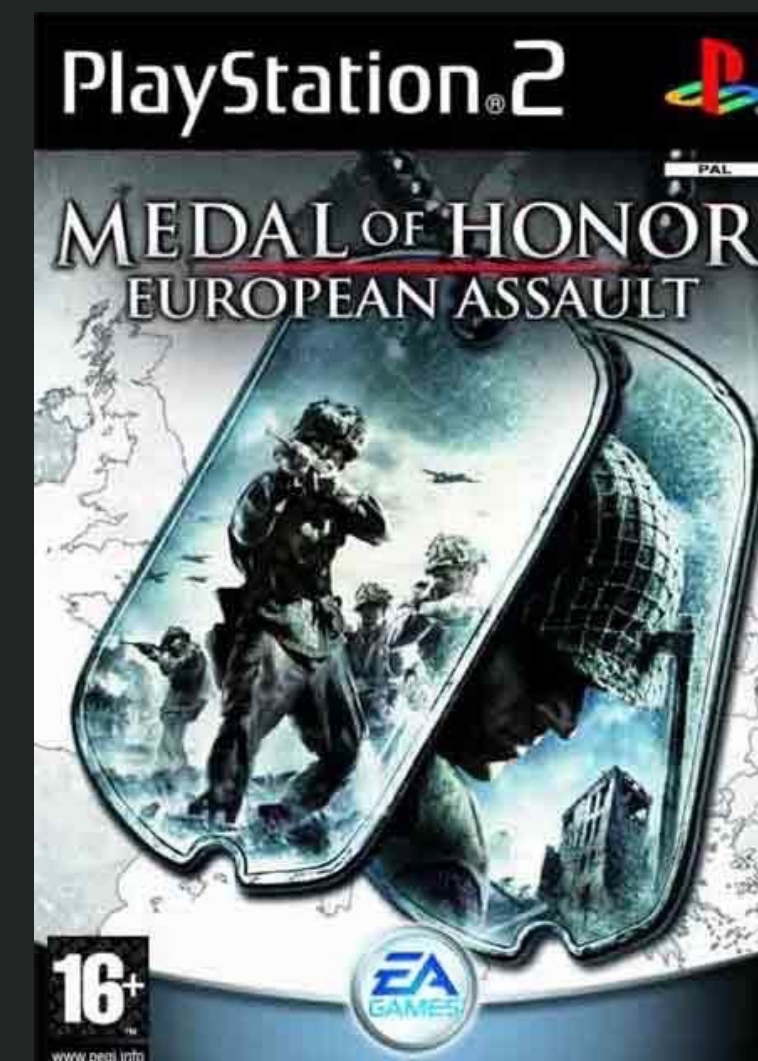
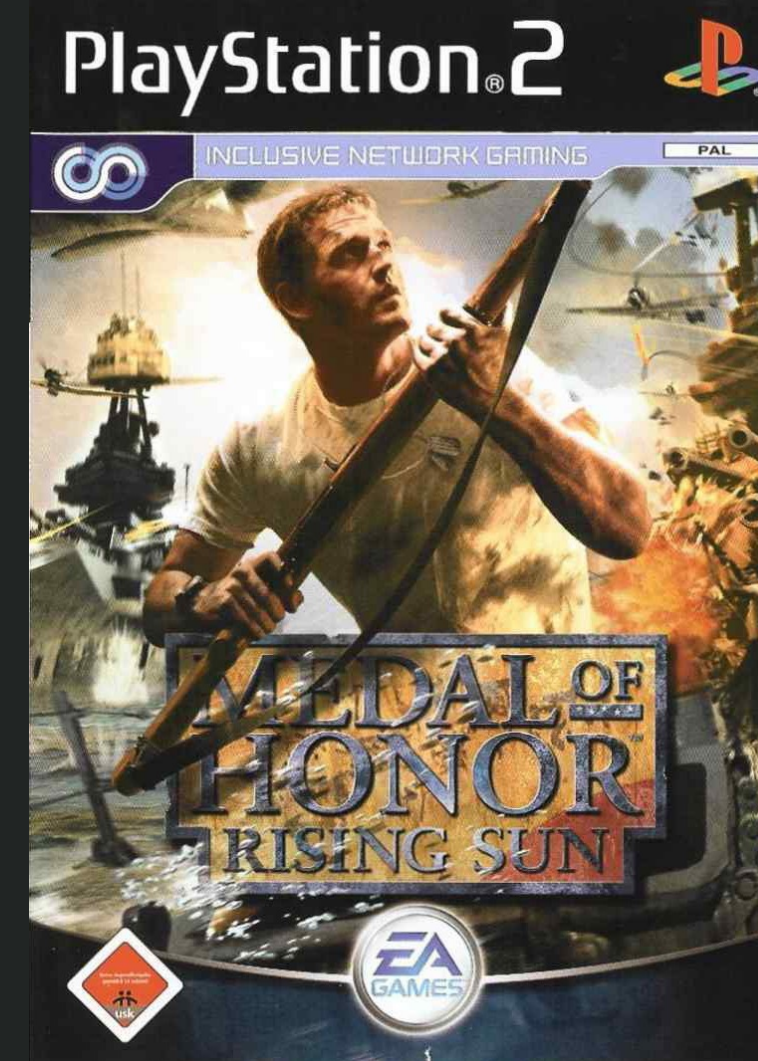
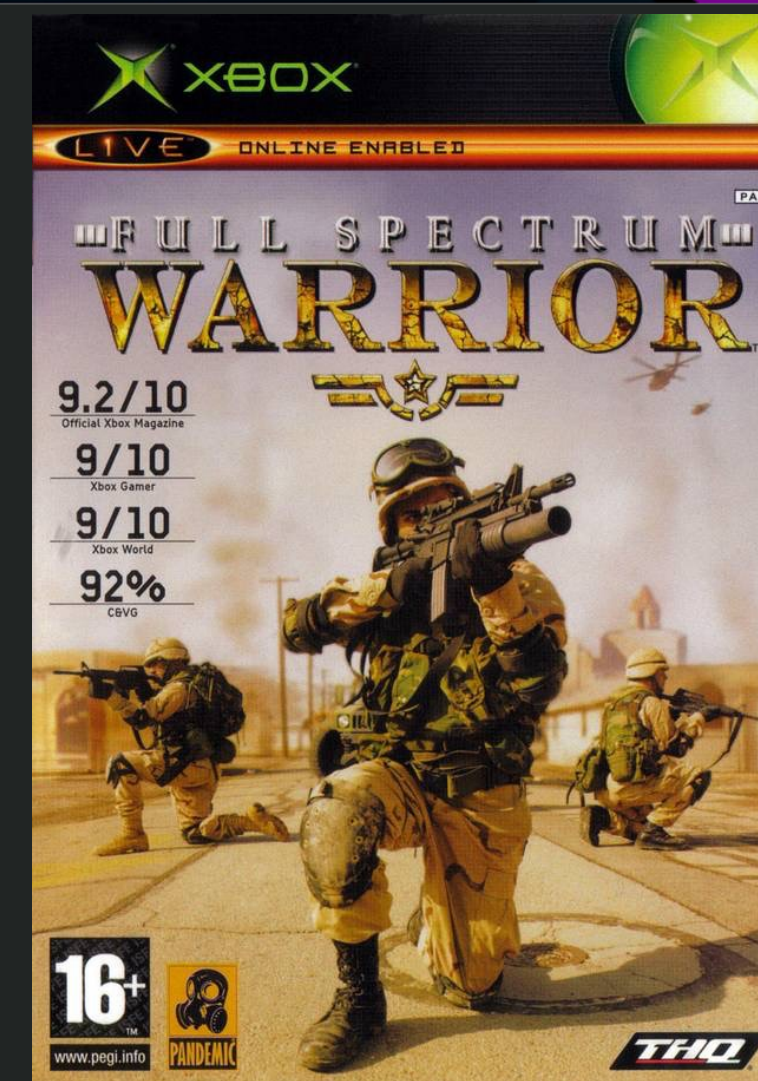
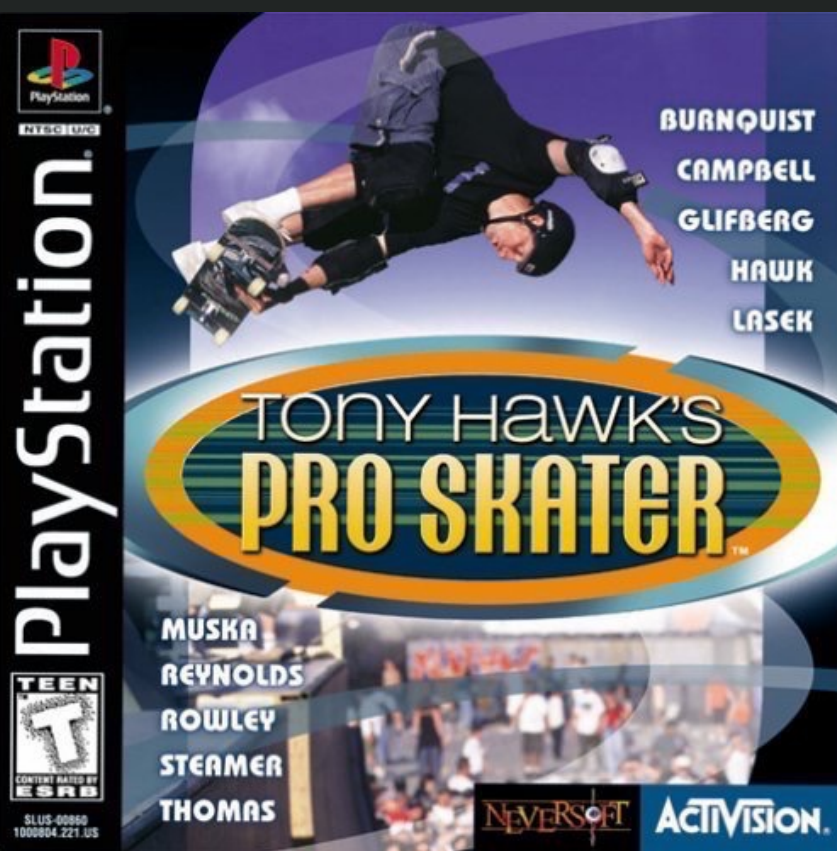




