



SWISSGAMES

Game Entwicklung in der Schweiz,
neue Medien auf dem Vormarsch

Philomena Schwab



STRAY
FAWN
studio

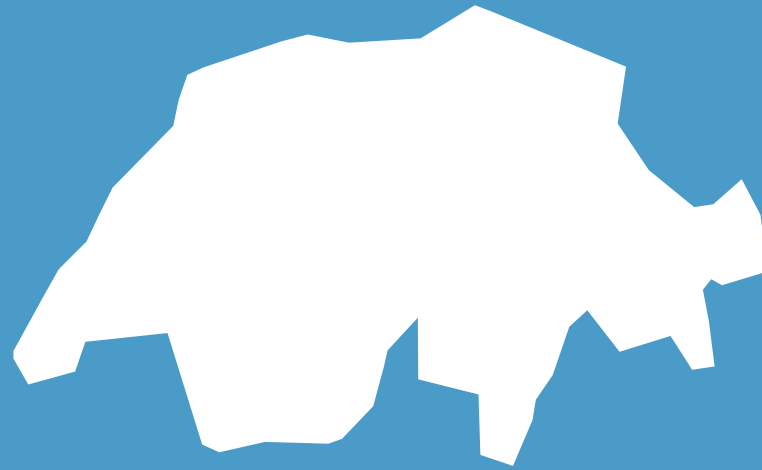


SGDA

Swiss Game Developers Association



SWISSGAMES



Quiz:
**Wer kennt das erfolgreichste
Schweizer Game?**





THIS IS ME

DEAR PEN PAL

MY NAME IS Sarah Frei

AND I'M VERY GLAD TO MEET YOU!

I'M FROM Switzerland | I'M IN fifth GRADE

MY BIRTHDAY IS 14.07.1983 | I'M eleven YEARS OLD

I LIKE TO draw, crochet, watch TV, read comics

DESCRIBE YOURSELF

1. I AM brunette

2. I AM happy

3. I AM weird

MY BIGGEST WISH: My own pet.

I am a pet sitter but it's
not the same.

MY FAVOURITE color IS / ARE blue

animals IS / ARE birds

hobby IS / ARE drawing

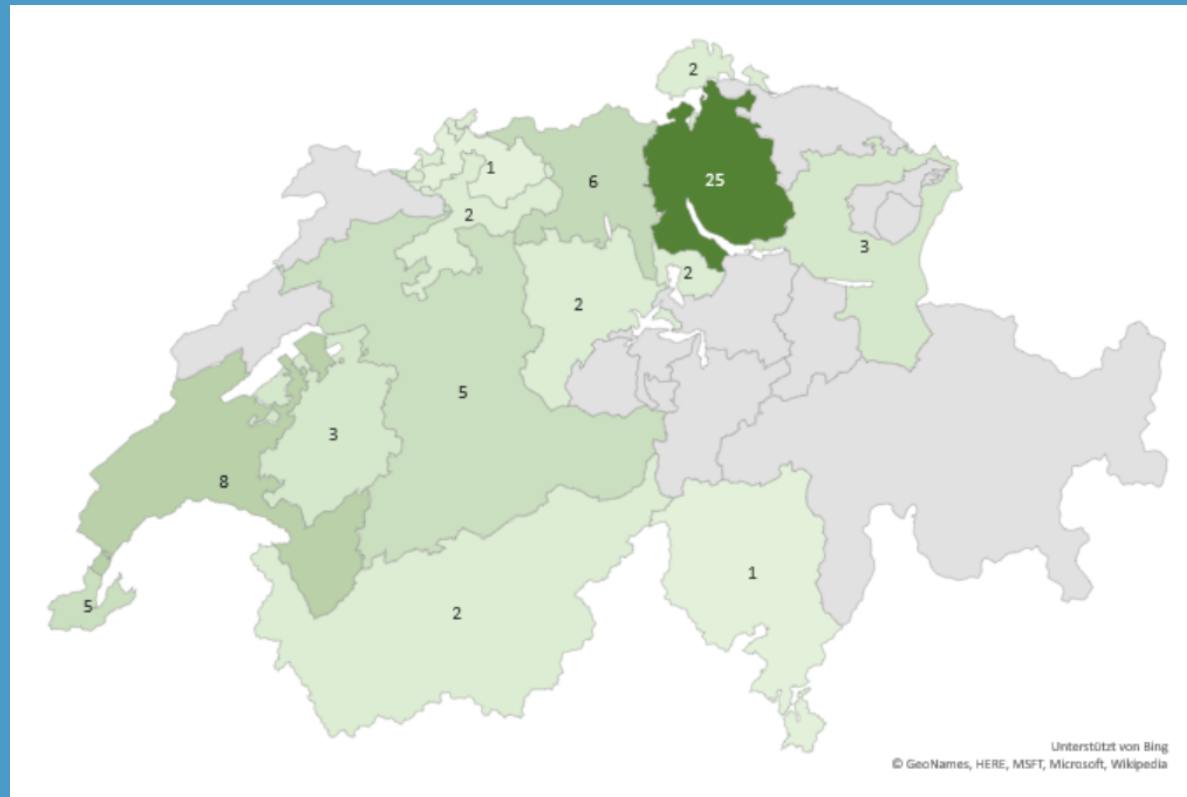
PLEASE WRITE SOON!

