

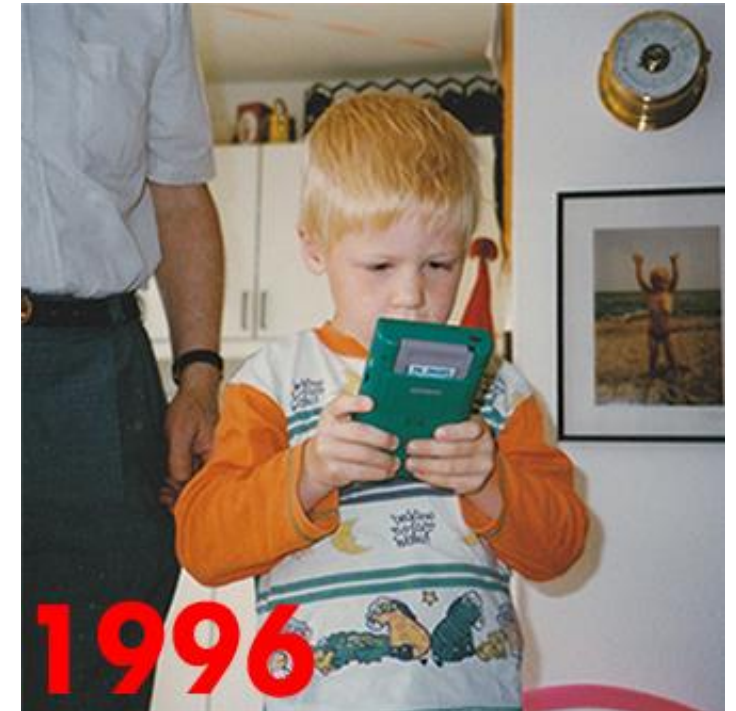


# FRA GDC TIL TUNNEL VISION GAMES

– RANDOM RÅD OG ERFARINGER –

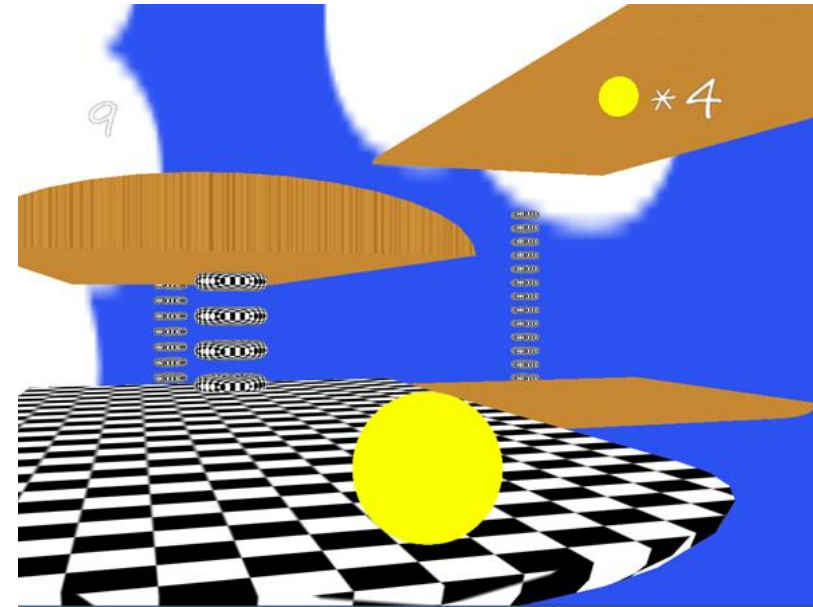
## GUSTAV DAHL

- **28 ÅR**
- **UDDANNET I MEDIALOGI PÅ AAU**
- **PRODUCER OG PROGRAMMØR HOS TUNNEL VISION GAMES**

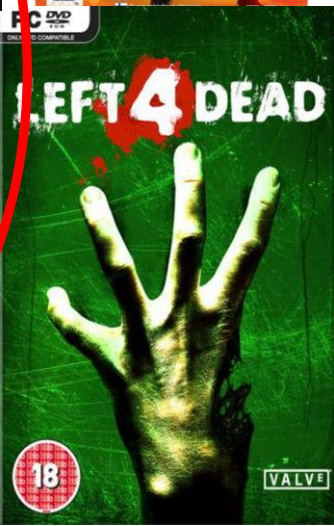
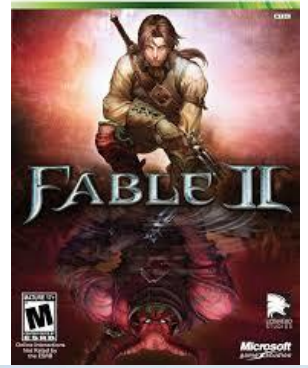
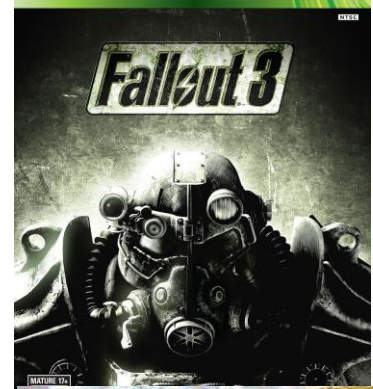
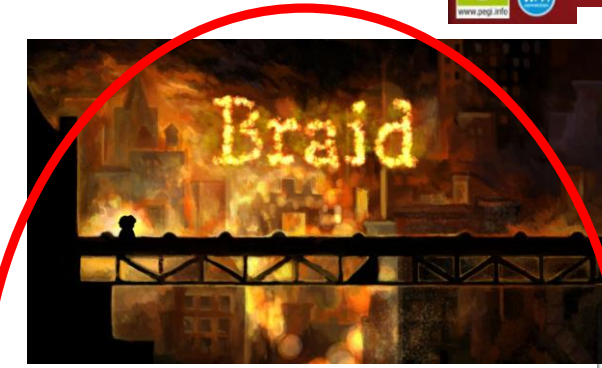
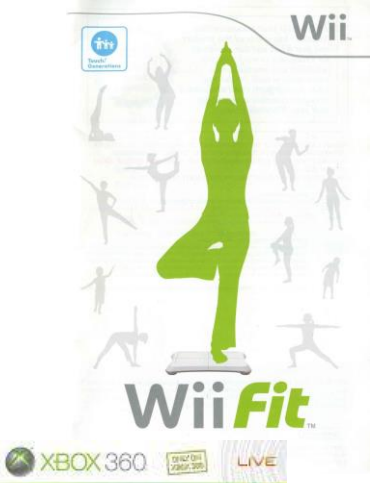
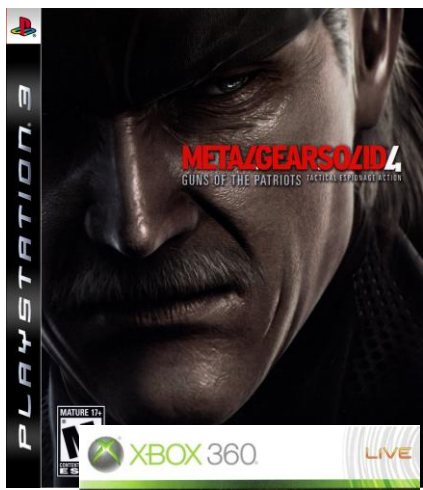




# GDC '08 & '09











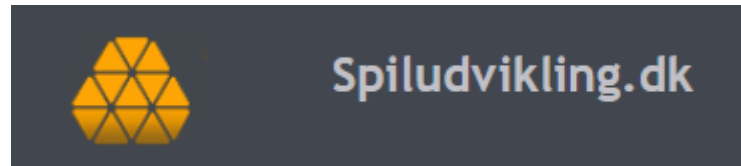


**GDC ER SLUT...**

**HVAD SÅ NU?**









Game Career Guide Forums > Other > Collaborate  
 Feedback on my portfolio

Welcome, Wikzo.  
 You last visited: 11-05-2010 at 02:32 AM  
 Private Messages: Unread 1, Total 1.