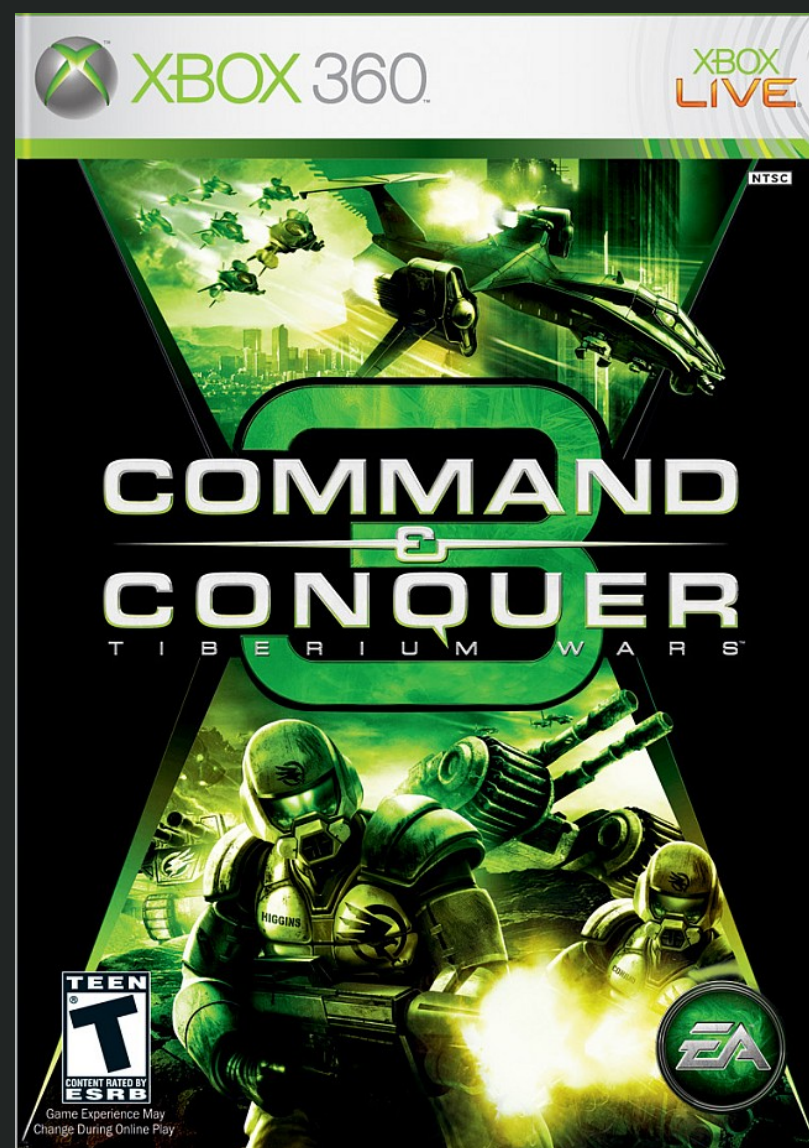
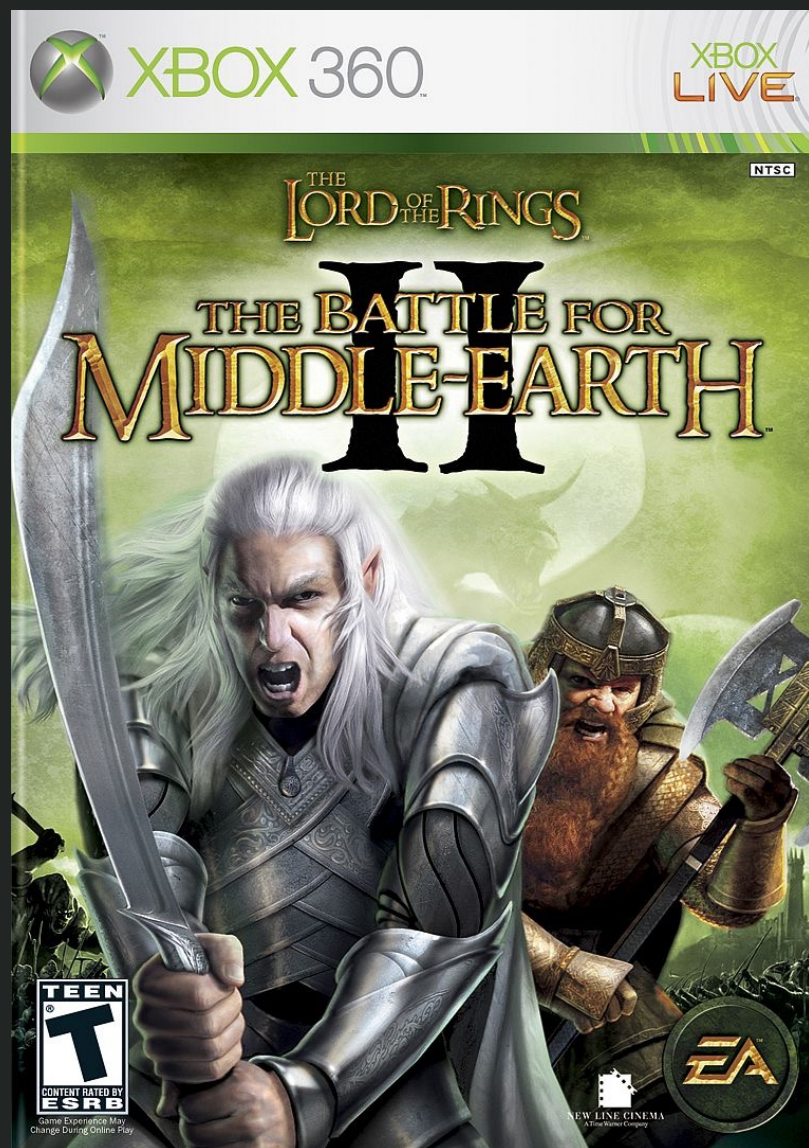
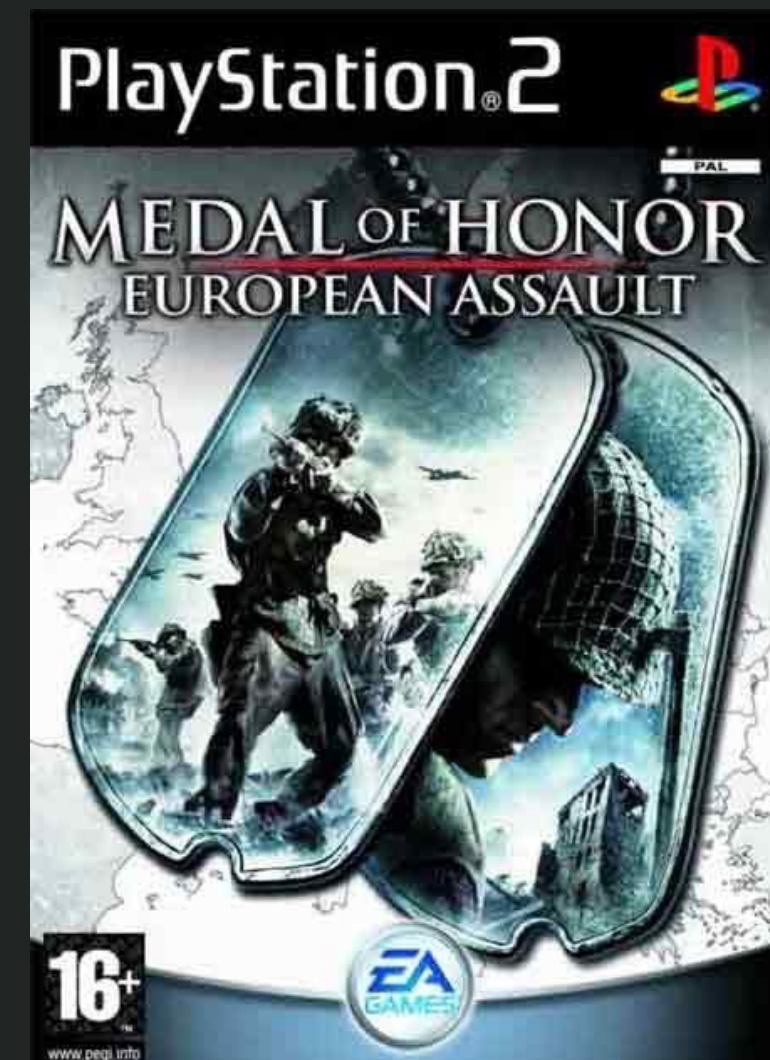
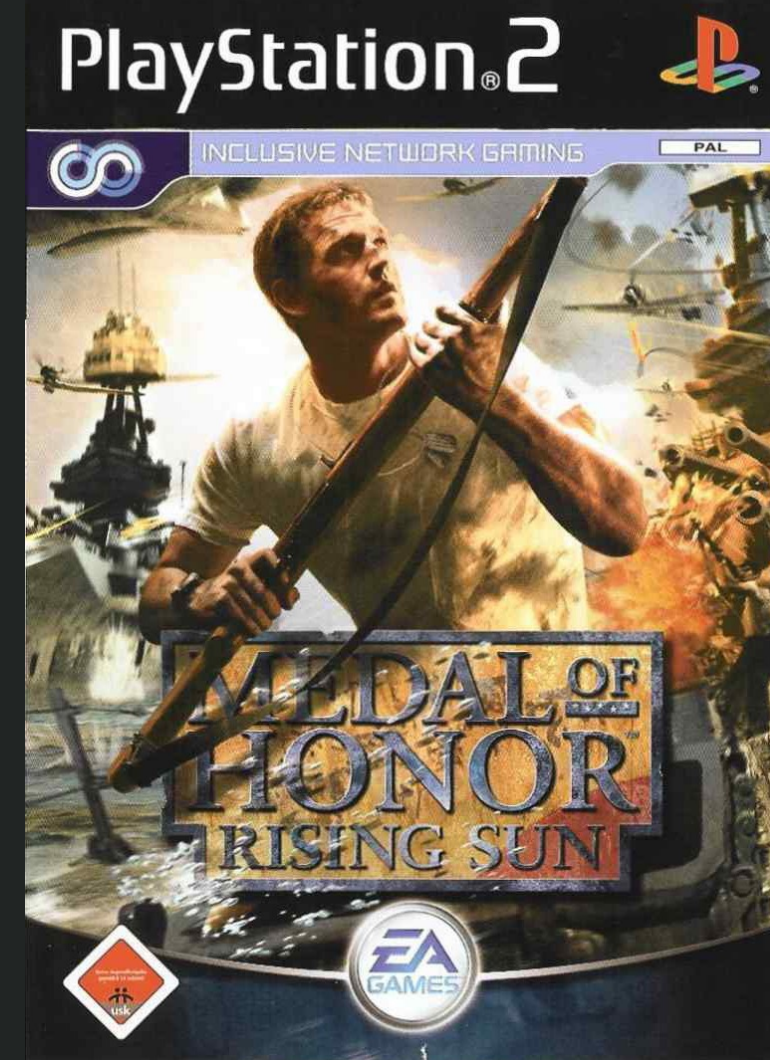
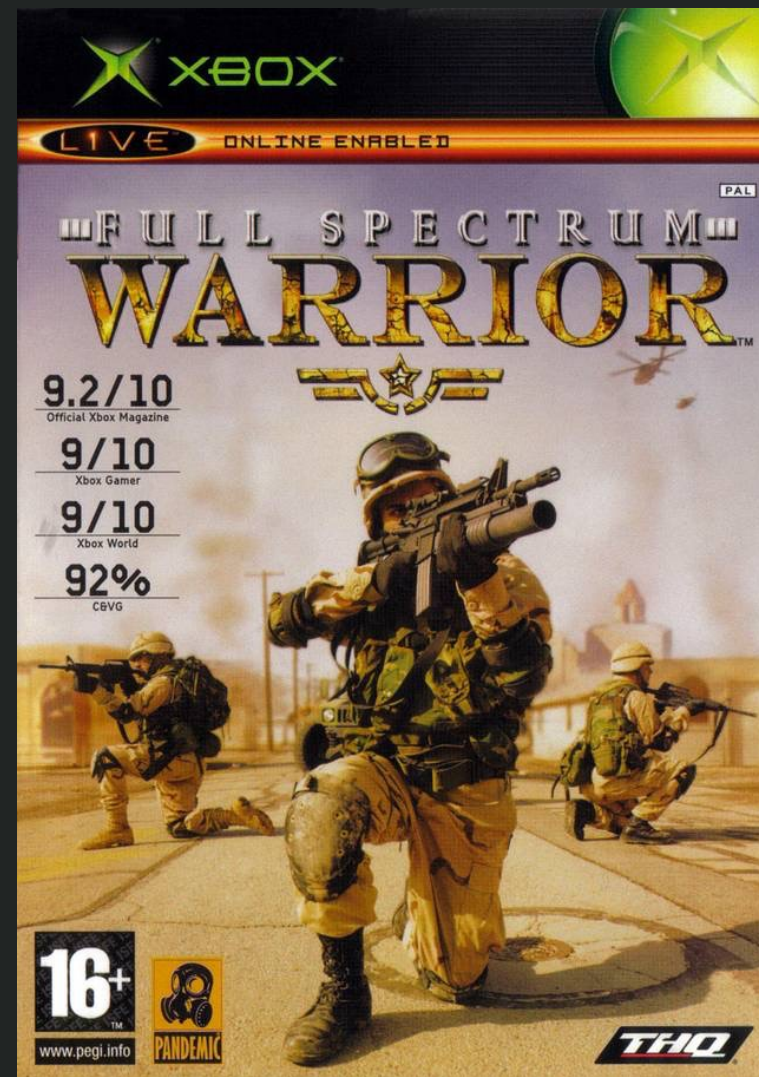
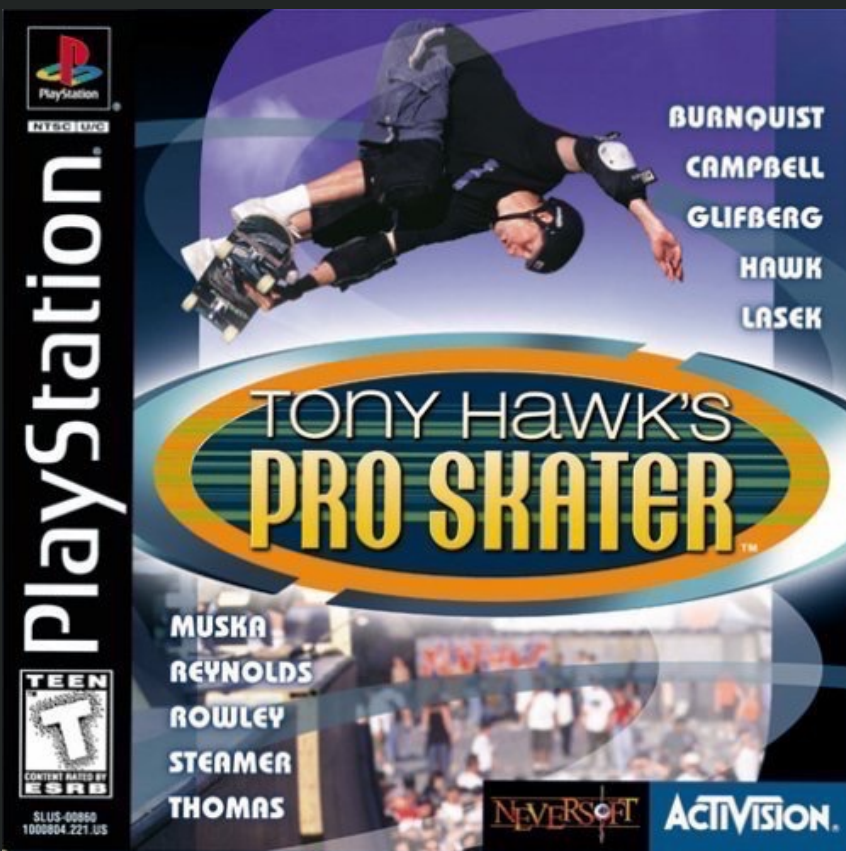


