DRAW YOUR HERO

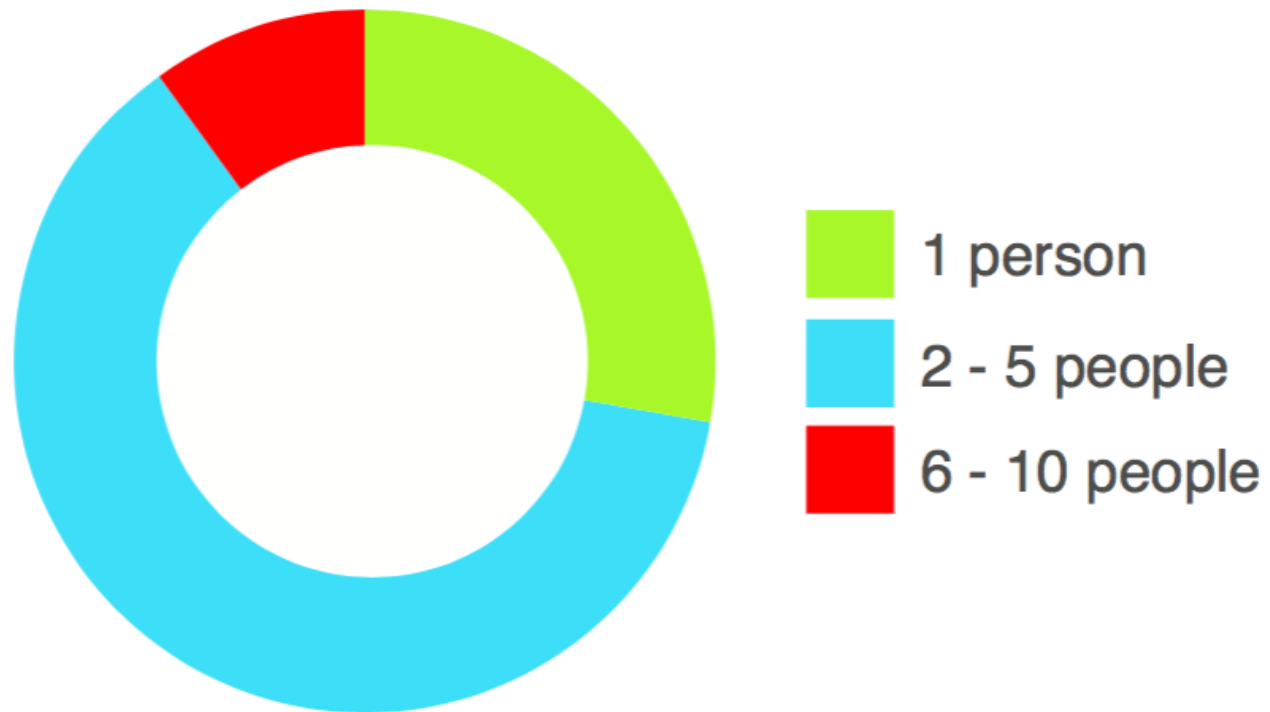




Etwa 150 Studios

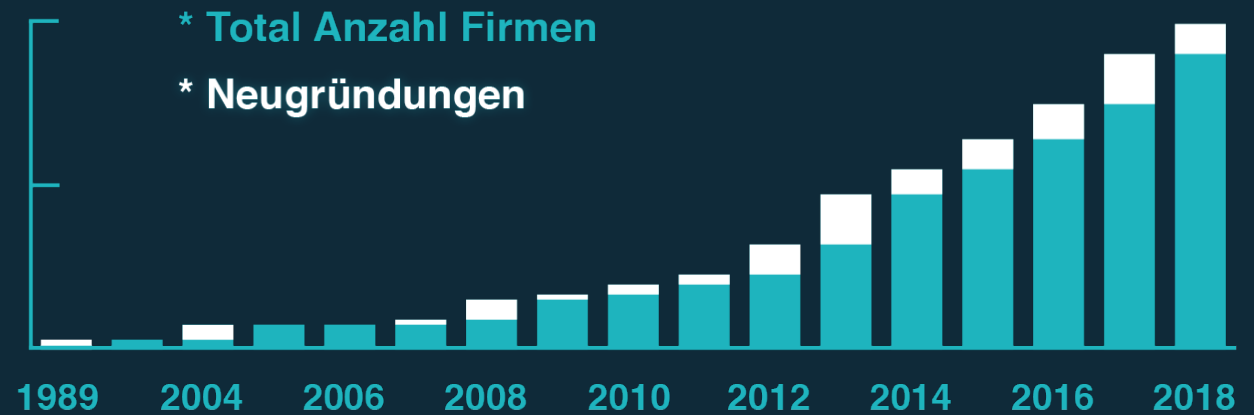


Studio Grösse



540%

Zuwachs an
Gamestudios
seit 2008



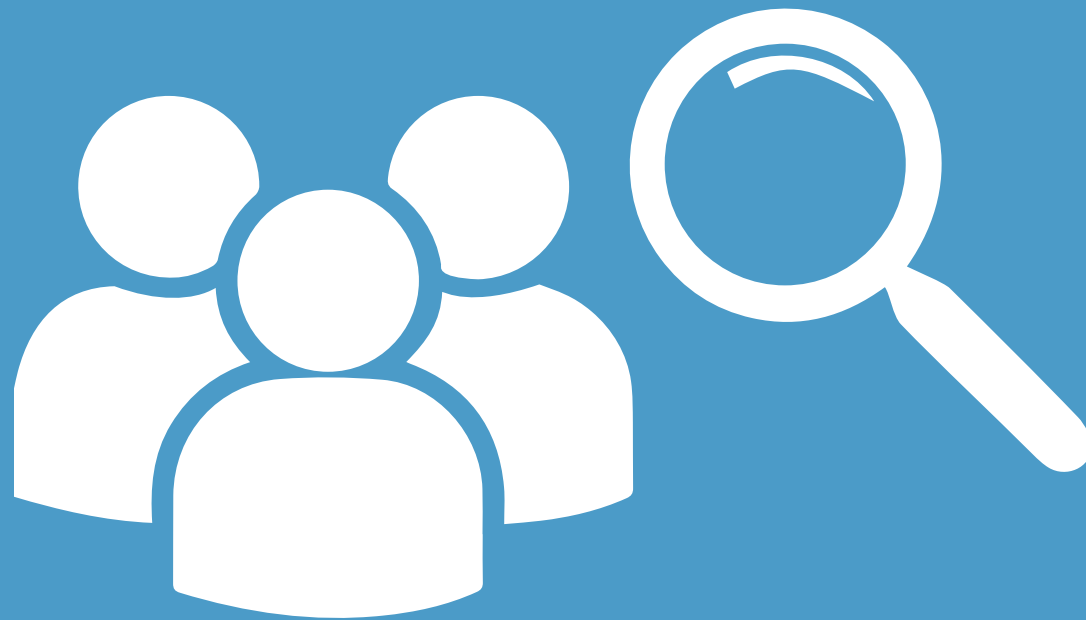
150 Millionen Umsatz 2018
ca 600 Arbeitsplätze

Gamesmarkt International

Games 2018
~ 140 Milliarden CHF

50% Mobile Games

Schweizer Game Studio





STRAY
FAWN
studio



The background of the title screen is a vibrant, stylized illustration of space. In the center, a large, orange and yellow mechanical structure, resembling a space station or a large drone, is positioned above a bright, orange and yellow energy beam that extends downwards. The beam is surrounded by a large, glowing orange and yellow sphere. The background is filled with various celestial bodies, including planets, moons, and smaller spacecraft, all rendered in a colorful, painterly style. The overall color palette is dominated by oranges, yellows, and blues, creating a sense of energy and adventure.