Forum Home User CP Members List Search New Posts Mark Forums Read Open Buddy List Log Out

Post Reply

View First Unread

Thread Tools

Search this Thread

Display Modes

11-04-2010, 05:33 AM

#1

Wikzo

Junior Member

Feedback on my portfolio

Hi,

I recently bought a website that is going to showcase my game design portfolio: [GustavDahl.net](http://GustavDahl.net)

I am not looking for feedback on the actual content, since I already know that there isn't much yet.

However, I eager to hear your opinion on the structure and information on the site. Is something missing, or should I remove some stuff? Is it a bad idea to have download links that embed Unity games in the browser? Etc.

The portfolio isn't done at all, but it would be nice to hear from the beginning if I am going in the right direction.

Thanks in advance!

Quote

Reply

11-04-2010, 08:36 AM

#2

yaustar

Administrator



Location: UK

Feedback on my portfolio

You CV needs the most work. You should provide a downloadable version and more details in the jobs/experience you listed. For example, what did you do as a Playtester? What did you write at said websites?

Steven Yau

[\[Blog\]](#) [\[Portfolio\]](#)

[\[How I broke into the Games Industry.\]](#) [\[Why I left my Games Job\]](#)

[\[How to be a Games Tester\]](#) [\[Getting back into the Game\]](#)

Quote

Reply

11-04-2010, 03:01 PM

#3

Osmethne

Member

Y!

Feedback on my portfolio

I see some really good stuff there.

Right off the bat, I can see that you have several completed projects. That's leaps and bounds ahead of most people who have a hundred unfinished 'great ideas' across countless notebooks and file directories. That you created them in a variety of engines is another good sign. If any of the games are edits of sample or 3rd party code, or if any are simply 3rd party code where the graphics were replaced and items were shuffled around, then remove them from the site because they taint the group.

- [GAMECAREERGUIDE.COM](http://GAMECAREERGUIDE.COM)

- [GAMASUTRA.COM](http://GAMASUTRA.COM)



# Gustav Dahl

## Game Design Portfolio

Producer & Programmer at Tunnel Vision Games

Portfolio About CV / Experience Skills

Subscribe to this site



[LED's Sushi](#)

April 2017



[Lava Jumper](#)

April 2017



[Tangible Widgets and Scrolling Cameras](#)

May 2016



[Super Globe Dash](#)

April 2016



[Echelon Game Engine](#)

January 2016



[Steam Bubbles](#)

January 2016



[Project Gravity](#)

January 2016



[Christmas Chaos: Home Edition](#)

December 2015

### ABOUT GUSTAV DAHL

Gustav Dahl Game Design Portfolio  
Producer & Programmer at [Tunnel Vision Games](#). I like games, tech and Japan. So long, and thanks for all the fish!

I have a Master's Degree in Mediology with a Games Specialization from Aalborg University.

[GustavDahl@gmail.com](mailto:GustavDahl@gmail.com)



### CATEGORIES

- Android
- Blender
- CryEngine SDK
- D3.js
- Flash
- Game Maker
- Java
- Kickstarter
- LibGDX
- OpenCV
- Pure Data
- SDL
- Unity
- Unity extension
- Web

• [GUSTAVDAHL.NET](http://GUSTAVDAHL.NET)

• 40+ GAME PROJECTS



### En god måde at starte med at udvikle spil på? (medialogi)

Post Reply  Search this topic...

30 posts 1 2 >

#### En god måde at starte med at udvikle spil på? (medialogi)

by Tarious » 14 Jun 2009, 09:46

Jeg afslutter nu andet år på en handelsskole (HH) og har tænkt mig efter tredje år at søge ind på medialogi uddannelsen på Aalborg Universitet, da jeg ønsker at komme ind i spilbranchen og udvikle spil, og siden jeg efter tredje år opfylder alle adgangskrav for at komme ind.

Men jeg overvejer allerede nu så småt at komme i træning med at udvikle spil, så jeg ved, hvad gør et spil sjovt, og hvilke faktorer jeg skal fokusere meget på ved udvikling af spil. Jeg har derfor her i sommerferien tænkt mig at begynde lidt på egen hånd, dog ved jeg ikke, hvor jeg skal starte henne og hvilke programmer er bedst at bruge i starten. Jeg har overvejet lidt GameMaker, Flash CS4, SDK eller muligvis en gennemført bane i Little Big Planet.

Har bare bruge for et fingerpeg til, hvor det er bedst at starte. Jeg har mulighed for at bruge alle de ovennævnte metoder.

Tak for hjælpen på forhånd



**Tarious**  
Level 0 - Null

Posts: 7  
Joined: 13 May 2009, 14:37  
Contact:

#### Re: En god måde at starte med at udvikle spil på? (medialogi)

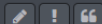
by Wikzo » 14 Jun 2009, 10:08

Jeg lytter lige med på sidelinjen, da vi jo står i samme situation.

Dog var jeg med på Game Development Camp sidste år og skal afsted igen i år.

[Gustav Dahl Game Design Portfolio](#)

Twitter: [@Wikzo](#)



**Wikzo**  
Level 17 - Jade Raymond

Posts: 174  
Joined: 25 Oct 2008, 12:17  
Location: Aalborg  
Contact:

#### Re: En god måde at starte med at udvikle spil på? (medialogi)

by Sapientum » 14 Jun 2009, 11:42

Jeg er pt. I gang med mit bachelorsemester på Medialogi, og vil da foreslå Flash som en god start. Første år på Medialogi vil Flash være i fokus(hvis det da ikke af en eller anden mærkelig grund ændres), hvor der vil være undervisning i ActionScript og lidt teori til historieskaping(Hero's Journey og hvordan man skaber følelser i spil)...



**Sapientum**  
Level 0 - Null

Posts: 7  
Joined: 17 Feb 2009, 23:44  
Contact:

#### Re: En god måde at starte med at udvikle spil på? (medialogi)

by Tarious » 14 Jun 2009, 11:56

Lærer man så fra bunden at bruge Flash, eller er der forudsætning for, at man kan lidt i forvejen?



**Tarious**  
Level 0 - Null

Posts: 7  
Joined: 13 May 2009, 14:37  
Contact:

#### Re: En god måde at starte med at udvikle spil på? (medialogi)

by Wikzo » 14 Jun 2009, 12:06

Jeg kunne også godt tænke mig at høre om matematik- og programmeringsdelen i Medialogi. Hvor meget kræves der på forhånd, og hvor meget lærer man på uddannelsen?