宇宙戦士 **マジン**  
**GALAK-Z** ★  
 THE DIMENSIONAL



GALAK-Z : Flying by the Seat of Our Pants

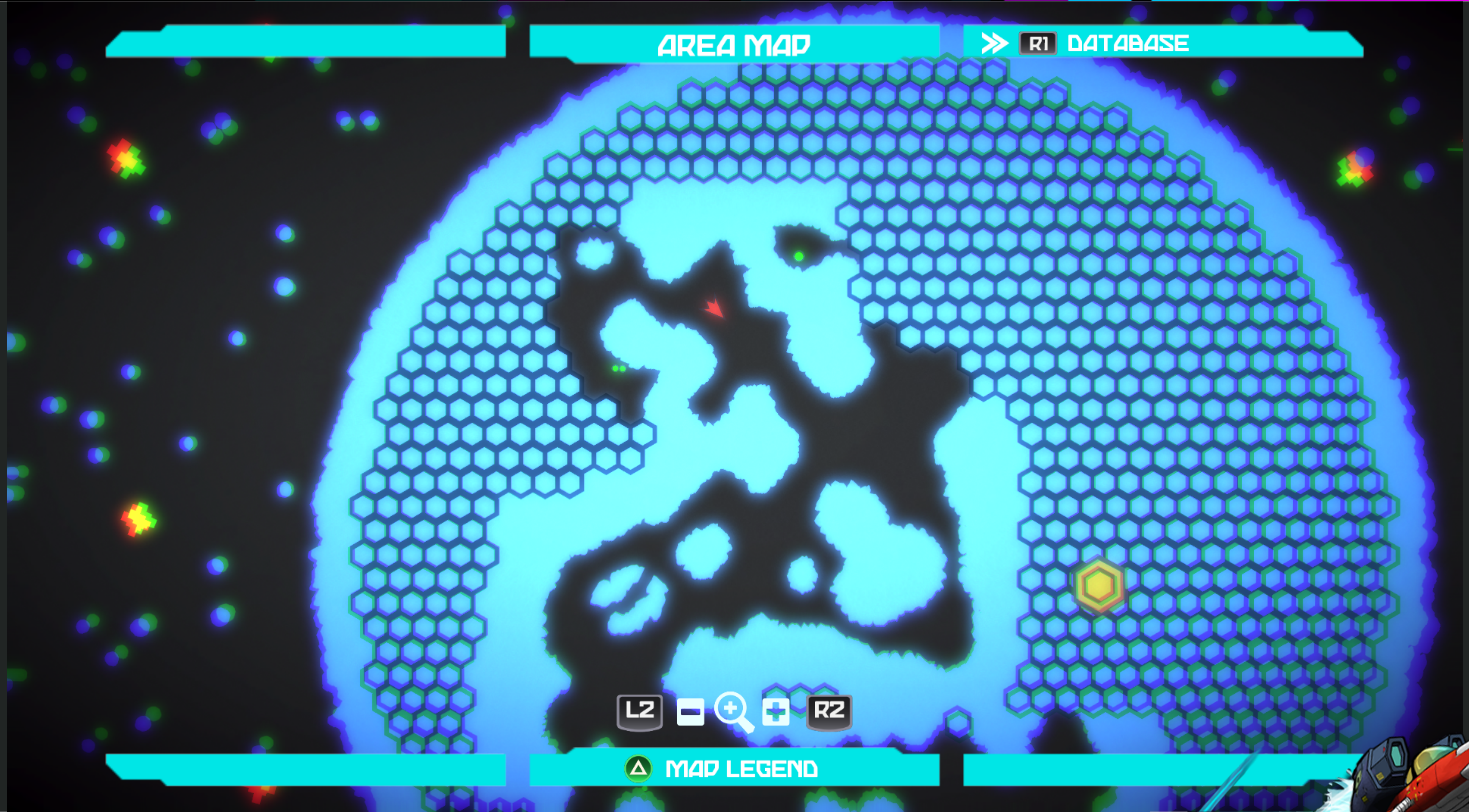




Work in Progress Feb 2014

*GALAK-Z : Flying by the Seat of Our Pants*



















HULL  
4

SHIELDS  
2

MISSILES  
14/20

CREDITS  
691

CRASH COINS  
6

SHIP STATUS

Grid of ship status icons including a jet, a plus sign with a cross, and various symbols representing ship components.

CRASH'S STASH

Grid of items in Crash's Stash, including a jet, a plus sign with a cross, and various symbols representing items.

TURBOCHARGED

SHIP ABILITY  
+15% BOOST SPEED  
AUTOMATICALLY APPLIED. OWNED: 0

250

BUY!

BACK

NEXT







*GALAK-Z : Flying by the Seat of Our Pants*











**metacritic** Movies Games

New Releases Coming Soon High Scores Browse A-Z Publication

**Galak-Z: The Dimensional** PlayStation 4

17-Bit | Release Date: Aug 4, 2015 | Also On: PC

Summary Critic Reviews User Reviews Det

**82** Metascore  
Generally favorable reviews based on 41 Critics  
[What's this?](#)

**Summary:** This hand painted intergalactic adventure takes you to the ends of the universe to fight enemies in new ways. Inspired by the classic sci-fi anime of the late 1970s and early 1980s as well as more modern shooters.

# 宇宙戦士 **Galak-Z** THE DIMENSIONAL

PS4 PC



"There are a thousand little points of tension beyond the "die and restart" loop, and that's what helps GALAK-Z stand comfortably among the best roguelikes ever created."

9.0 - *Polygon*

"The amount of love and effort that went into crafting GALAK-Z is plainly evident...17-Bit has produced nothing short of a masterpiece."

90 - *Hardcore Gamer*

"GALAK-Z's controls are smartly designed and responsive... What really pushes it to the next level is the tremendous amount of detail put into the enemy design and the combat."

90 - *US Gamer*





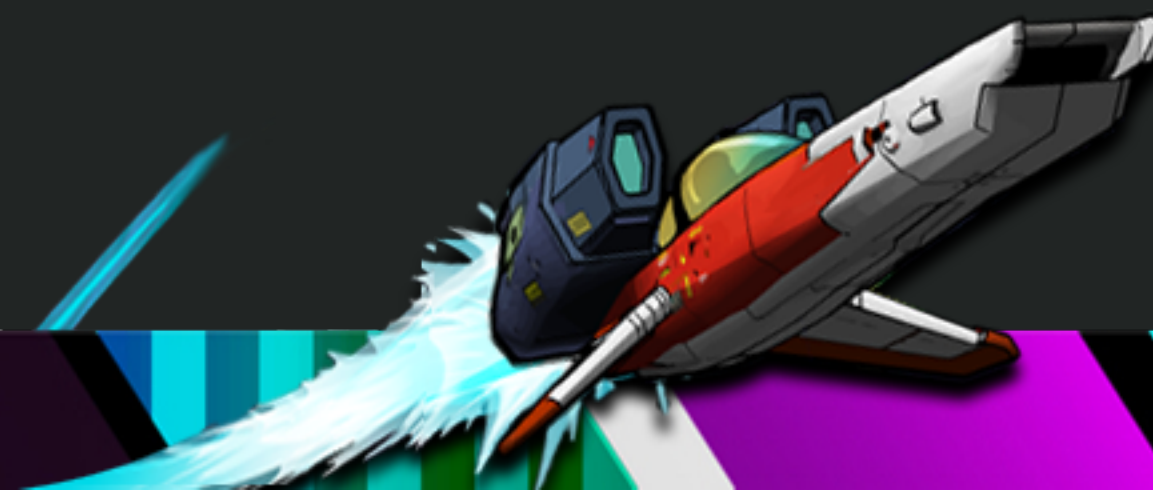
# ***Production 101 : Back to the Basics***

