GOC



The last game I make before I die - the Crashlands postmortem



Co-Founder, Butterscotch Shenanigans







Sam Coster





























What would I do if I were going to be dead in a year?







Life through a design lens

- Do I really want to do this?
- Does this make me fulfilled?
- Is this worth my scarce time?





Urgent

Non-urgent

Important

My house is on fire The cat fell into a woodchipper My wife's water broke

Exercise & Self-care Relationships Planning for retirement That game you're making

Twitter, all social media 99% of emails, phone calls Interruptions Correcting that troll on youtube

Watching Netflix Reading for fun **Browsing Reddit**

Jnimportant







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Mouse Benefits

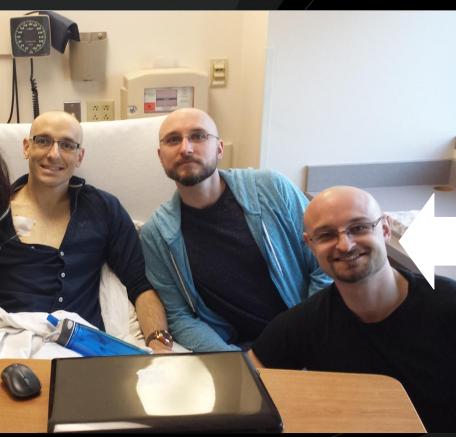
Work from a bed! Work from a chair! Work while being poisoned!











Seth, game programmer







(_) UBM









WOOHOO NOT DEAD!







Oh crap... not dead!





















Adam, PhD











What if... we didn't have an inventory?







We had 3 million players and could reach none of them.









- Email capture
- Cloud saves
- Save bridge from PC to Mobile







Differentiation within a genre is not nearly as good as standing out from your genre





What can we do to stand out?













































Watch this.

I will now talk about how games get featured on my channel for just over 45 minutes



255,189 views











Crashlands launches January 21st at 7am CST

Your Steam Key: KLVYV-Q80Z4-X2ZQB

Request access for iOS/Android

Price: \$15 on Steam, \$5 on Mobile

Review Embargo ends at launch (7am CST January 21st)











+ Mailmerge for google sheets

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this to finish my deliveries. Grandmammy.



Tell you what - help us steal Hewgo's supply caches and I'll find you a Dish maker. We'll make Hewgo pay for my little Burl.



But we bore Burl's roots!



That you did, and for that I'm truly grateful. But this is war, and I need your help. Jak'll update your map with the rough coordinates of that cache. When you get those supplies, come back and talk to me.

ADVENTURE STATS TOTALS

Time Stranded 5h 3m Resources Deconstructed Creatures Deconstructed Consumables Eaten Deaths 107/512 Recipes Learned

FISHING

265

174

265

Deviltailed Slapper 43.20 lbs. Fatheaded Slurper 54.90 lbs. Ball Snail 13.10 lbs.

SAVANNA

Resources Deconstructed Creatures Deconstructed Consumables Eaten Deaths

Resources Deconstructed Creatures Deconstructed







"No matter what happens, it won't change anything."













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"I'm on vacation until..."









Crashlands - Ep. 1 - The Emergency Crashland! - : Let's Play Crashlands Gameplay

Blitzkriegsler 🖾

1 year ago • 194,310 views

Welcome to Crashlands! Crashlands is an outlandish story-driven adventure game set on a foriegn planet after our ship ...



WORLD'S BEST ADVENTURE GAME! (Crashlands #1)

Kwebbelkop

1 year ago • 246,597 views

WORLD'S BEST ADVENTURE GAME! Today we are back with **Crashlands**! An amazing adventure game about a very cool purple ...



Crashlands E01 - Getting Started! (Gameplay / Playthrough / 1080p)

paulsoaresjr 🖾

1 year ago • 192,943 views

Let's play **Crashlands**! Play the role of a galactic space trucker stranded on a planet of wild magic and technology! Build a base ...

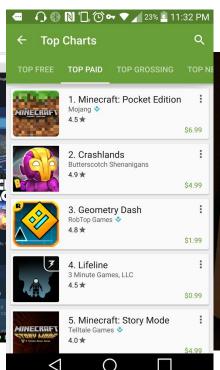






















131,000 units in 10 days











374,157 units since Launch 350,000 BscotchID accounts

DICE Mobile GoTY nomination
TIME mag Top 10 Games of 2016

TouchArcade GoTY 2016







If you're not dead, you're not done.

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@bscotchshenani