**Wikzo**  
Level 17 - Jade Raymond

Posts: 174  
Joined: 25 Oct 2008, 12:17  
Location: Aalborg  
Contact:

[Gustav Dahl Game Design Portfolio](#)

Twitter: [@Wikzo](#)

- [SPILUDVIKLING.DK](http://SPILUDVIKLING.DK)
- [FORUMS.TIGSOURCE.COM](http://FORUMS.TIGSOURCE.COM)
- **#DKGAME:**  
[DISCORDAPP.COM/INVITE/3QQTQMP](http://DISCORDAPP.COM/INVITE/3QQTQMP)
- **PLAYER OF GAMES (FACEBOOK)**




**Interactive Denmark**
  
 16.6 td Tweets



**Interactive Denmark**
  
 @InteractiveDK · Følger dig

Connecting dots between Danish Game Industry & the World. Events, advice & matchmaking. How can we help? Discord: [discordapp.com/invite/3qQTQMp](https://discordapp.com/invite/3qQTQMp)
  
 📍 Denmark 🌐 [interactivedenmark.dk](https://interactivedenmark.dk) 📅 Medlem siden maj 2010

2.434 Følger 4.397 Følgere

 Følges af IndieCade Europe, Blake Overgaard og 106 andre, som du følger

Tweets   Tweets og svar   Medier   Likes

 Fastgjort tweet


**Interactive Denmark** @InteractiveDK · 8. apr.

Let's kick off the week with a video about, what makes #dkgame so special and awesome. Have a great week out there! :)



1,1 td visninger   0:12 / 2:15


 6    29      



**Interactive Denmark** @InteractiveDK · 18. jul.

RT for #dkgame - If (for some reason) you have still not played the debut masterpiece from @Playdead - now's your chance. The game is available for free right now on the @EpicGames Store



**Epic Games** @EpicGames · 18. jul.


Enter the dark and mysterious world of Limbo in this enchanting puzzle platformer.


 Søg på Twitter



**Du vil måske synes om**


**InteractiveDK Vest** @ohthatsnew · Følg


**Kristine Ploug** @kristineploug · Følg


**Adonis Flokiou** @FlokioAdonis · Følger dig · Følg

[Vis mere](#)

**Trends i USA**

- 1 equifax
- 2 #trumpgreetingcards
- 3 cristiano ronaldo
- 4 fox news
- 5 #supercue

[Vis mere](#)

- [TWITTER.COM](https://twitter.com)
- [TWEETDECK.TWITTER.COM](https://tweetdeck.twitter.com)
- #DKGAME
- #MADEWITHUNITY
- #SCREENSHOTSATURDAY



**Alan Zucconi** ✓  
@AlanZucconi

Følger

Lecturer • Author • 30 Under 30 • Shader Master • Artificial Intelligence, Machine Learning & Deepfakes • @PikuNikuGame (PC, Switch) • Still Time (PS4/PSV)



**Antoine Zanuttini**  
@NuSan\_fx Følger dig

Følger

Having fun in Pico 8. Making prototypes in Unity. Working as engine programmer at Dontnod.



**Anchel Labena**  
@Anchel Følger dig

Følger

Videogames producer from Spain, living in Denmark but working at Ubisoft Massive in Sweden. Previously NapNok Games (Frantics, ASA) and Nordic Game Jam.



**Andy Touch** ✓  
@andytouch

Følger

I build feature demos at @Unity3d Technologies. Tweets about Shaders, Game Technology, Art and more! All opinions are compiled & rendered by me.



**Anisa Sanusi**  
@studioanisa

Følger

Video Games UI/UX Designer • Founder @LBmentorship • GamesIndustryBiz Top 100 Women in Games • BAFTA Games Juror • UX Summit GDC Speaker • She/Her • 🇺🇸🇬🇧



**Bedtime Digital Games**  
@BedtimeDG Følger dig

Følger

Bringing spine-tingling and whimsical games to you since 2014! Wishlist Creed Valley now: [bit.ly/2W5eZtF](https://bit.ly/2W5eZtF)



**BOAB**  
@boab Følger dig

Følger

UR/QA at Cinematatic Previous at Knapnokgame, PlanetApha31, usTwo PressPlay, Tankegang, DR. #dkgame



**Callum**  
@DevRelCallum

Følger

Games Consulting @ [robotteddy.org](https://www.robotteddy.org) \* Scout @rawfury \* Stuff @SUPERHOTTHEGAME \* @BAFTAGAMES Committee \* He/Him \* Sad \*



**David Wehle**  
@DavidWehle

Følger

Creator of The First Tree and Home is Where One Starts, former tech artist at @VoidVR, currently working on @GameDevUnlocked



**Victor Selnaes Breum**  
@ZepCap Følger dig

Følger

@NordicGameJam head. Danish Film School student (of games). Treasure-hunt designer (Vienna & CPH). Made a game that ordered a real pizza. 31 games in 31 days.



**William Chyr**  
@WilliamChyr

Følger

Game developer. Working on @ManifoldGarden [store.steampowered.com/app/473950/Man...](https://store.steampowered.com/app/473950/ManifoldGarden)



**Tom Francis**  
@Pentadact

Følger

Designer/writer/coder of @GunpointGame @HeatSig and @BreachWizards. More about those, my short stories, and other stuff I do on my blog (below)



**From Frank w/ Love** SOON Gamescom  
@\_stroopwaffle

Følger

PR & Content Specialist @Utomik, lover of indie games & devs, spreading positive vibes ❤️ (& stroopwafels) ~ ✨ Say hi! 🙌🏻👉 frank[at]utomik[dot]com



**Thomas Løfgren**  
@loeffe Følger dig

Følger

Designer/Director of games and independent creative consultant at @LovegreenGames ❤️ Check out #dkgame for Danish game news/talk.



**Interactive Denmark**  
@InteractiveDK Følger dig

Følger

Connecting dots between Danish Game Industry & the World. Events, advice & matchmaking. How can we help? Discord: [discordapp.com/invite/3qQTQMp](https://discordapp.com/invite/3qQTQMp)



**Jake Rodkin**  
@ja2ke

Følger

Making In the Valley of Gods at Valve. Helped make Firewatch, The Walking Dead, Sam & Max, other fine games. Pods cast at @idlethumbs. Avatar by @michaelfirman.



**Jane Ng** ✓  
@thatJaneNg

Følger

Artist at Valve. Immigrant. Making In the Valley of Gods and other things. Worked on Firewatch. Environment art is my jam. Striving to be kind, always



**Rami Ismail** ✓  
@tha\_rami Følger dig

Følger

50% of indie game studio @Vlambeer. Creator of presskit(). Public speaker, traveler and supporter of indie initiatives & international game dev communities.



**Jonas Kaerlev**  
@MekuCube

Følger

Founder of @GearsBreakfast, Creator of @HatinTime. Avid modding supporter & secret X-Naut. The future is now, old man. Tweets auto-archive after 2 weeks.