*GALAK-Z : Flying by the Seat of Our Pants*





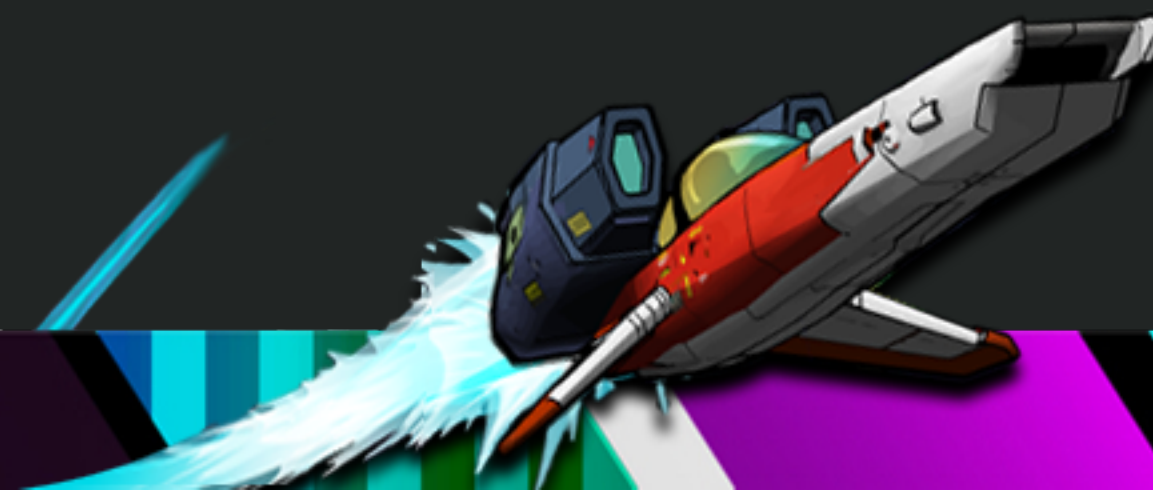
# What Didn't Work and Why





 What Didn't Work and Why

 What We Did to Make Things Work





 What Didn't Work and Why

 What We Did to Make Things Work

 Key Takeaways







# What Didn't Work and Why







# ***Goal : Roundout the X-Level***

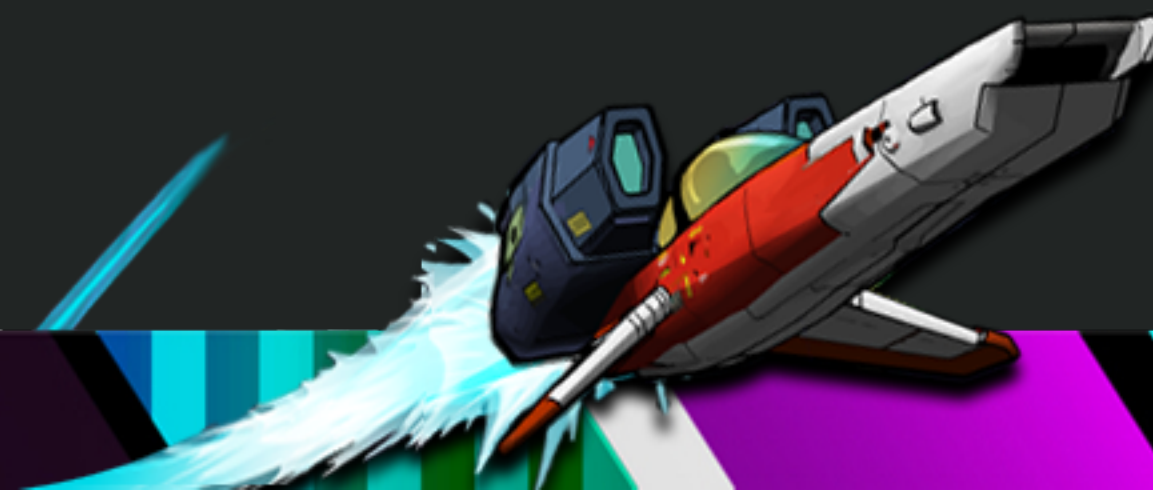


# X-Level

Prove Out Major Systems

Establish and Implement Core Aesthetic  
Showcase Representative Gameplay

***Snapshot of the Game as a Whole***







# Big Trouble in Little GDD

*GALAK-Z : Flying by the Seat of Our Pants*





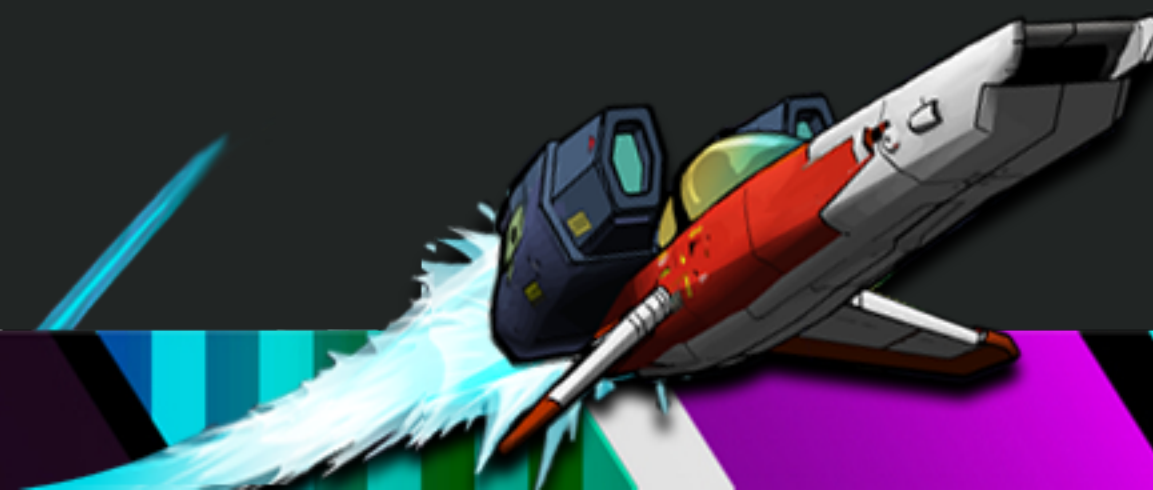
No GDD





No GDD

No Reference Data  
for Time Estimates





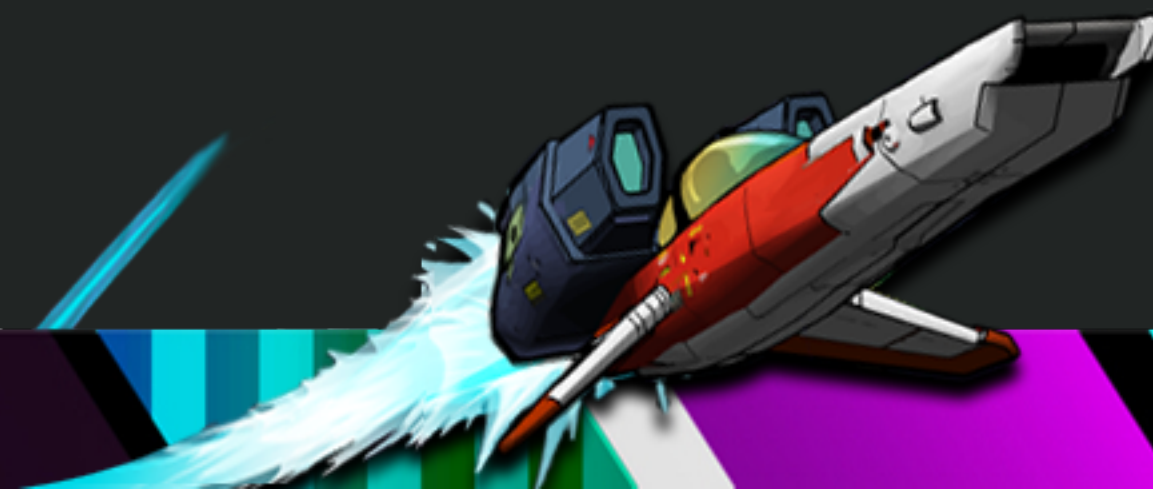
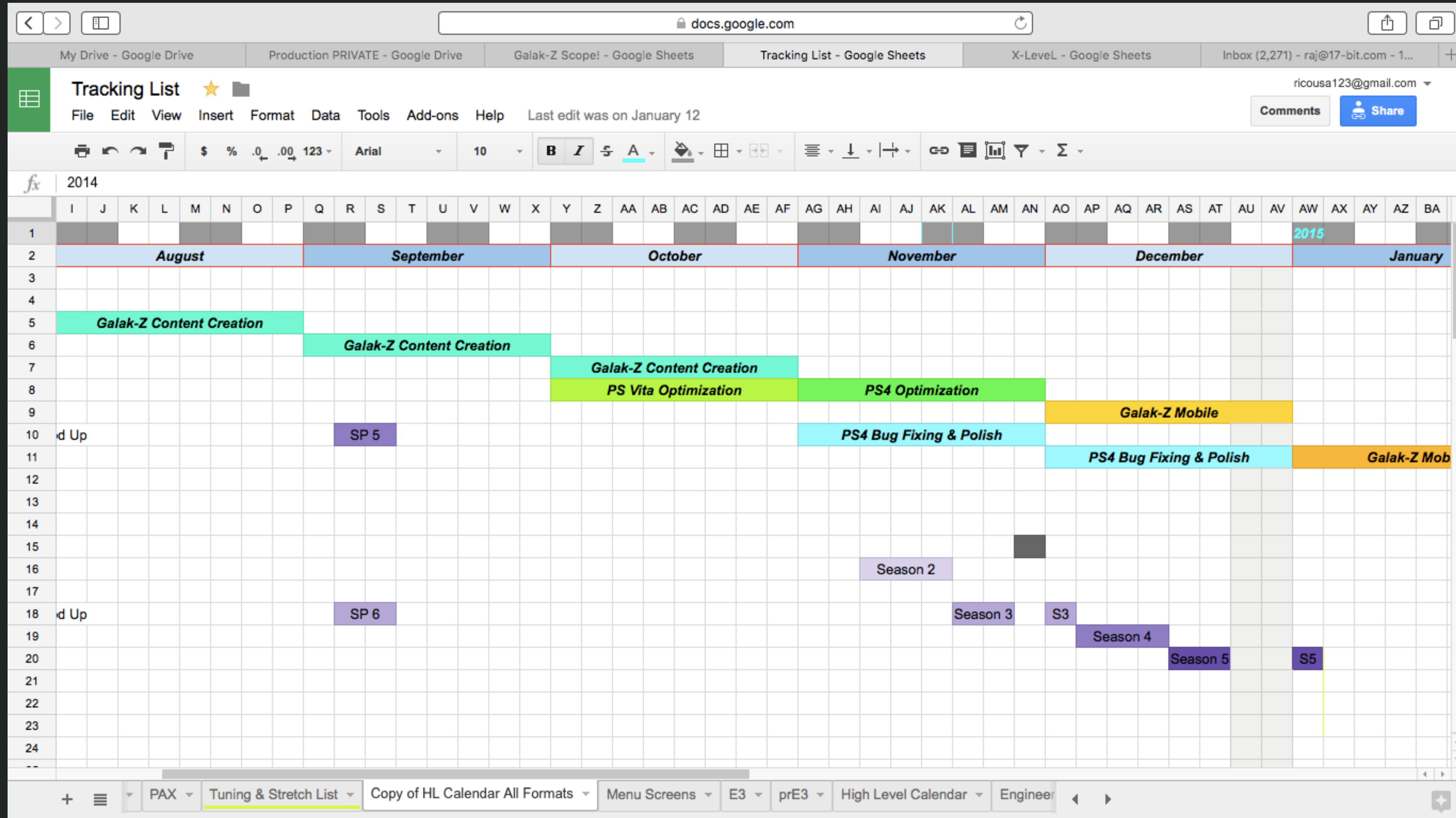
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No Reference Data  
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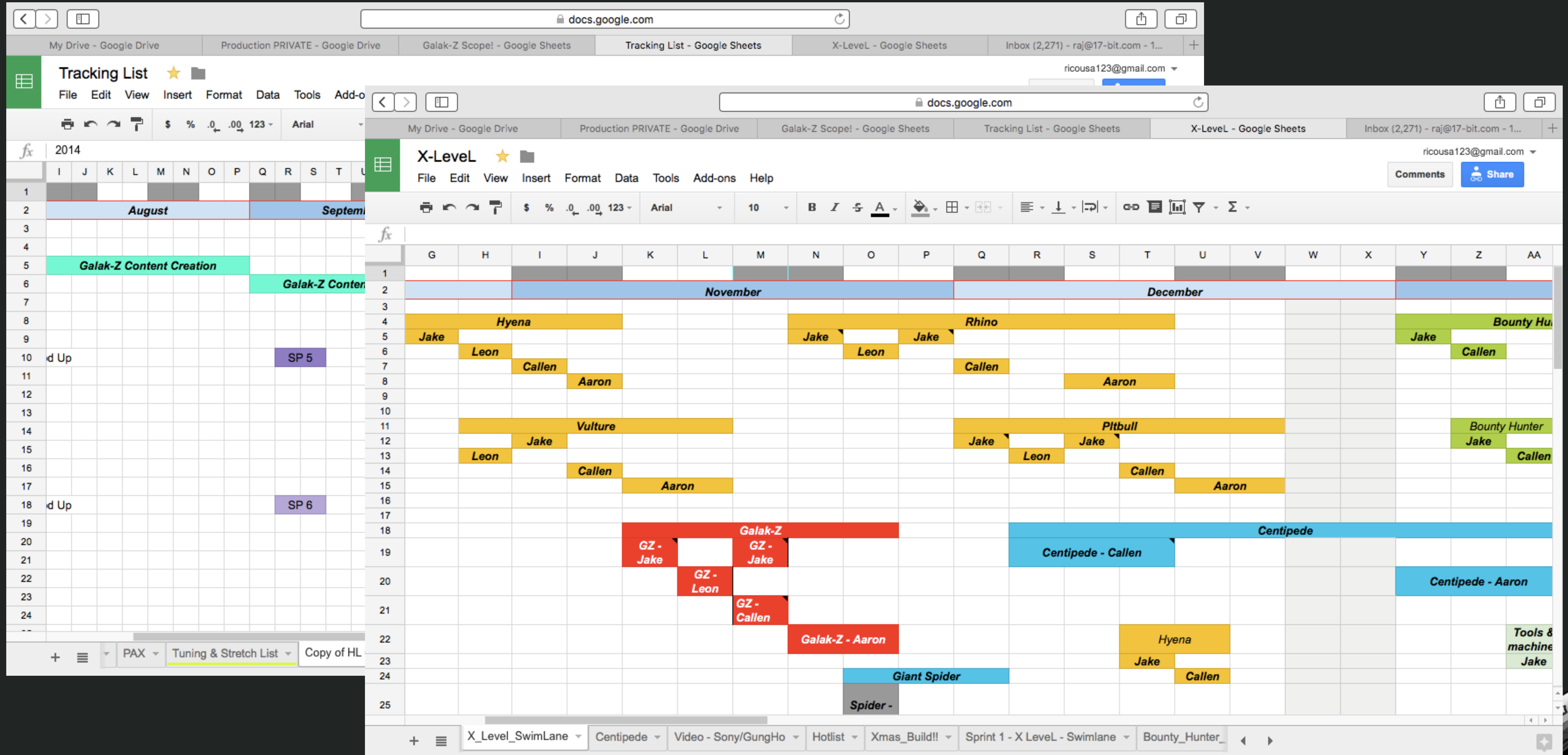
First Time for Everything













No GDD

No Reference Data

for Time Estimates

First Time for Everything

Hidden and Forgotten Features





No GDD

No Reference Data

for Time Estimates

First Time for Everything

Hidden and Forgotten Features

Working from the Inside Out





No GDD

No Reference Data

for Time Estimates

First Time for Everything

Hidden and Forgotten Features

Working from the Inside Out

No Way to Gauge Time





No GDD

No Reference Data

for Time Estimates

First Time for Everything

Hidden and Forgotten Features

Working from the Inside Out

No Way to Gauge Time

Story Stalled .. Lost Our Anchor





No GDD

No Reference Data

for Time Estimates

First Time for Everything

Hidden and Forgotten Features

Working from the Inside Out

No Way to Gauge Time

Story Stalled .. Lost Our Anchor

Endless Prototype Mode





No GDD

No Reference Data

for Time Estimates

First Time for Everything

Hidden and Forgotten Features

Working from the Inside Out

No Way to Gauge Time

Story Stalled .. Lost Our Anchor

Endless Prototype Mode

Hands Solo





*Isn't it "indie" to just find your way?!*



No GDD

No Reference Data

for Time Estimates

First Time for Everything

Hidden and Forgotten Features

Working from the Inside Out

No Way to Gauge Time

Story Stalled .. Lost Our Anchor

Endless Prototype Mode

Hands Solo

Not Following Best Practices





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Endless Prototype Mode

Hands Solo

Not Following Best Practices

Mission Unclear





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Endless Prototype Mode

Hands Solo

Not Following Best Practices

Mission Unclear

Communication

Not Guaranteed





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Mission Unclear

Communication

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Overloaded





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Mission Unclear

Communication

Not Guaranteed

Overloaded

Fatigued







# HAPPY NEW YEAR 2015

昨年9月より、京都での新しい生活が始まりました。  
京都にお越しの際はご連絡ください。  
本年もどうぞよろしくお願いいたします。

We started a new life in Kyoto!  
Please visit us.

Jake, Yoko, Enzo and Juno













No GDD

No Reference Data

for Time Estimates

First Time for Everything

Hidden and Forgotten Features

Working from the Inside Out

No Way to Gauge Time

Story Stalled .. Lost Our Anchor

Endless Prototype Mode

Hands Solo

Not Following Best Practices

Mission Unclear

Communication

Not Guaranteed

Overloaded

Fatigued

Creative/Art Director Overseas





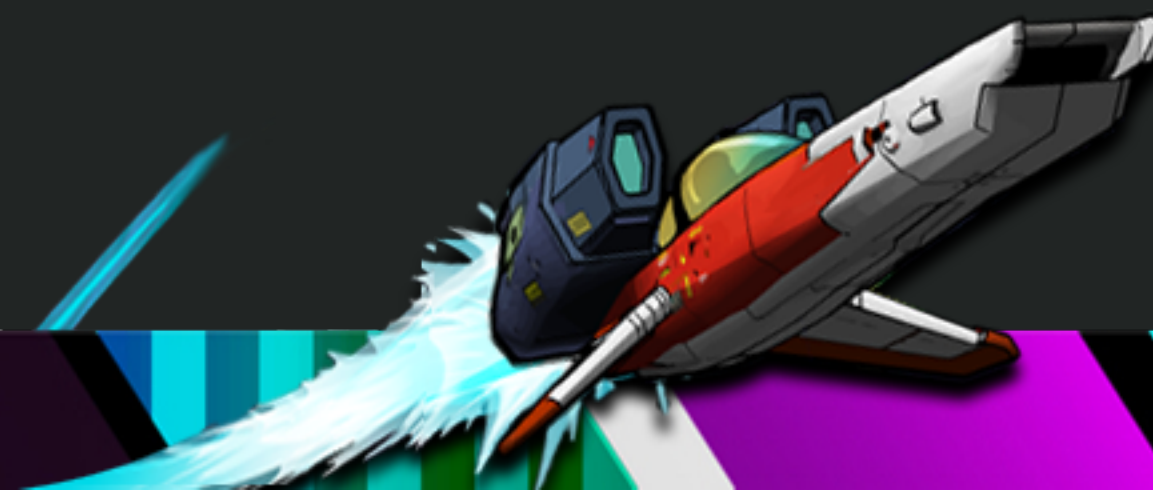


***Things were tough .. BUT ..***



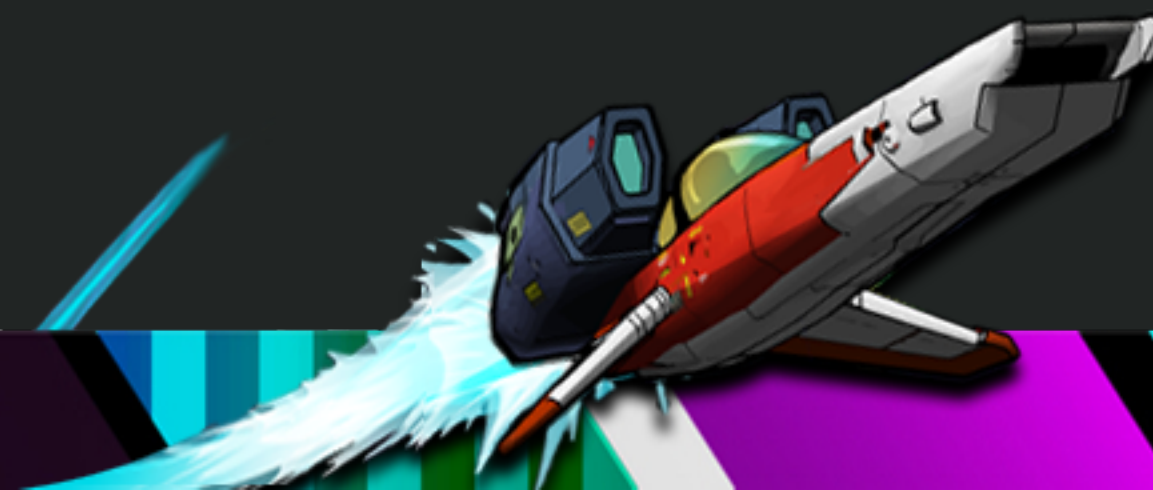
② What Didn't Work and Why

③ What We Did to Make Things Work





# Turned Problems into Opportunities





Turned Problems  
into Opportunities  
Listened to the Game



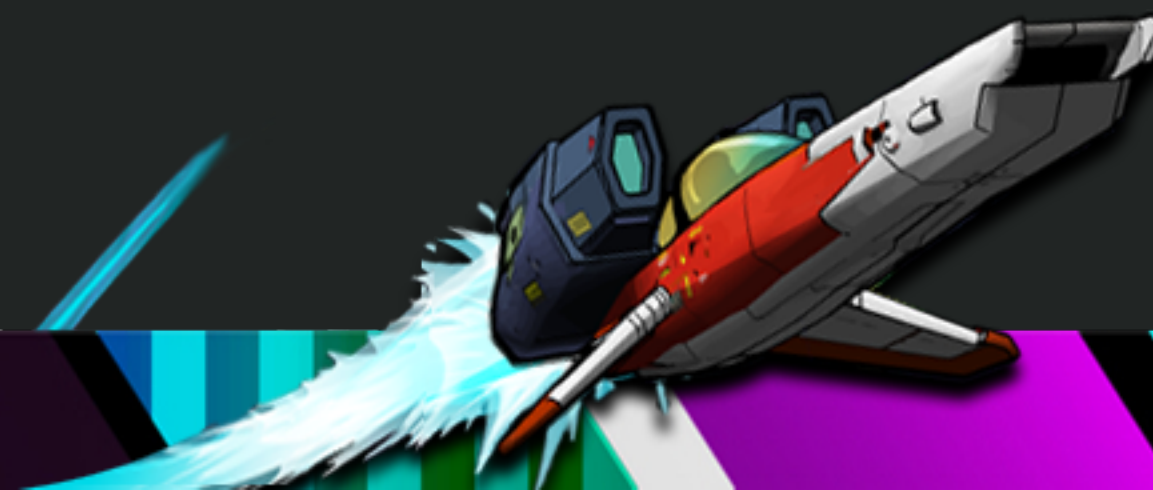


Turned Problems  
into Opportunities  
Listened to the Game  
Long Live Prototype Mode