NIMBATAS

THE SPACE DRONE CONSTRUCTOR



NICHE

a genetics survival game

Z

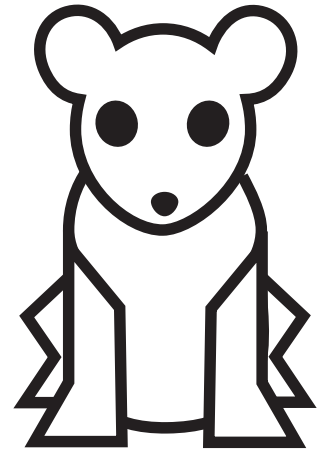
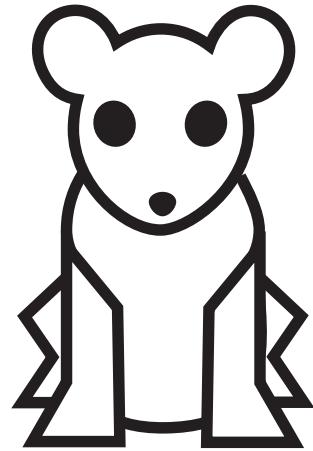
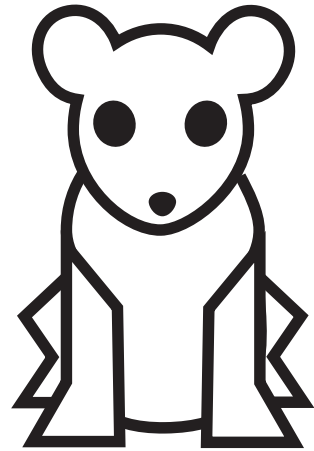
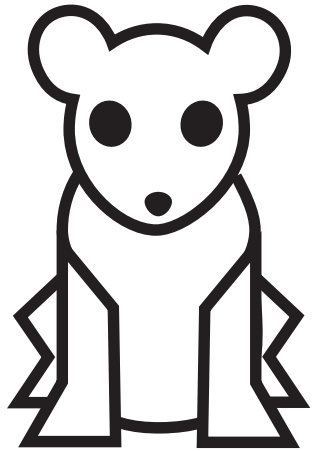
hdk

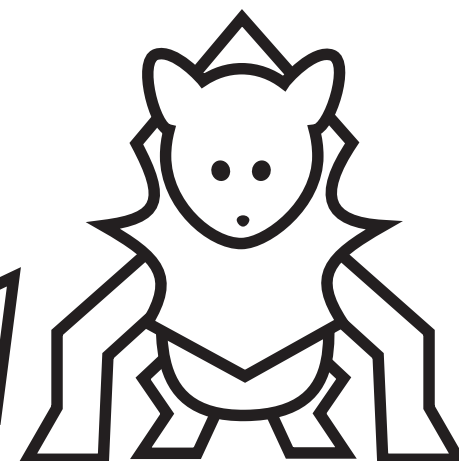
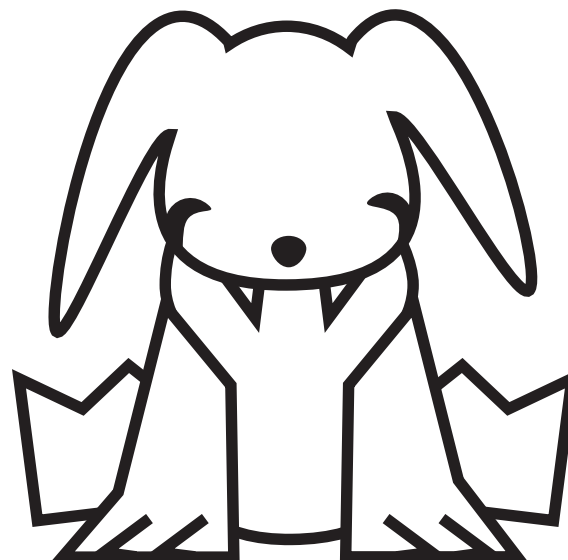
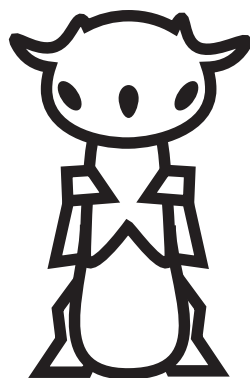
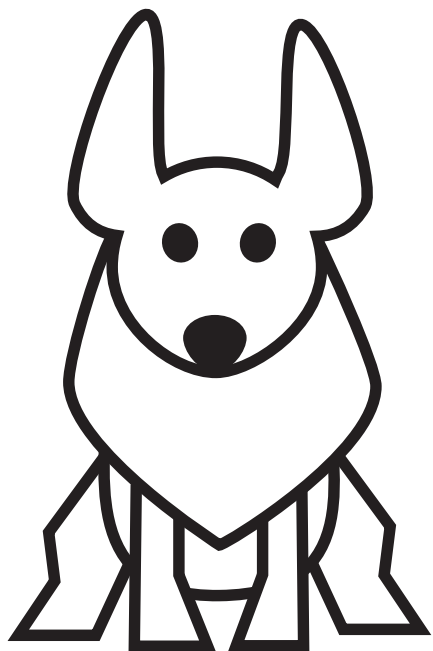
Zürcher Hochschule der Künste
Zürcher Fachhochschule