**Kirstine Askholm**  
@VulleBalut Følger dig

Følger

Lidt kikset og rock'n roll-agtigt på Bon Jovi-måden. Associate Producer @Playdead. Kærlighed til #dkgame. #cityspejder #amar4ever



**Klaus Pedersen** 🌱  
@BedtimeKlaus Følger dig

Følger

Founder Bedtime Digital Games. @bedtimedg 🎮 Figment, Back to Bed, Chronology 🎮



**Other Tales** 👤  
@OtherTales

Følger

Our first game Tick Tock: A Tale for Two, a two player #adventuregame played on two devices is out now! Run by @tanjatankred & @MiraTheTRex



**Thomas.gif** OK SOOL  
@Olima

Følger

Promotes indie games, likes MS paint & SOOL friendship. Founder @FutureFriendsVG and 3 times (nervous) GDC speaker.



**Mike Rose**  
@RaveofRavendale

Følger

That @nomorerobotsHQ guy. Descenders, Not Tonight, Hypnospace, Family Man, Nowhere Prophet publisher. Previously: @tinybuild, @gamasutra. mike@nomorerobots.io



**Mike Bithell** ✓  
@mikeBithell

Følger

Game director + writer (John Wick Hex, Thomas Was Alone, Volume, Subsurface Circular & Quarantine Circular). Sometimes interesting.



**Morten Brunbjerg**  
@mortenbrunbjerg

Følger

Professional liar. Freelance B2B game writer for hire. Writer of Forgotten Anne, Spitkiss, Lego Elves, and much more.



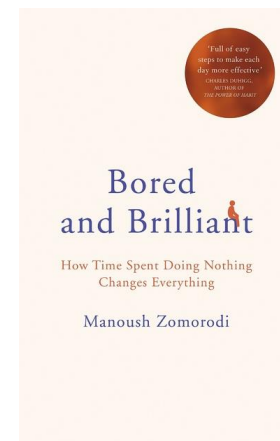
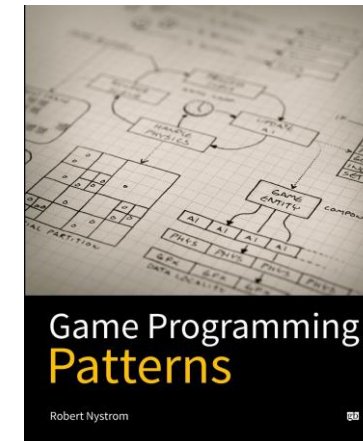
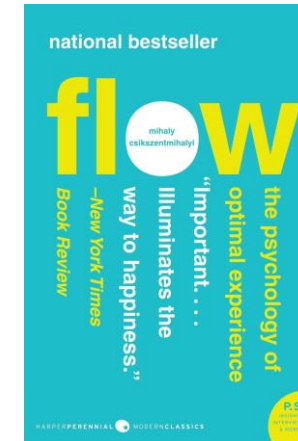
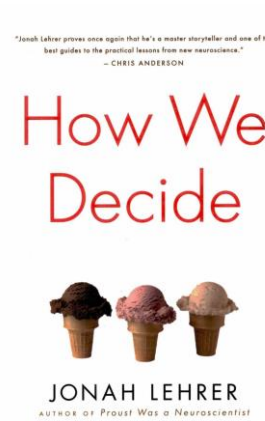
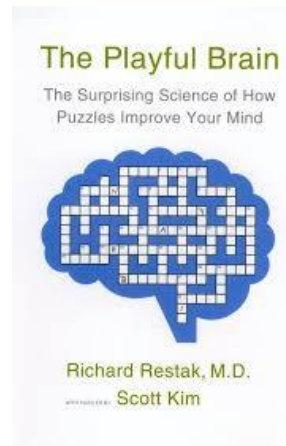
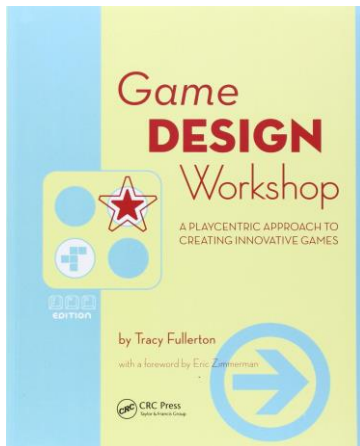
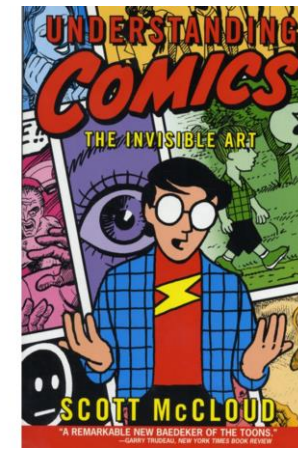
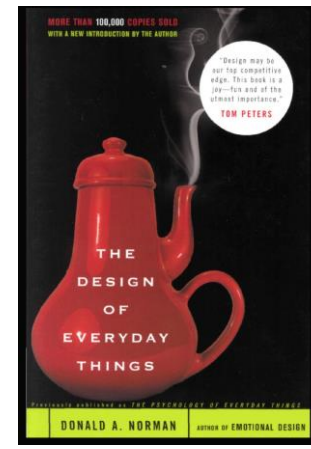
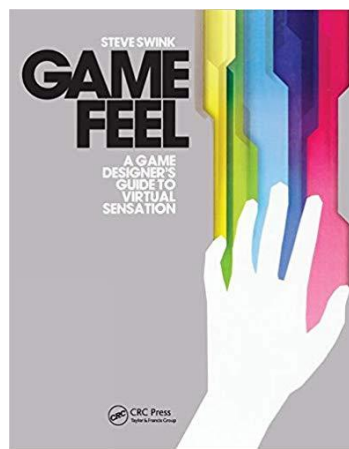
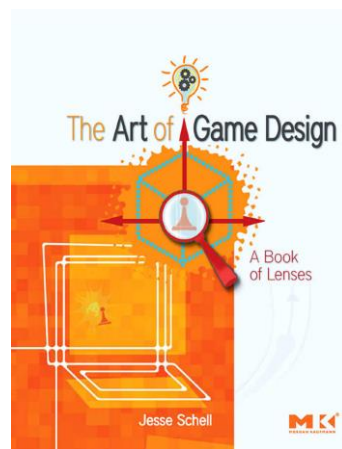
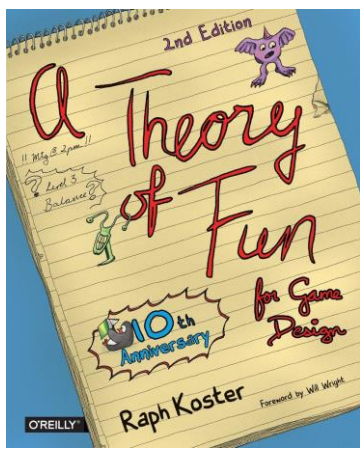
**Nifflas**  
@Nifflas

Følger

Making games and algorithmic music! he/him









# GAME MAKER'S TOOLKIT



Game Maker's Toolkit

634.314 abonnenter

ABONNER

START

VIDEOER

PLAYLISTER

FÆLLESSKAB

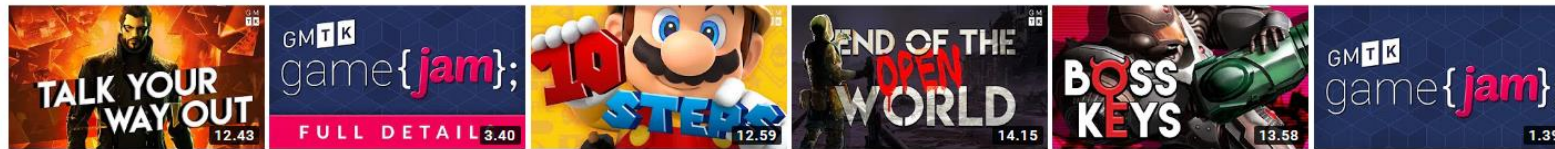
KANALER

OM



Uploads AFSPIL ALLE

SORTÉR EFTER



Can We Make Talking as Much Fun as Shooting? |...