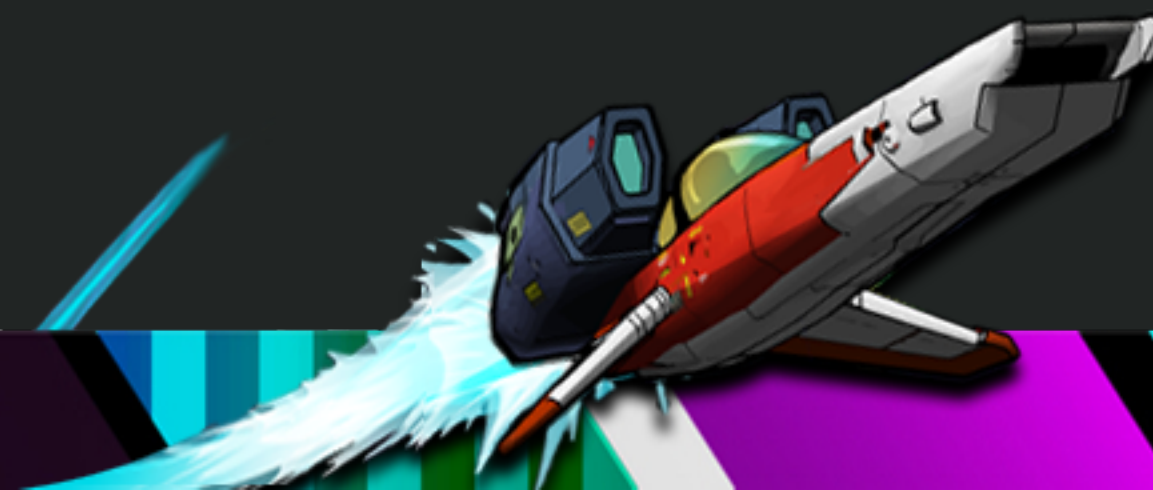


Turned Problems  
into Opportunities  
Listened to the Game  
Long Live Prototype Mode  
Got It All Captured



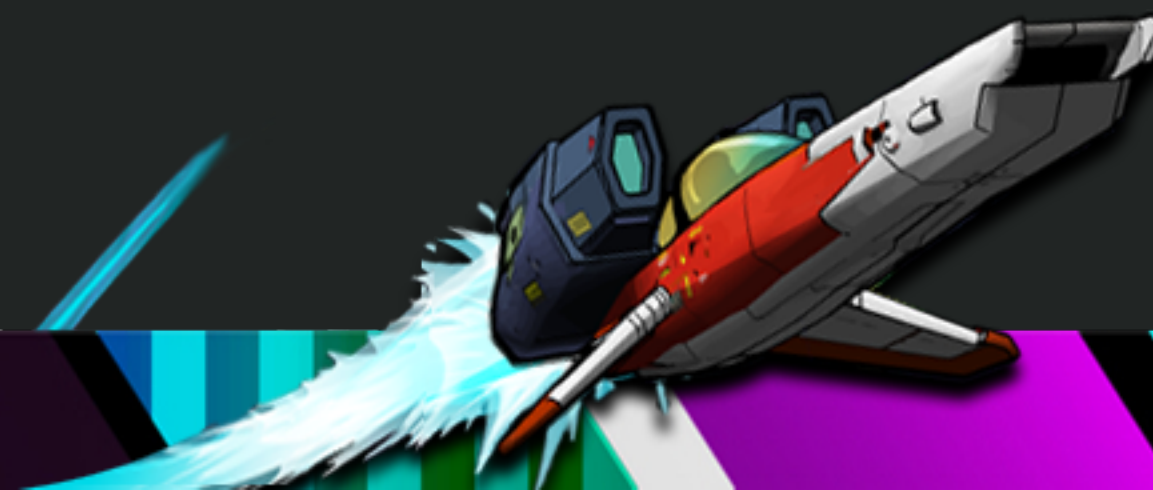


Turned Problems  
into Opportunities  
Listened to the Game  
Long Live Prototype Mode  
Got It All Captured  
Embraced Forgotten Features



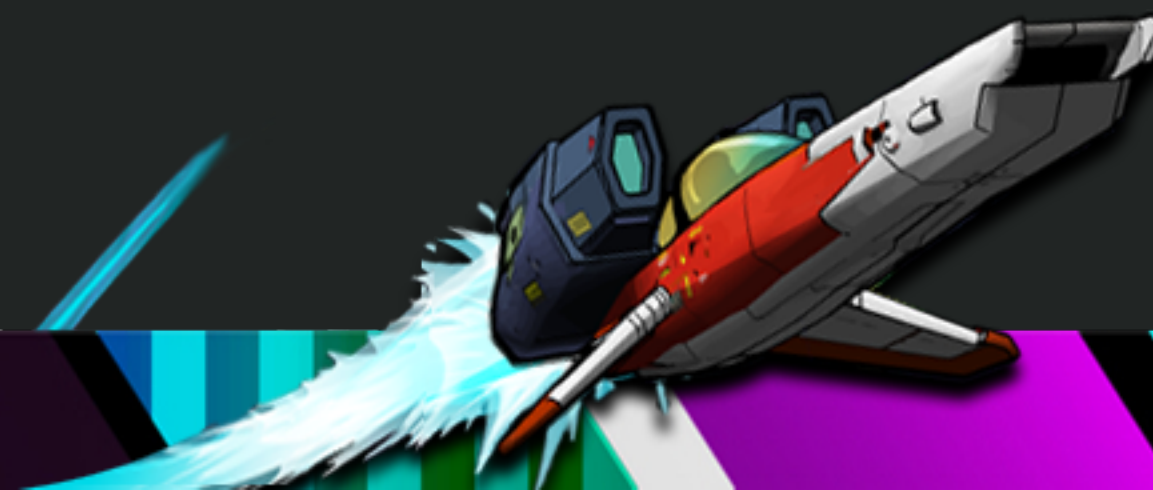


Turned Problems  
into Opportunities  
Listened to the Game  
Long Live Prototype Mode  
Got It All Captured  
Embraced Forgotten Features  
GDD and Shared Understanding





Turned Problems  
into Opportunities  
Listened to the Game  
Long Live Prototype Mode  
Got It All Captured  
Embraced Forgotten Features  
GDD and Shared Understanding  
Empowerment







# *GALAK-Z : Flying by the Seat of Our Pants*





# What We Did to Make Things Work

X-Level						
File Edit View Insert Format Data Tools Add-ons Help						
=date(2014,2,5)-TODAY()-4						
	A	B	C	D	E	F
1						
98	-772 Days Left Until X-Level					
99		Owner	Estimated Time (days)	Actual Time (days)	Work Left (days)	Status
100	Engineering					
101	1	Streaming Tests - Distances	Zach	3	3	Not Started
102	2	Asset Bundles - Core approach and Use-cases	Zach	3	3	Not Started
103						
104		Generate polygonal meshes to fill in cavern walls	Zach	1	2	Complete
105		Place rocks around edges of cavern interiors	Zach	0.6	1	Complete
106		Place generated caverns on a sub-sector grid	Zach	1	1	Complete
107		Fill in empty grid cells with a tiling rock mesh	Zach	0.5	0.25	Complete
108		Add background deco pieces	Zach	0.5	0.25	Complete
109		Add padding to grid cells so that generated rooms don't occupy the entire area	Zach	1	0.75	Complete
110		Connect cavern exits with straight tunnels	Zach	2	2	Complete
111		Create A* path grid at runtime	Zach	0.5	0.5	Complete
112		Place enemies on patrol points within each room	Zach	0.5	0.5	Complete
113		Spawn interactable objects at points on Interactables layer	Zach	0.5	0	Complete
114		Write an algorithm for generating the layout of a sub-sector	Zach	2	2	Complete
115		Add light triggers to transition between rooms	Zach	1	1	Complete
116		[Room Editor] Support for saving/loading from an external file	Zach	1	1	Complete
117		[Room Editor] Library for previewing saved templates	Zach	1	1	Complete
118		[Room Editor] Groundwork for layer/painting system	Zach	1	1	Complete
119		[Room Editor] Add Enemy Patrols layer	Zach	1	1	Complete
120		[Room Editor] Enemy patrols layer: Add support for editing paths once placed	Zach	0.5	1	Complete
121		[Room Editor] Enemy patrols layer: Add support for multiple paths	Zach	0.5	0.5	Complete
122		[Room Editor] Add Interactables layer	Zach	0.5	0.5	Complete
123		[Room Editor] Interactables layer: Add support for specifying orientation	Zach	1	1	Complete
124		[Room Editor] Add Adjustment layer	Zach	1.25	1	Complete

Tracking List														
File Edit View Insert Format Data Tools Add-ons Help														
Last edit was on January 12														
	A	B	C	D	E	F	G	H	I	J	K	L	M	
1	*		Priority	Asset	Aar	Bre	Cal	Jak	Pat	Zac	Anc	Notes	Notes +	
81				Design Tuning										
82				Passives										
83		B	1	OffensivePassiveMech - Turret Taker		2						Grappling turrets rips them out. They will fac	Firing time stacks.	
84		B	2	OffensivePassiveShip - Doubletap Deadfire		0.5						Double-tap missile button to shoot 2 non-homing missiles	pass	
85		B	2	OffensivePassiveMech - Pheromone Injectors		2	0.5					Grappling a small bug converts them for 15	Conversion time stacks, bug stats are up	
86														
87				HUD & Menu										
88		R	1	Fonts									spin cycle, eslava, vorosd, united	clear
89		P	2	Credits					1			slug out .. engineering setup		
90		Z	1	Crash dialogue integration						1		get Crash barks into the Stash		
91		P	1	Database/Inventory Screen						1		Weapons, Passives, Blueprints	final content check and localization text s	
92		Z	1	Remaining UI Art Implementation						2		in-game HUD assets		
93		Z	1	Crash's Stash						1		outstanding questions about functionality/loc	anything remaining?	
94		JZ	1	New passive pickup notification art						1				
95		B	1	Blueprints system hookup			3					how much of this is working right now?		
96		P	2	Achievements & Trophies						1		still need season 4 & 5 completion		
97		A4	2	Shields Restored		0.5								
98		?	2	Update Button Guide on HUD			1							
99		P	2	Cutscenes Menu						1		12.23.14		
100		P	S	Encyclopedia						?				
101														
102														
103				Writing										

GALAK-Z : Flying by the Seat of Our Pants







# What We Did to Make Things Work

X-Level

File Edit View Insert Format Data Tools Add-ons Help

=date(2014,2,5)-TODAY()-4

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A B C D E F G

1	-772 Days Left Until X-Level					
98	Engineering					
99	Zach					
101	1 Streaming Tests - Distances					
102	2 Asset Bundles - Core approach and Use-cases					
103						
104	Generate polygonal meshes to fill in cavern walls					
105	Place rocks around edges of cavern interiors					
106	Place generated caverns on a sub-sector grid					
107	Fill in empty grid cells with a tiling rock mesh					
108	Add background deco pieces					
109	Add padding to grid cells so that generated rooms don't occupy					
110	Connect cavern exits with straight tunnels					
111	Create A* path grid at runtime					
112	Place enemies on patrol points within each room					
113	Spawn interactable objects at points on Interactables layer					
114	Write an algorithm for generating the layout of a sub-sector					
115	Add light triggers to transition between rooms					
116	[Room Editor] Support for saving/loading from an external file					
117	[Room Editor] Library for previewing saved templates					
118	[Room Editor] Groundwork for layer/painting system					
119	[Room Editor] Add Enemy Patrols layer					
120	[Room Editor] Enemy patrols layer: Add support for editing pat					
121	[Room Editor] Enemy patrols layer: Add support for multiple pa					
122	[Room Editor] Add Interactables layer					
123	[Room Editor] Interactables layer: Add support for specifying o					
124	[Room Editor] Add Adjustment layer					

Galak-Z Scope!