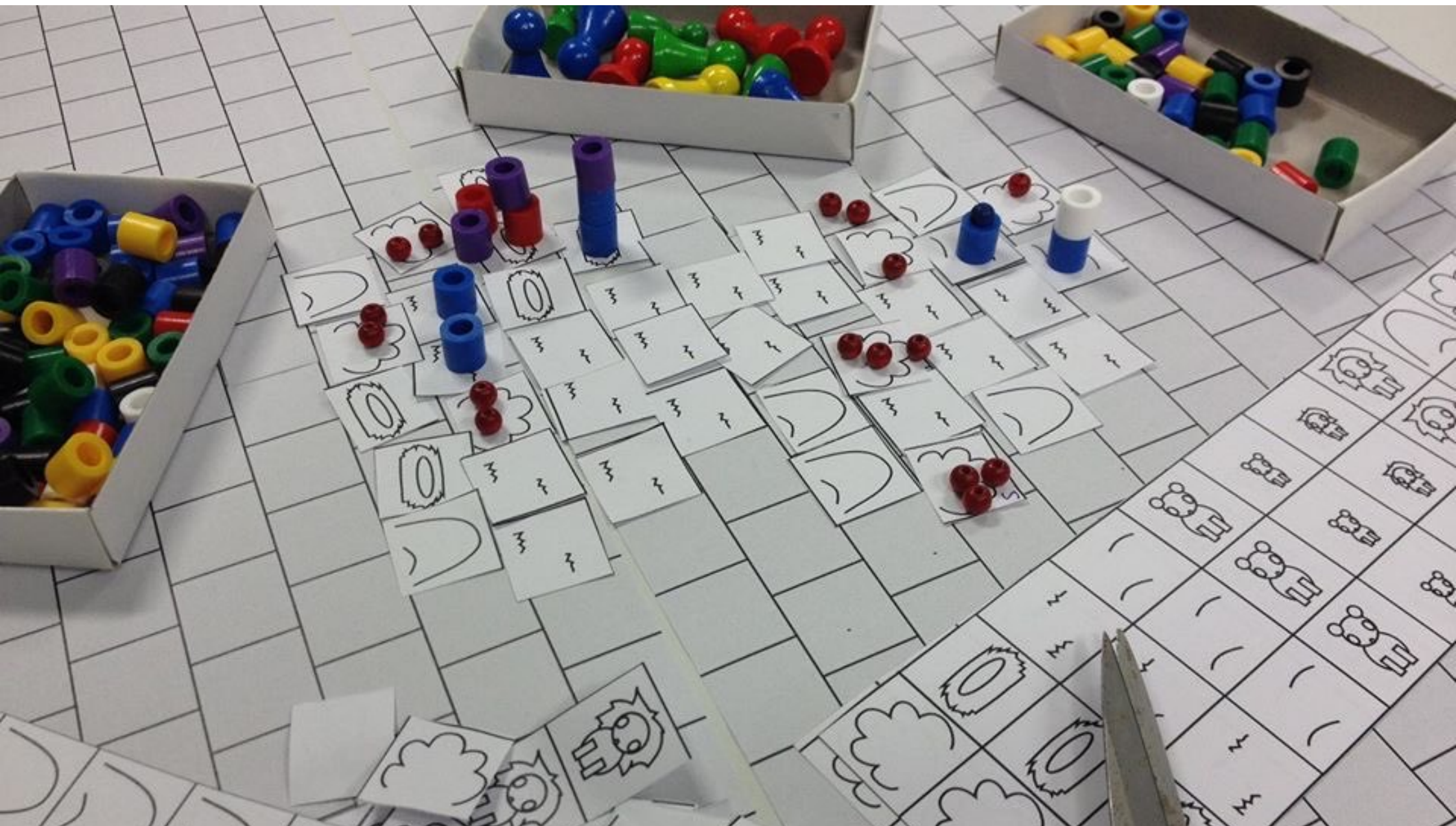
Departement Design