261 t visninger •  
for 5 dage siden  
Undertekster

GMTK Game Jam 2019 - The Full Details

54 t visninger •  
for 1 uge siden  
Undertekster

How to Make Your First Super Mario Maker 2 Level |...

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for 2 uger siden  
Undertekster

Why Metro Exodus is 2019's Most Immersive Open World...

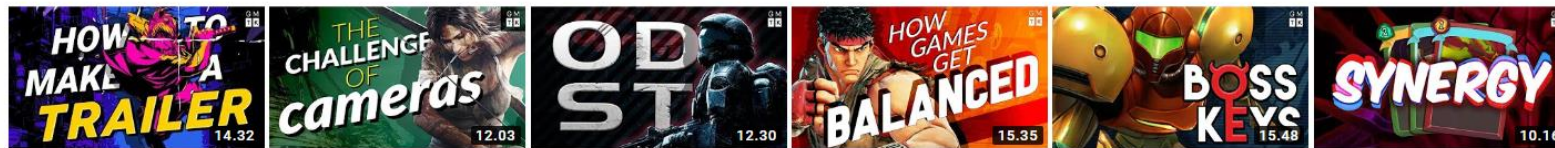
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The World Design of Metroid Prime 2: Echoes | Boss Keys

209 t visninger •  
for 1 måned siden  
Undertekster

The GMTK Game Jam Returns for 2019!

77 t visninger •  
for 2 måneder siden  
Undertekster



How to Make an Indie Game Trailer | Game Maker's Toolkit

304 t visninger •  
for 2 måneder siden  
Undertekster

The Challenge of Cameras | Game Maker's Toolkit

315 t visninger •  
for 2 måneder siden  
Undertekster

The Tragedy of Halo 3: ODST | Game Maker's Toolkit

357 t visninger •  
for 2 måneder siden  
Undertekster

How Games Get Balanced | Game Maker's Toolkit

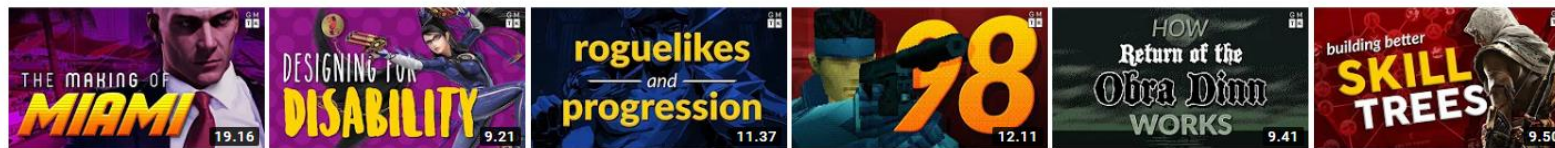
394 t visninger •  
for 3 måneder siden  
Undertekster

The World Design of Metroid Prime | Boss Keys

303 t visninger •  
for 4 måneder siden  
Undertekster

Why Synergies are the Secret to Slay the Spire's Fun | Gam...

210 t visninger •  
for 4 måneder siden  
Undertekster



The Making of Hitman 2's Miami Level | Game Maker's...

Making Games Better for Players with Cognitive...

Roguelikes, Persistence, and Progression | Game Maker's...

The Year Stealth Games Got Serious | Game Maker's...

How Return of the Obra Dinn Works | Game Maker's Toolkit

Building Better Skill Trees | Game Maker's Toolkit

## YOUTUBE & GAME DESIGN

- GAME MAKER'S TOOLKIT
- GDC VAULT
- EXTRA CREDITS
- NEW FRAME PLUS
- MIX AND JAM
- MAKIN' STUFF LOOK GOOD
- DOUBLEFINE PROD
- NOCLIP
- GAMASUTRA
- GAMEFROMSCRATCH
- MATTHEWMATOSIS
- VIDEOGAMEDUNKEY
- DEREK LIEU



# GAME JAMS!



- **NORDIC GAME JAM (KBH)**
- **CREATE JAM (AALBORG)**
- **TAW JAM (VIBORG)**
- **EXILE JAM (KBH)**
- **LUDUM DARE (ONLINE)**
- **JAM CALENDAR:**  
[ITCH.IO/JAMS](https://itch.io/jams)

UP NEXT: 09:28:30

Slide 4 4:44 Rule

A man in a white t-shirt and dark pants is standing in front of a large projection screen. The screen displays a slide titled "Slide 4 4:44 Rule" with a red YouTube play button icon in the center. The background of the slide shows several framed illustrations of insects or plants. The man is holding a small object in his hands and appears to be speaking or presenting.