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fx

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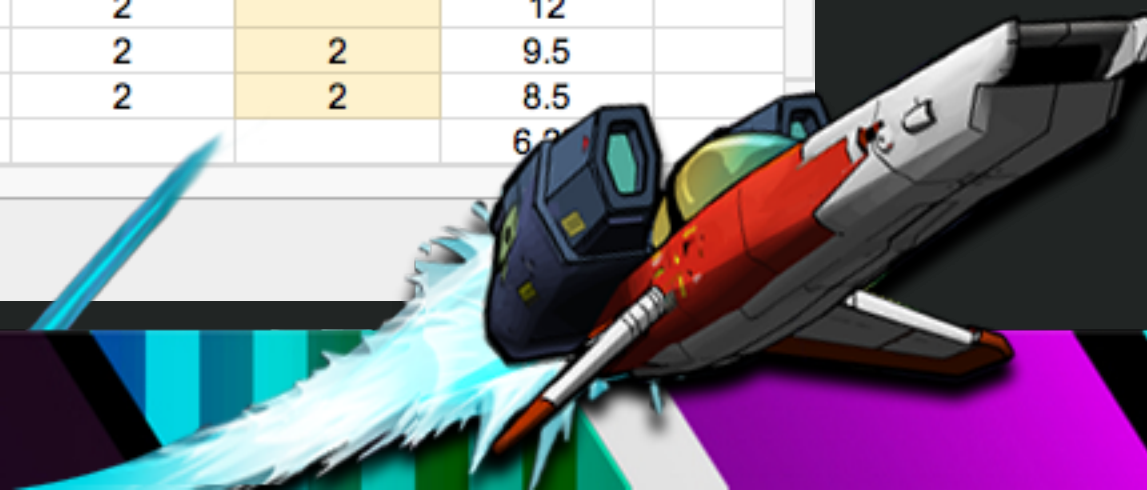
A B C D E F G H I J K L M N

1		Jake	Jake	Jake	Callen	Callen	Callen	Callen	Aaron	Aaron	Andy	Leon			
2		Units & Characters	Concepting	Jake Portrait Time	Jake Texture Time	Portrait Rig	General/Standing Rig	Animation Time	VFX Time	Design Time	Eng. Time	Audio Time	Leon Time	Internal Time	Contractor Time
4		Allies													
5	U	Axelios	1		2			0	1	0	1	1	2	5	
6	U	A-Tak Galak-Z	1	0.5	2			2	1	4	1	2	2	11.5	
7	U	A-Tak Mech	1	1	2		5	10	1	8	2	2	2	30	
8	U	Beam - Stealth	1		0.25			0	1	20	1	1	0	23.25	
9	C	A-Tak	0			0.5	4	3			0.25			7.75	
10	C	Beam	1	0.5		1	2	3			0.25			7.75	
11	C	Crash	1				1	3			0.25			5.25	
12	C	Captain	1	2		1	1	3			0.25			8.25	
14		Imperials													
15	U	Imperial Destroyer	2	1	2	1		2	1	3	2	2	2	14	
16	U	Imperial Drones	2					0	1	3	1	2		7	
17	U	Stingray	2			D		0	1	3	1	2		7	
18	U	Hammerheads	2			D		0	1	3	1	2		7	
19	U	Piranhas	2			0.5		0	1	3	1	2		7.5	
20	U	Bazooka Sentinels	2					5	1	3	1	2		12	
21	U	Sword Sentinels	2					5	1	3	1	2		12	
22	U	Gunships	2	0.5	1	1		0	1	3	1	2	2	9.5	
23	U	Bounty Hunter Ship	2	0.5	1			0	1	3	1	2	2	8.5	
24	C	Evil Emperor	2	?		re-use Standing	1	3			0.25			6.25	

+ High Level Calendar CoRe Units & Characters BuDGeT Environments Customization Behaviors Menu Features

IGF

# *GALAK-Z : Flying by the Seat of Our Pants*





# *GALAK-Z : Flying by the Seat of Our Pants*

Total Time	Total Jake	Total Callen	Total
367.5	83.25	142.25	593





# What We Did to Make Things Work

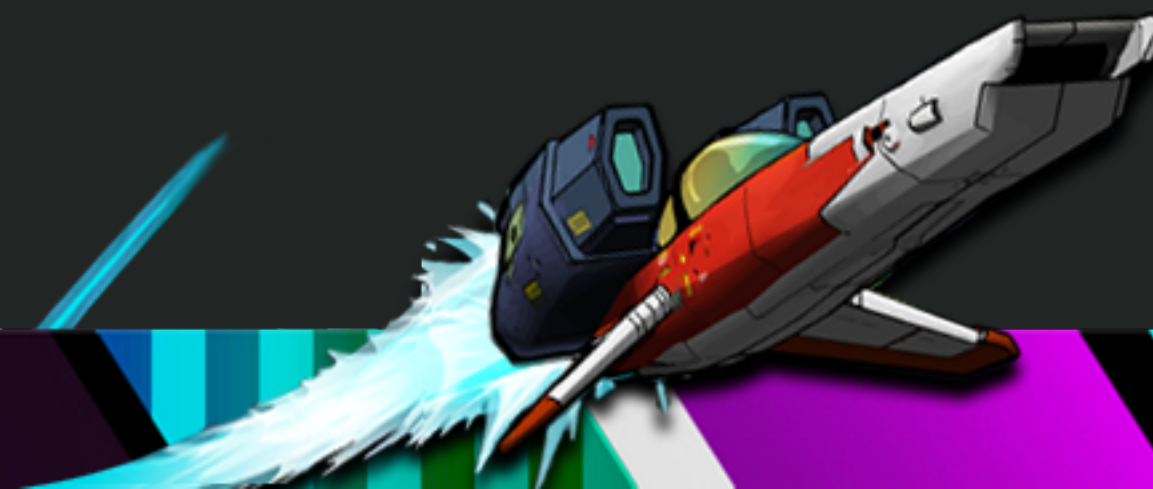
[illegible]

# *GALAK-Z : Flying by the Seat of Our Pants*



Turned Problems  
into Opportunities  
Listened to the Game  
Long Live Prototype Mode  
Got It All Captured  
Embraced Forgotten Features  
GDD and Shared Understanding  
Empowerment

Asana





The screenshot shows the Asana web application interface. The top navigation bar includes tabs for 'MY TASKS', 'MY INBOX', and a search bar. The left sidebar lists various project categories like 'Team Calendar', 'PROJECTS', 'BUGS', and 'POLISH & TUNING'. The main content area displays a list of tasks under the 'POLISH & TUNING' project. The task 'DLC [Moods] Talk to Callen about using his planets for more moods .1' is selected, and its details are shown in a right-hand panel. The task details include a description, a history of updates, and a comment from Jake Kazdal.

**Task List (POLISH & TUNING):**

- BUG1 - Shields Overcharge - Passive remains in inventory (with 0 equ)
- BUG1 - TUTORIAL - Can get into the hulk without trigge
- DLC - Tie In Art - add partner game art
- DLC [Moods] Talk to Callen about using his planets for more moods .1**
- larger flare on reverse thruster
- P1 - HUD - Map screen - add mission number - 0.25
- P1 - Opening Tutorial - Cleanup various broken bits
- P1 - SFX - containers have no collision audio or wall scrape sounds
- P1 - Shields VFX - Sentinels
- P1 - VFX - Element effects for Beam weapon upgrade - .5
- P1 - Weapons System - setup & tuning - 3
- P1 [Tutorial] Gameplay loop
- P2 - Animation - Sentinel
- P2 - Bubbles - need to be affected by engines - 0.1
- P2 - Camera - Mech

**Task Details (DLC [Moods] Talk to Callen about using his planets for more moods .1):**

Description

Jake Kazdal created task. Feb 26, 2015  
 Jake Kazdal added to POLISH & TUNING. Feb 26, 2015  
 Jake Kazdal assigned to Jake Kazdal. Feb 26, 2015

Jake Kazdal changed the name to "P2 [Moods] Talk to Callen about using his planets for more moods .1". [Show Original](#) Mar 16, 2015

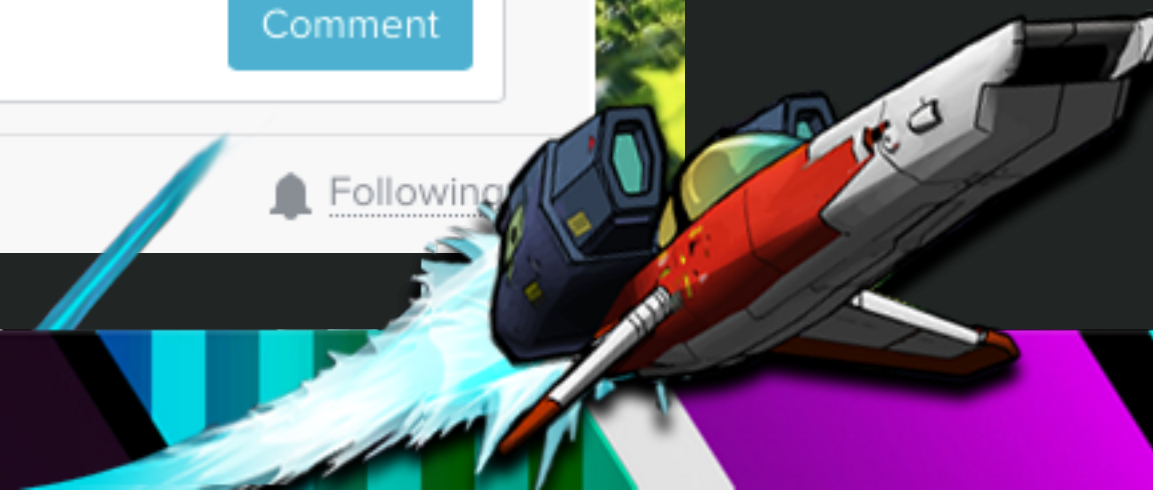
**Jake Kazdal** Mar 16, 2015 at 11:12pm  
 Callen/Raj, whats the possibility we could use some of your planet sprites for more moods?

Jake Kazdal changed the name to "DLC [Moods] Talk to Callen about using

Write a comment... [Comment](#)

Followers: [Avatar 1], [Avatar 2], [Avatar 3], [Avatar 4]

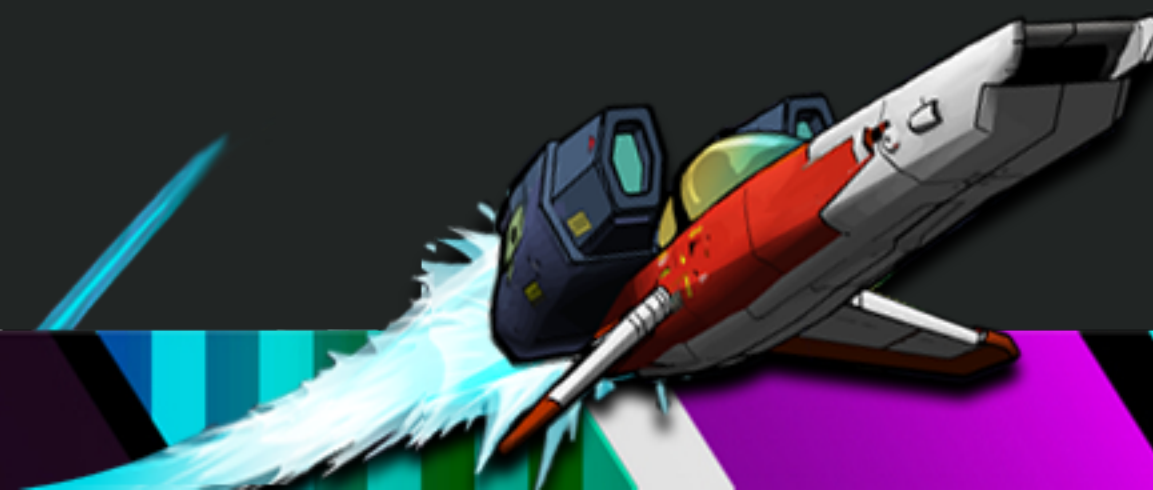
Following: [Avatar 1], [Avatar 2], [Avatar 3], [Avatar 4]





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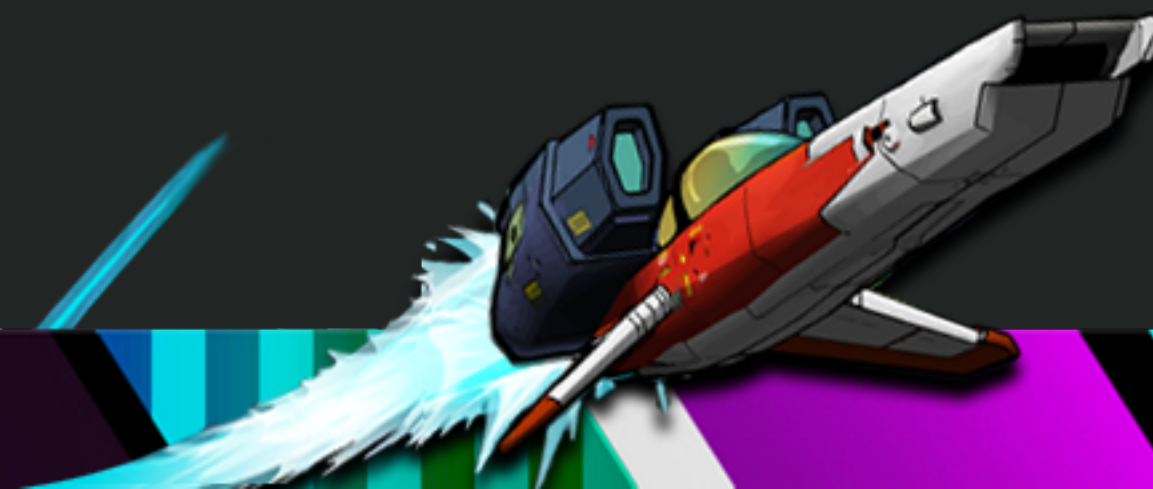
Asana  
Better Informed  
Time Estimates