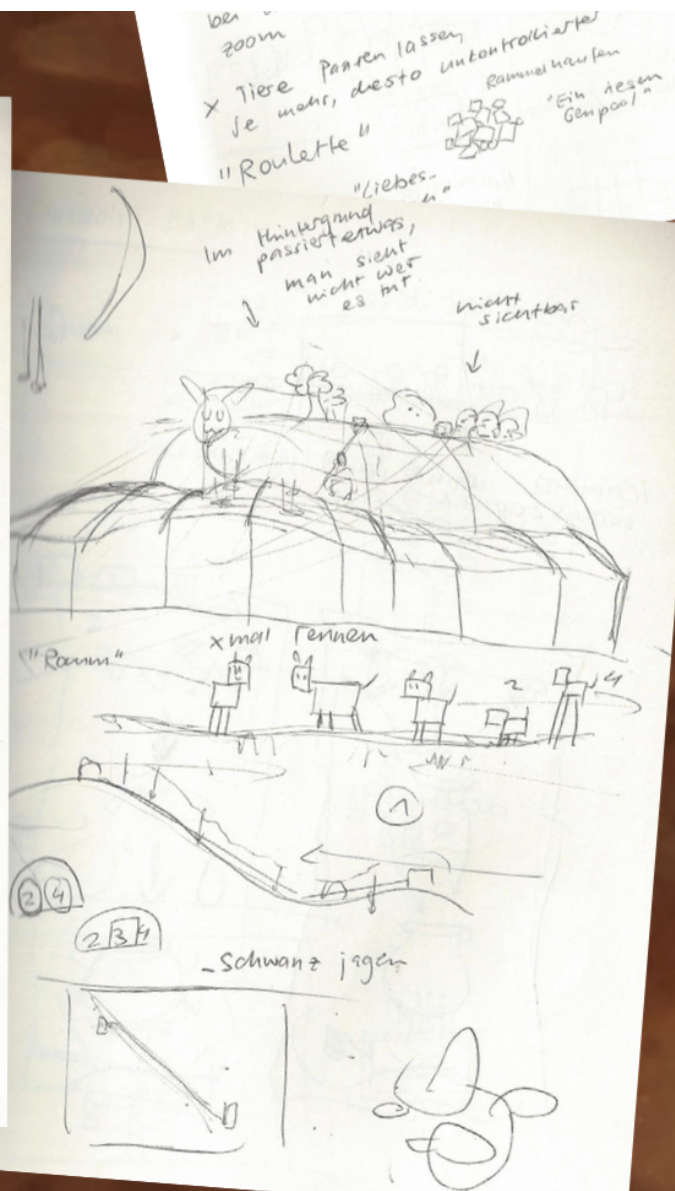
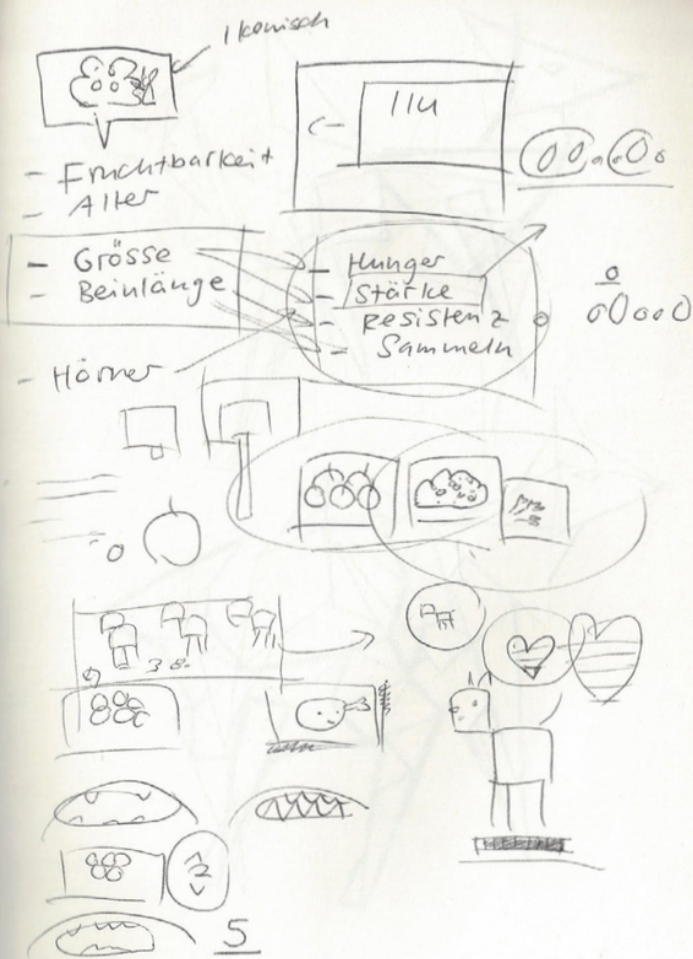