unity Nordic gamejam

**4:44 RULE – RAMI ISMAIL (VLAMBEER)**  
[YOUTU.BE/1pYyZJCQOIS](https://youtu.be/1pYyZJCQOIS)





**VALLEKILDE HØJSKOLE – GAME ACADEMY  
(2011)**

**AALBORG UNIVERSITET – MEDIALOGI  
(2011–2016)**

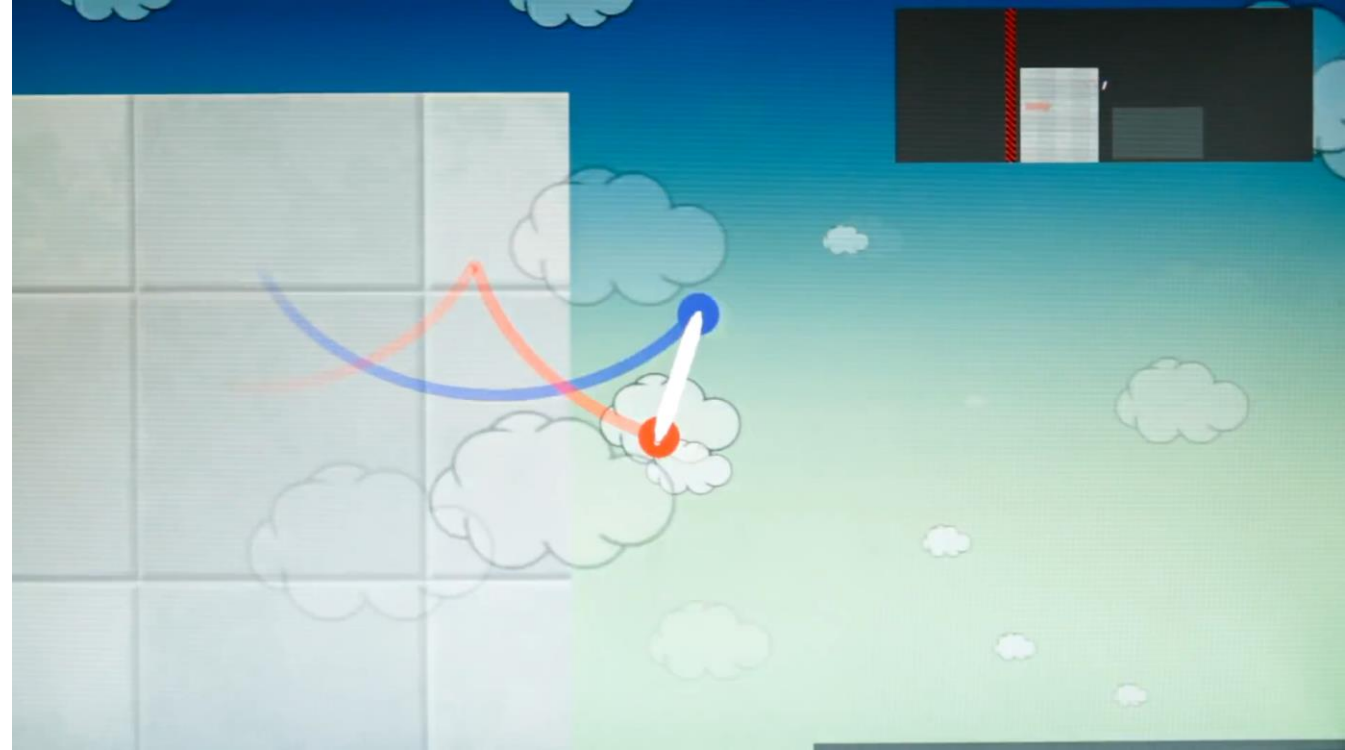






# VALLEKILDE HØJSKOLE

NYSGERRIG SIDEN 1865







# MEDIALOGI

- **PROGRAMMERING**
- **INTERAKTIONSDESIGN**
- **3D**
- **LYD**
- **FILM**
- **SPIL**
- **MATEMATIK**
- **STATISTIK**
- **ELEKTRONIK**
- **PROJEKTARBEJDE!**









Super Mario 64



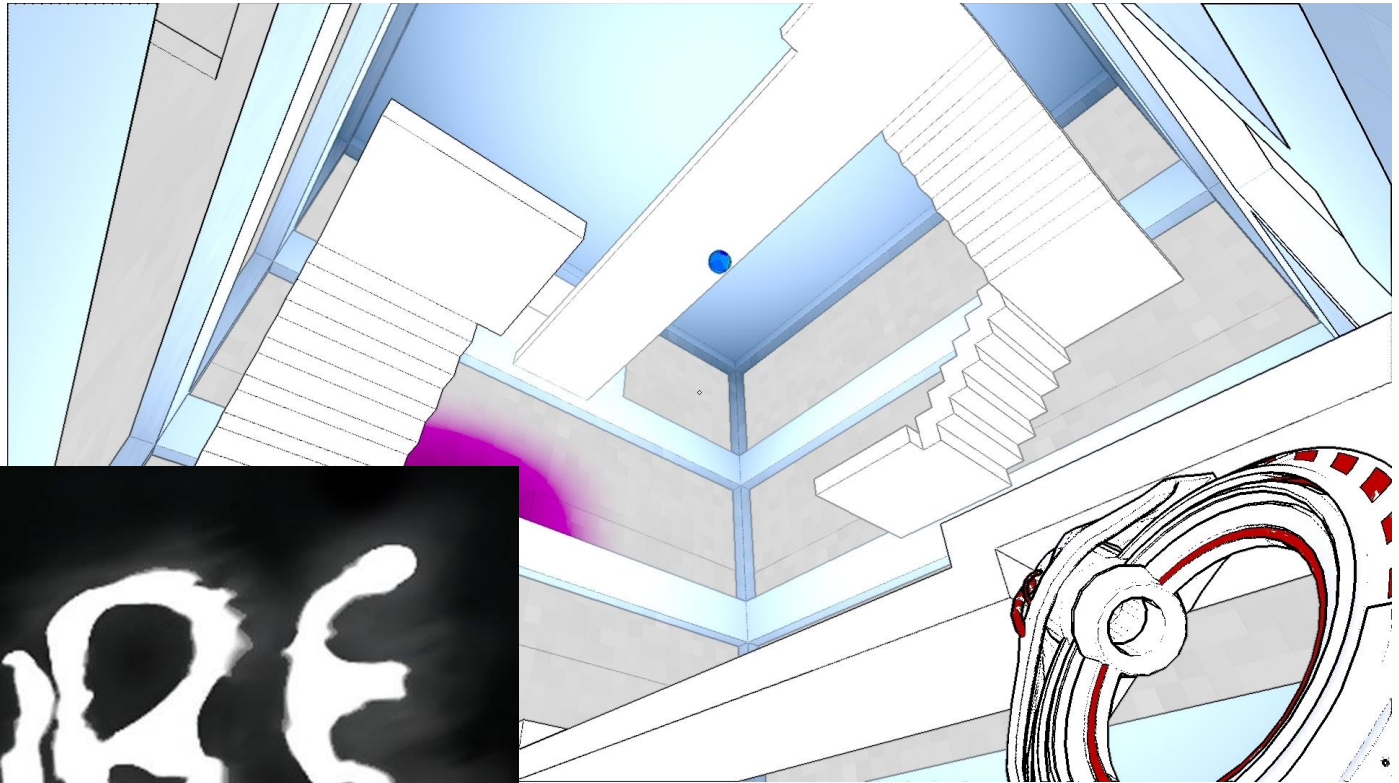
[YOUTU.BE/7KIKOAQTMZC](https://youtu.be/7kikoqtmzc)