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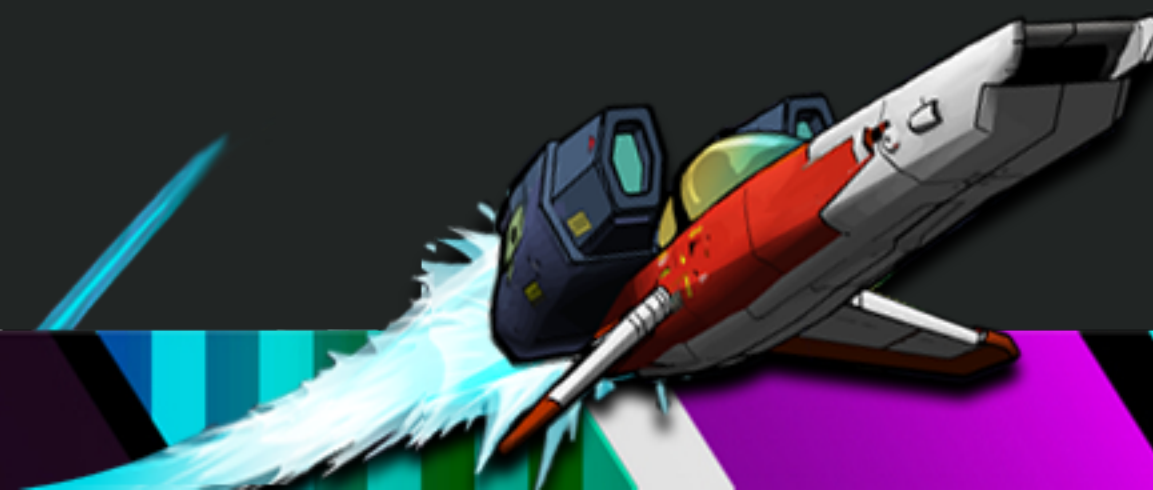
Asana  
Better Informed  
Time Estimates  
Scope It Like You Mean It





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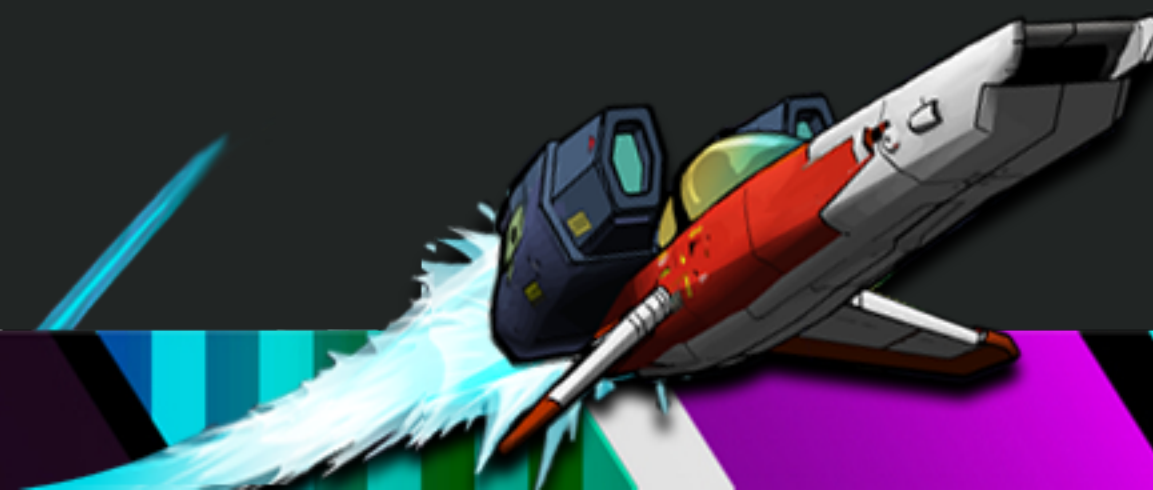
Asana  
Better Informed  
Time Estimates  
Scope It Like You Mean It  
Stricter and More  
Collaborative Planning





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Scope It Like You Mean It  
Stricter and More  
Collaborative Planning  
**Daily Deadlines**





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Time Estimates  
Scope It Like You Mean It  
Stricter and More  
Collaborative Planning  
Daily Deadlines  
Spread Less Thin





**metacritic** Movies Games

New Releases Coming Soon High Scores Browse A-Z Publication

**Galak-Z: The Dimensional** PlayStation 4

17-Bit | Release Date: Aug 4, 2015 | Also On: PC

Summary Critic Reviews User Reviews Det

**82** Metascore  
Generally favorable reviews based on 41 Critics  
[What's this?](#)

**Summary:** This hand painted intergalactic adventure takes you to the ends of the universe to fight enemies in new ways. Inspired by the classic sci-fi anime of the late 1970s and early 1980s as well as more modern shooters.

# 宇宙戦士 **Galak-Z** THE DIMENSIONAL

PS4 PC



"There are a thousand little points of tension beyond the "die and restart" loop, and that's what helps GALAK-Z stand comfortably among the best roguelikes ever created."

9.0 - *Polygon*

"The amount of love and effort that went into crafting GALAK-Z is plainly evident...17-Bit has produced nothing short of a masterpiece."

90 - *Hardcore Gamer*

"GALAK-Z's controls are smartly designed and responsive... What really pushes it to the next level is the tremendous amount of detail put into the enemy design and the combat."

90 - *US Gamer*





# ***How Can I Be Awesome and In Control?!***

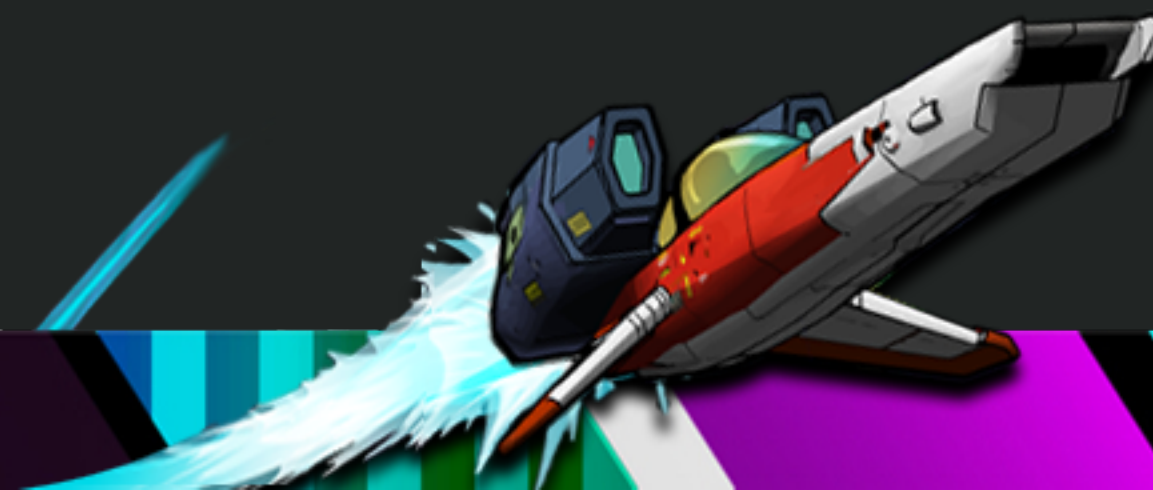
*GALAK-Z : Flying by the Seat of Our Pants*



 What Didn't Work and Why

 What We Did to Make Things Work

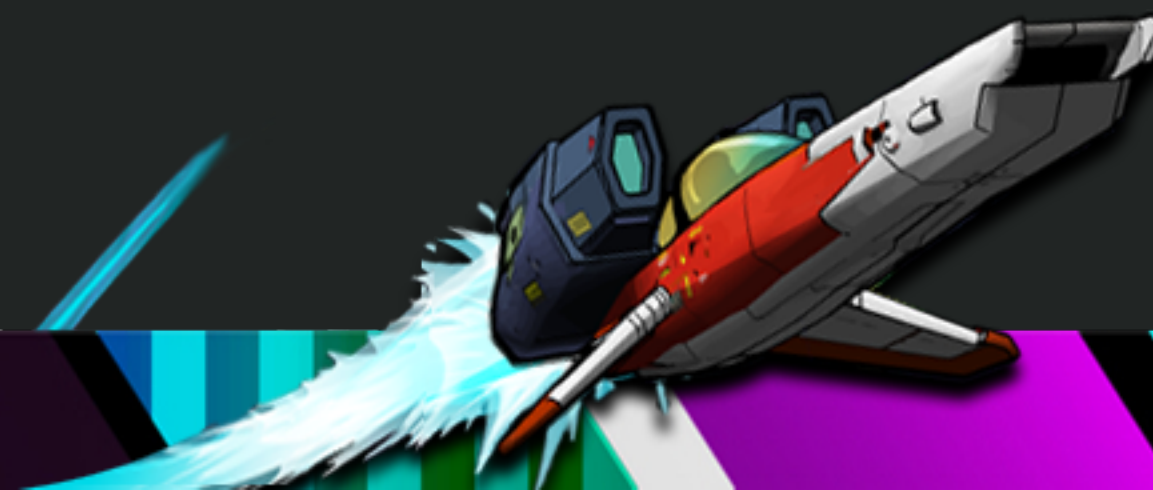
 Key Takeaways







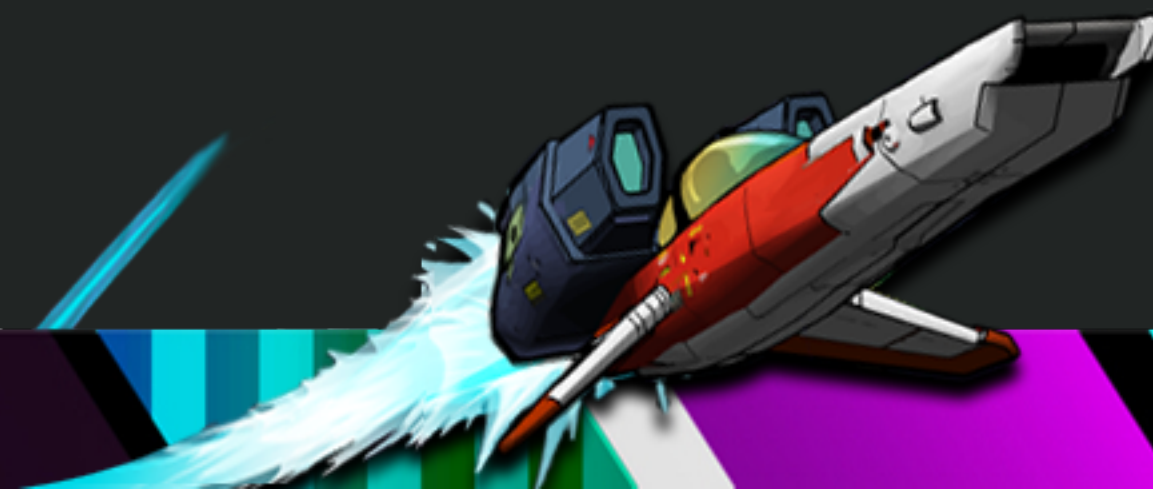
# Discipline, Discipline, Discipline







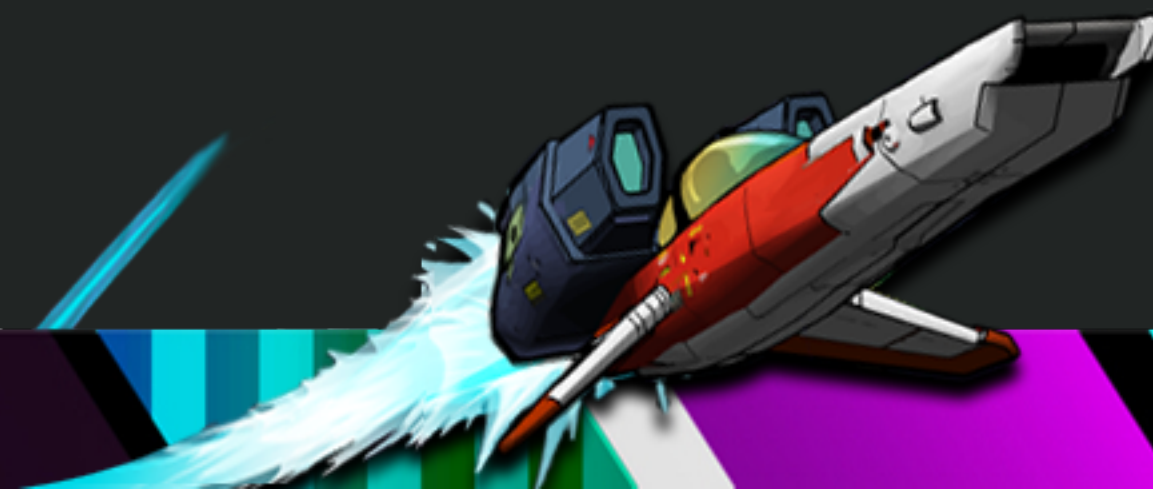
Discipline, Discipline, Discipline  
Schedule is a Collaborative  
Responsibility







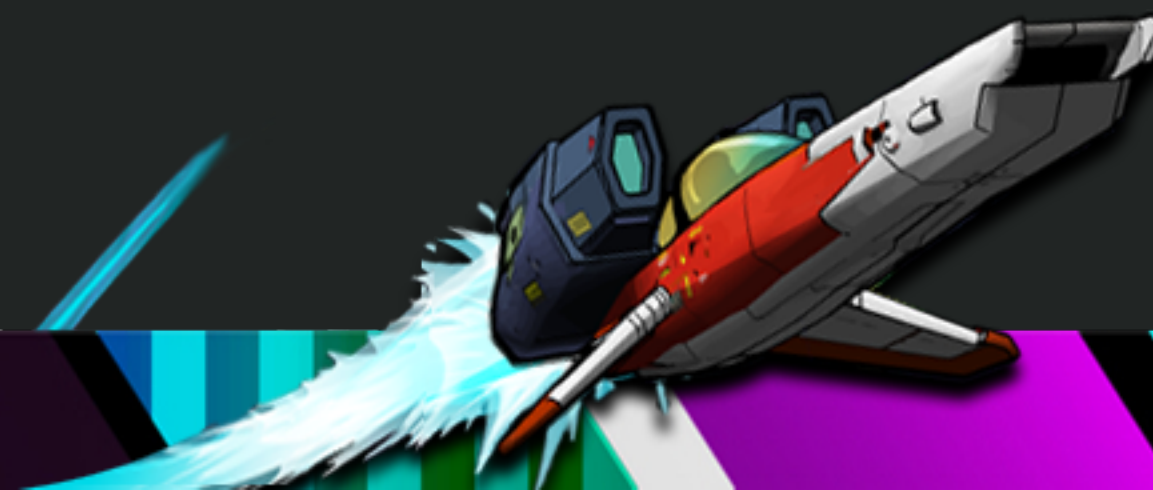
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Schedule is a Collaborative  
Responsibility  
Embrace Structure ..  
.. It Will Set You Free