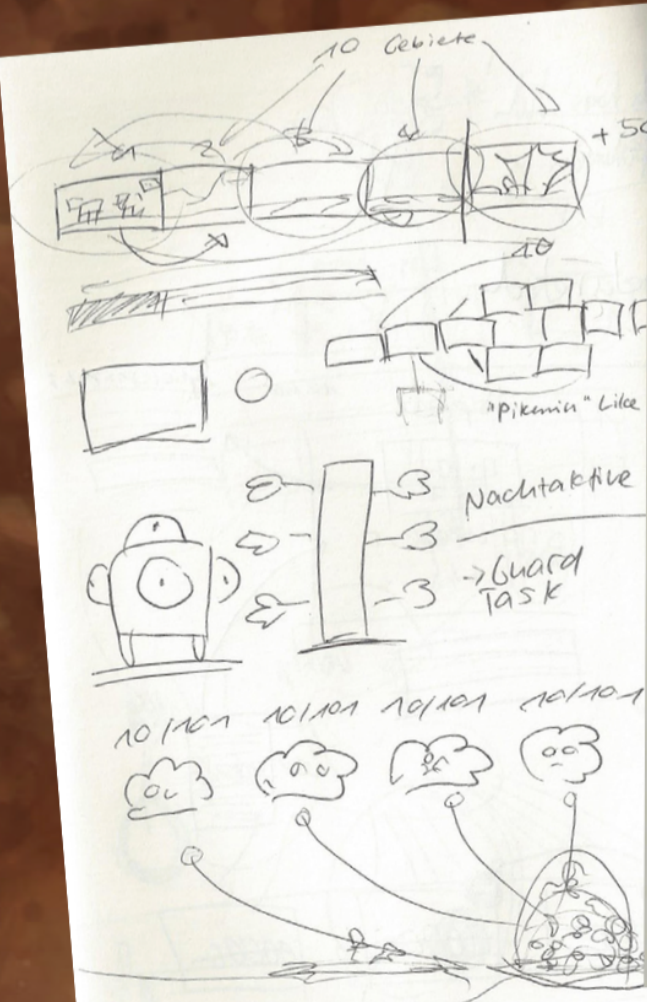