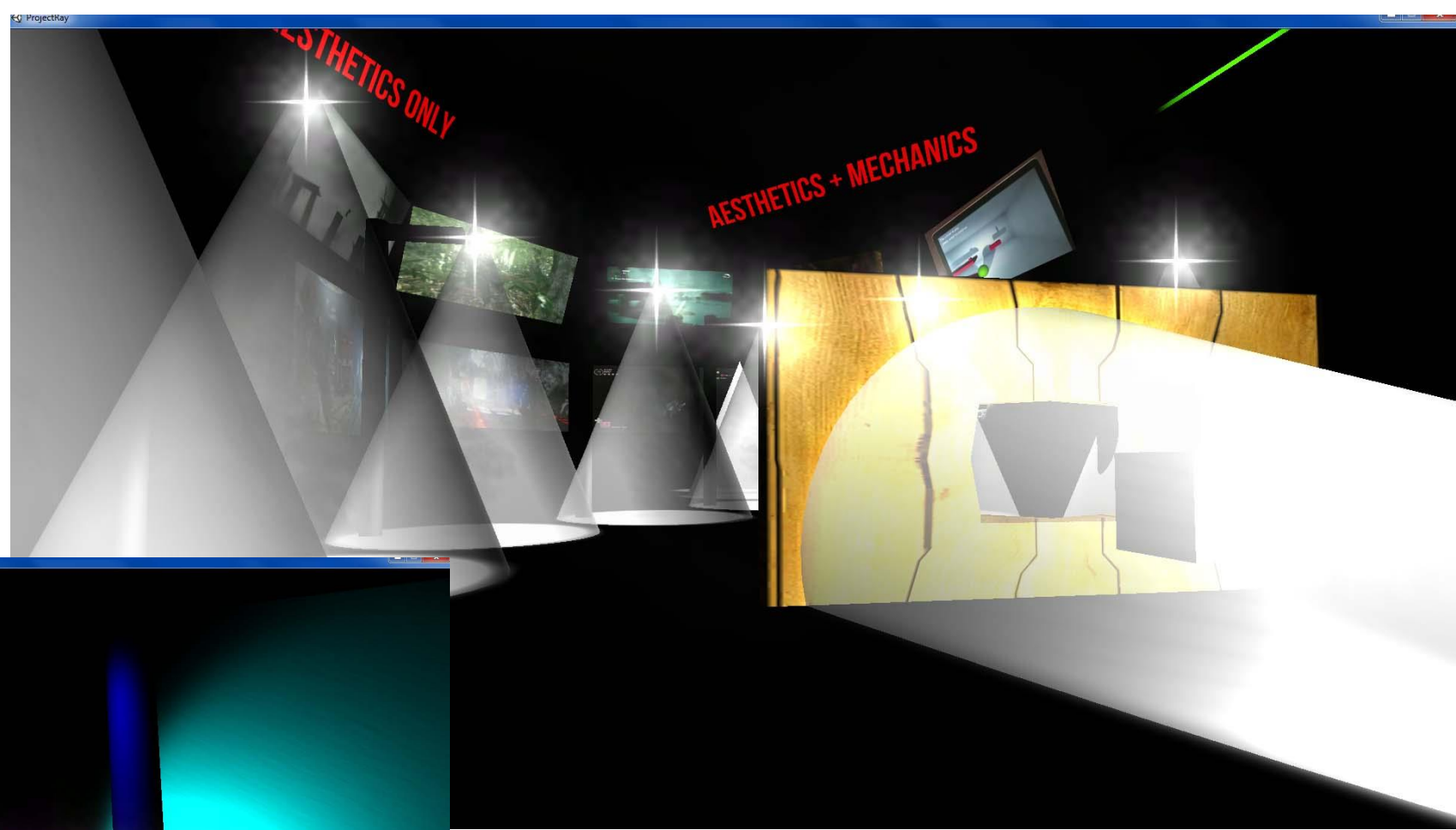
Aalborg Universitet

Sofiendalsvej 11



**CLOSURE ... BUT IN 3D?**











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9

During our university semester we made a 3D puzzle game inspired by Closure :) (youtu.be)

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FREE GAMES

## Move Through Unlit Surfaces To Escape Prison In See You On The Other Side

Posted by Chris Priestman December 18, 2013 at 4:17 am



The darkness will swallow you up if you're not careful in See You On The Other Side [Tutorial download]. Made by a student group from Aalborg University in Denmark.

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# gameplay

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## Imponerede dansk universitetspil gives væk

Af Jesper Krogh Kristiansen | Nyheder | 1 dag siden



Det kan være, at spilluddannelsen DADIU, som faktisk netop i sidste uge afslørede deres nyeste eksaminationsproduktioner, ikke skal føle sig for sikre i sæden. For der er bestemt andre spilluddannelser inden for landets grænser, som efterhånden også er begyndt at afsløre nogle ret habile spillprojekter rundt omkring.

Et af dem er det netop afslørede See you on the other side som er et særdeles stilbevidst puzzle-spil fra fem studerende på Aalborg Universitet. Spillet blev udviklet af de fem som en del af faget Audio-Visual Experiments - Interactive Experiences. Og det kan man vist roligt sige, at spillet, med sin særegne skraverede stil og hypnotiske atmosfære, er. Spillets grundmekanik er heller ikke helt sædvanlig. For i den verden, som spillet foregår i, kan man som spiller passere igennem objekter eller flader, som ligger i skygge, og til gengæld er det så kun oplyste gulve, der kan holde en oppe, uden at man forsvinder ned igennem det.

Med elementer der minder én om The Unfinished Swan, Limbo, Closure og lige mindst den hollandske grafiker med de umulige landskaber, M. C. Escher (som man kan finde en lille hyldest til i spillet, hvis man kigger sig for), er inspirationskilderne klare, men spillet føles alligevel som helt sit eget.



Gustav Dahl, som er en af de fem studerende bag spillet, forklarer, at inspirationen til den særlige grafiske stil opstod, fordi de sideløbende også fik undervisning i at programmere deres egne shaders - som er den måde spillet omformulerer en 3D-verden til et billede på en skærm. "Vi havde allerede talt om, at vi gerne ville have vores spil i sort-hvid stil lidt à la The Unfinished Swan," fortæller Dahl, "men vi fandt hurtigt ud af, at en blæst stil var forvirrende. Gennem vores lærer lærte vi om hatching (skraverings-)stilen og fandt den ret fed."



Desuden spillede den grafiske stil også godt sammen med spillets centrale mekanik, hvor det jo er af ret stor



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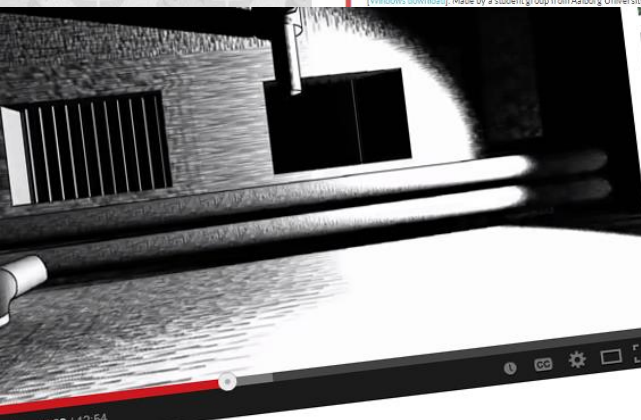
Såla gratis spil klar fra spilluddannelsen DADIU 1 uge siden

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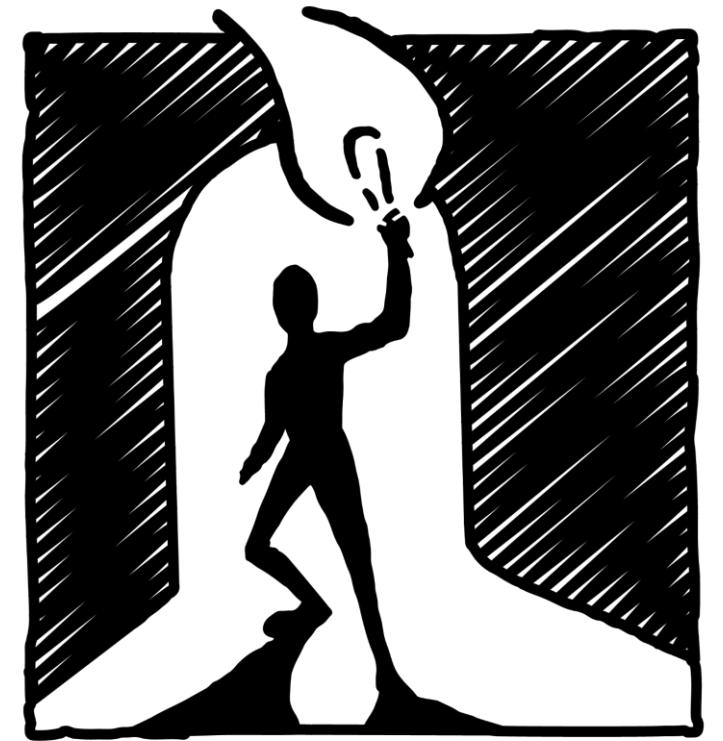
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# FRA STUDIEPROJEKT TIL FIRMA