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Scope, Scope, Scope







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Schedule is a Collaborative

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Scope, Scope, Scope

Be Realistic







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Surround Yourself







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Surround Yourself

Everyone Should Be Able

to Pitch the Game







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Foster Communication







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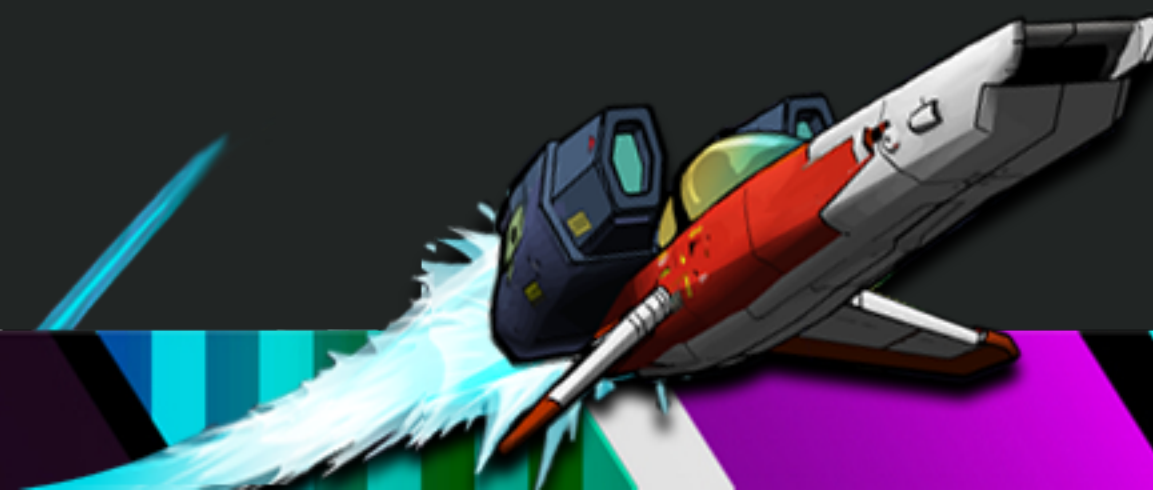
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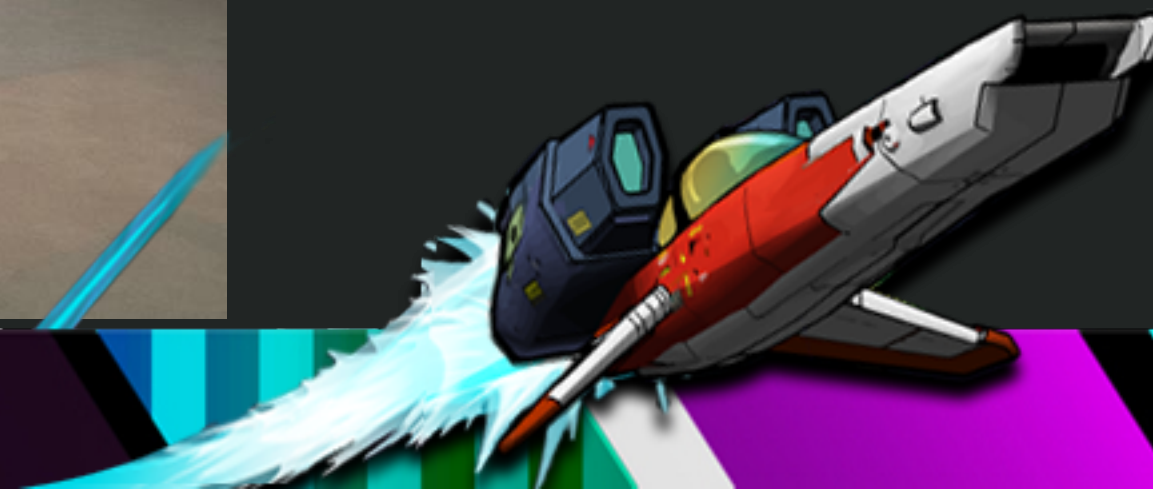
to Pitch the Game

Foster Communication

Dev First, Shows Second















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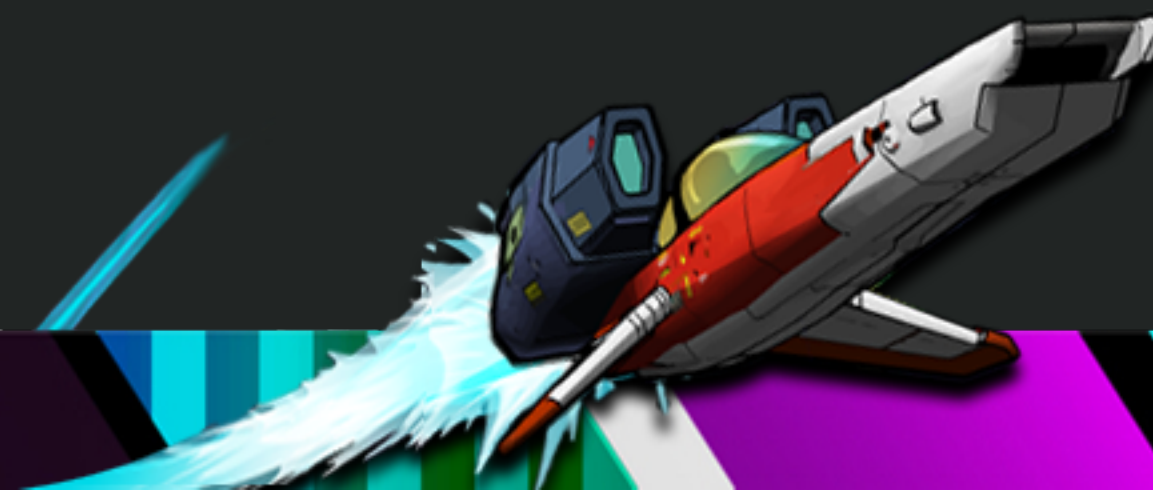
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Sensible Show Builds







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Keep It Clean and Stable







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Keep It Clean and Stable  
**Know When to Hold 'Em**

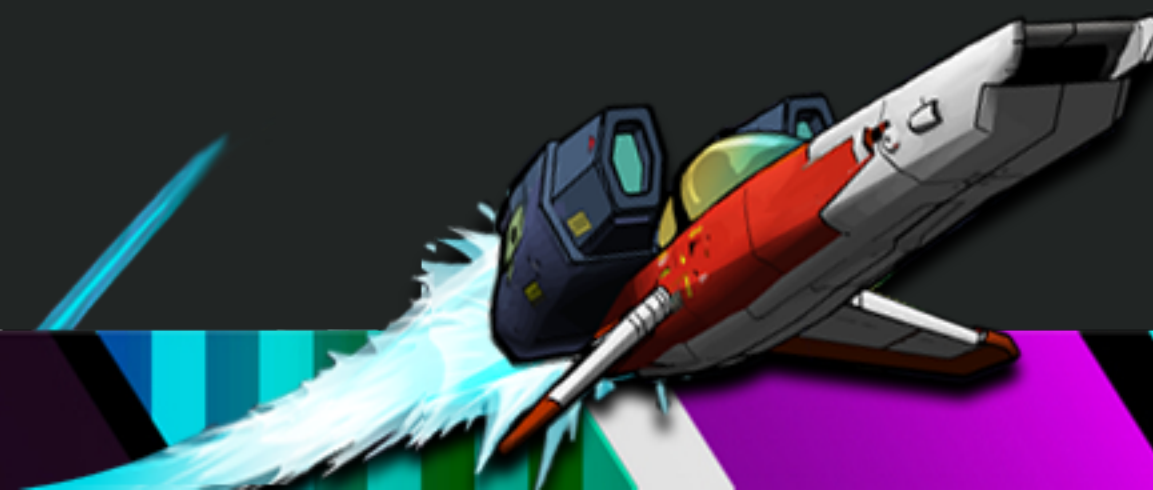






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Bizdev is a Beast .. Tame It

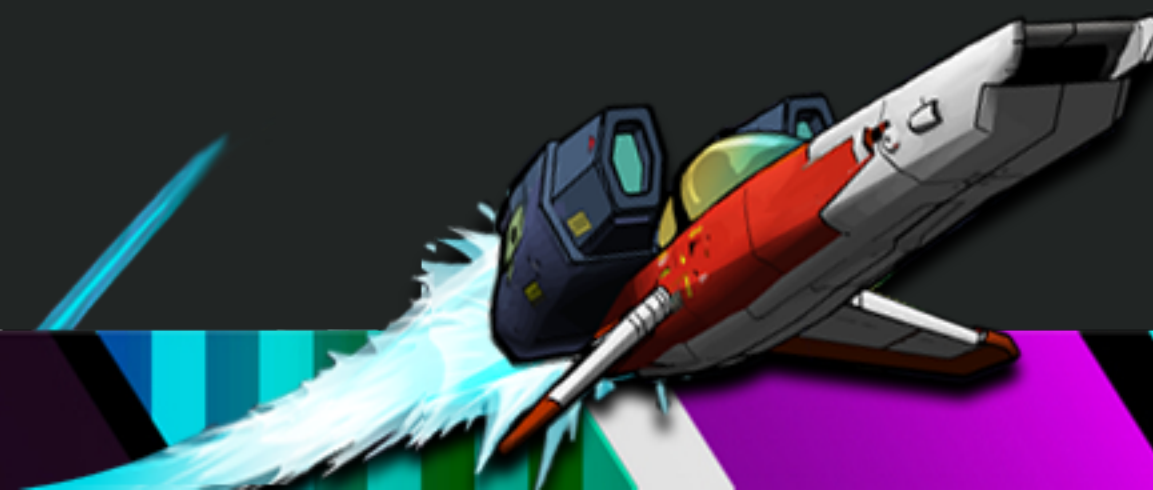






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Focus

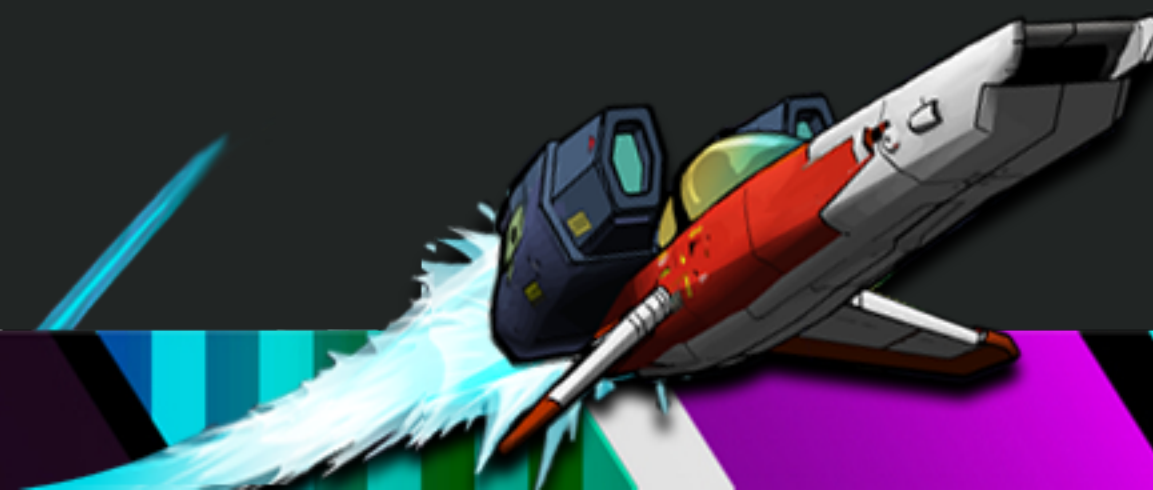






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Sensible Show Builds  
Keep It Clean and Stable  
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Focus  
Sleep and Stay Focused







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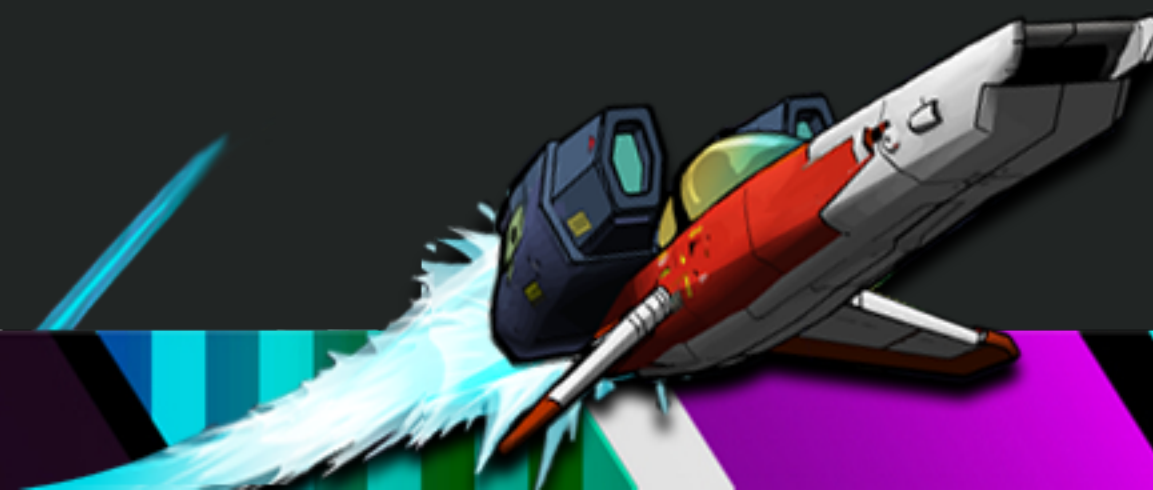
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Bizdev is a Beast .. Tame It

Focus

Sleep and Stay Focused

Push for Quality







***Have Fun***







***Be Good to Each Other***







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THE DIMENSIONAL



@RicoUsa123

@17\_BIT

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Seattle Co-working space:

indiesworkshop.com

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*available on PS4 and Steam*

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