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- **FUNDING**
- **PITCHING**
- **EVNER & ROLLEFORDELING**
- **MENTORER**
- **FIND KERNEN I SPILLET**
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- **PLAYTESTING & ITERATION**
- **MARKEDSPOTENTIAL**
- **MARKETING**
- **PUBLISHER & PLATFORME**





# THINK "THE FLOOR IS LAVA" BUT WITH SHADOWS THAT KILL YOU!



**HUMOUR & STORY**

+



**GAMEPLAY**

+



**ATMOSPHERE &  
ENVIRONMENTAL PUZZLE DESIGN**

=





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  - 🔍 alpha-signup
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  - 💡 server-suggestions
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- VOICE CHANNELS
  - 🔊 General
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alpha-feedback We would like to hear your feedback

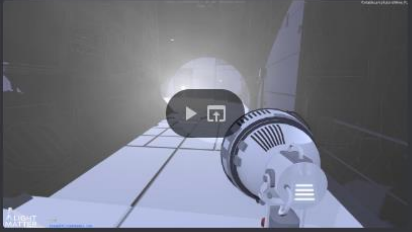
👋 Damn boys, just played the game, great idea you have here :V Gave you some feedback in questionnaire too. Good luck in further development.

Gustav - Producer+Programmer 28/06/2019  
Thank you very much! 😊

29 June 2019

Joga 29/06/2019  
Finally got a chance to play the demo, here's my commented first playthrough: <https://youtu.be/F-gbjUpX7go>

YouTube  
Joga5000  
Light Matter Alpha Test




I submitted my feedback already through the questionnaire form, but I really enjoyed it! The puzzles were clever but not too difficult, and the pacing was good. I did find a sort of bug/a and doing some weird parkour across the fan blades 😂

Only other major issue (as others have mentioned) is the jumping - though for me I kept running off the ledge because I jumped too late - I don't know if the jump is delayed or if there several times where I fell to my death on jumps that I swore I jumped in time for.

Gustav - Producer+Programmer 29/06/2019  
Thank you! We are looking into introducing some kind of "ghost jumping" to prevent that :)

HMPF 29/06/2019  
<https://youtu.be/OfSpBoA6TWw?t=832>

YouTube  
GDC  
Dead Cells: What the F\*nl?



Gustav - Producer+Programmer 29/06/2019  
Yes, the game feel in Dead Cells is super nice!  
<https://youtu.be/LtBNfzWhf4>

YouTube  
GameSpot  
How Dead Cells Secretly Steals You From Dying | Audio Logs

Message # 1 alpha-feedback

[DISCORD.GG/LIGHTMATTER](https://discord.gg/lightmatter)

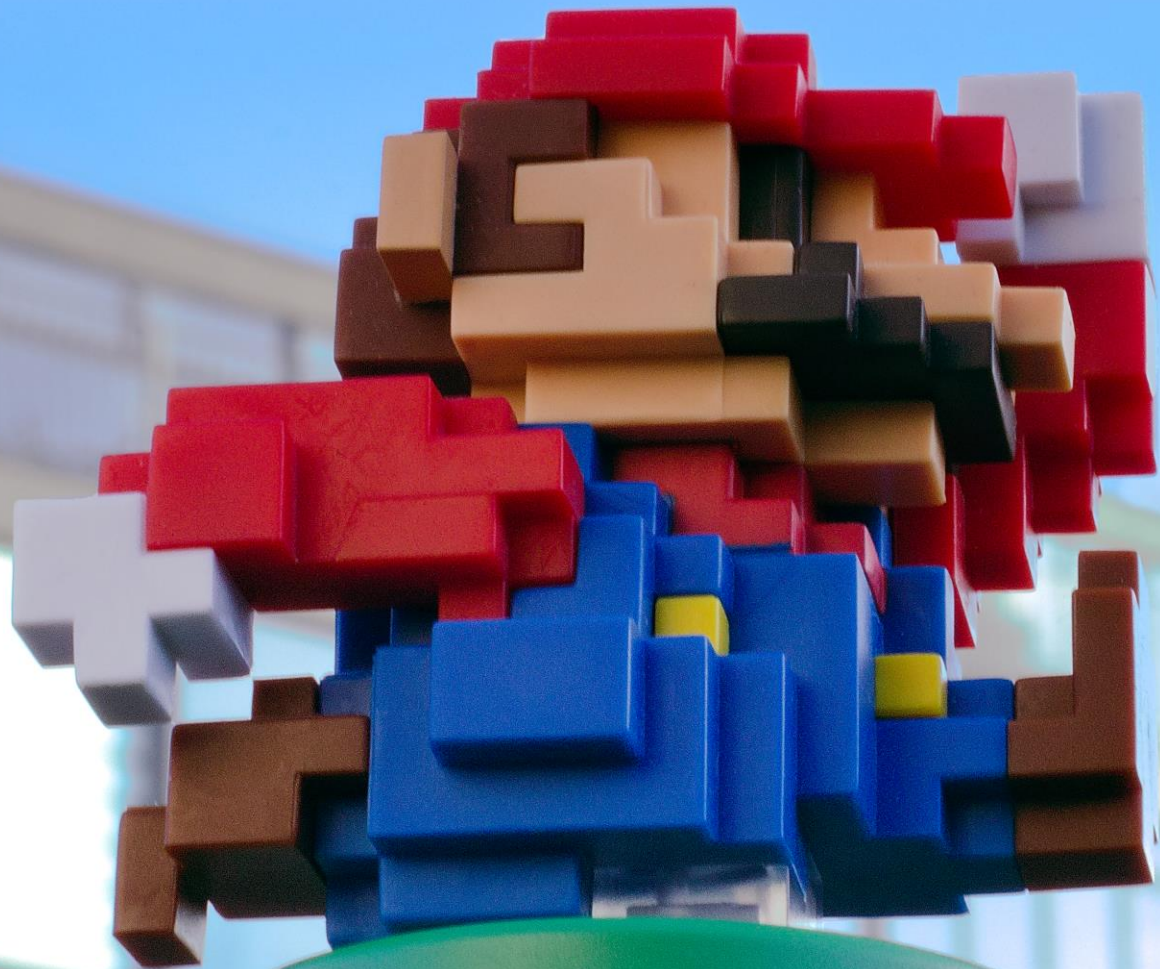




- 
- A character with blonde hair, wearing a blue tunic and green pants, is climbing a large, textured tree trunk. The character has a sword on their back and is looking upwards. The background is a vibrant, painterly landscape with a sunset or sunrise sky in shades of orange, yellow, and blue. In the distance, there are mountains, a river, and a bridge. A volcano is visible on the left side of the landscape.
- **TAG TIL GAME JAMS!**
  - **DOKUMENTÉR DIT ARBEJDE!**
  - **GIFS, GIFS, GIFS!**
  - **LAER AT BRUGE GIT!**
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  - **UDVID DIT NETVÆRK!**
  - **IKKE VÆR BANGE FOR AT SPØRGE OM HJÆLP!**



# TAK!



SUPER MARIO BROS. 30TH

@WIKZO  
GUSTAV@TUNNELVISIONGAMES.COM  
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