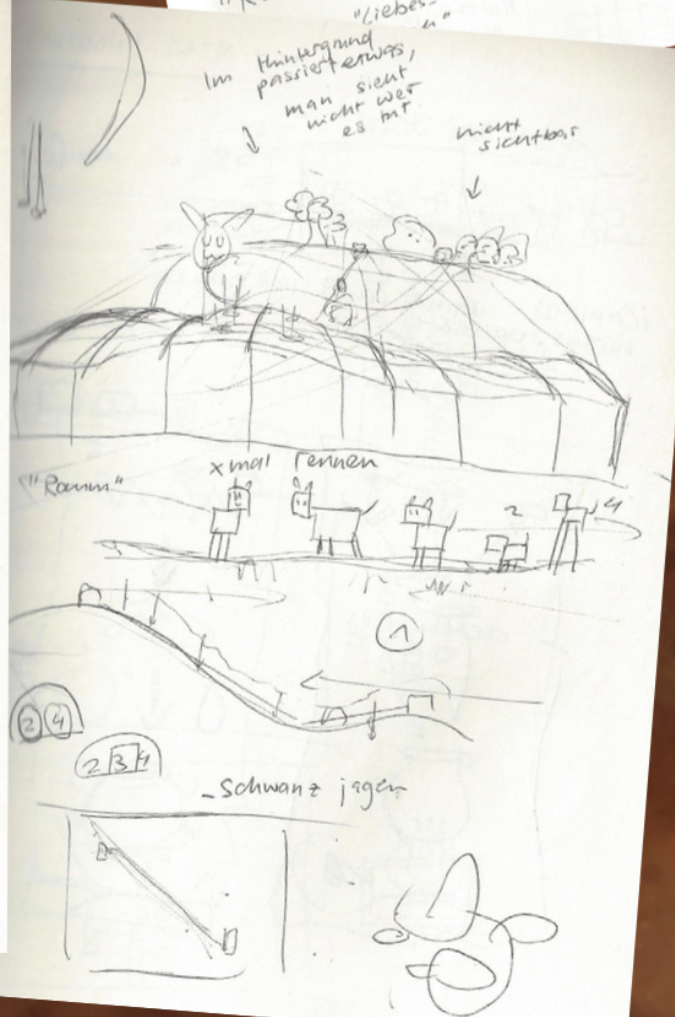








bei zoom
X Tiere paaren lassen
je mehr, desto unkontrollierter
"Roulette"
"Liebes-"
Im Hintergrund passiert etwas, man sieht nicht wer es mit.
nicht sichtbar
Rammeln auf den
"Ein riesen Genpool"





old prototype for winter coat

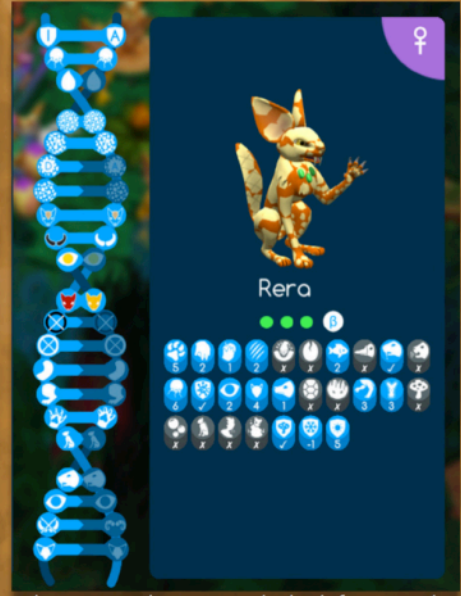
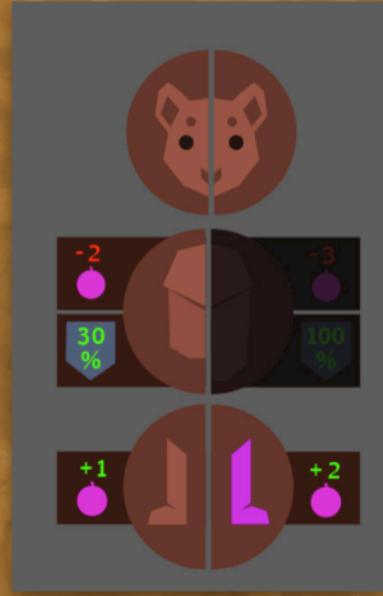
With each new gene, that was envisioned, it became clearer that the basic attributes of the animals had to be reiterated. Only four gene slots and a handful of stats would not suffice. This was the perfect opportunity to rewrite the code, so every animal or object worked on the same basics. Now there would be other animals, be it friend, food or foe.



part of the vision was to have the player animals evolve into vastly different shapes over time



left: base genes; right: head with night eyes



gene interface then vs. now; the prototype had only four gene slots



old prototype for berry paw



very crude test for how genes and their representative bodyparts could be seperated; this was too much



Survive as long as possible!
7 days survived

Achieve this stuff

Have 5 pups at the same
time: 0/5

Breed a tall, big-eared
animal

Stay in the same spot
for 20 days: 0/20

28



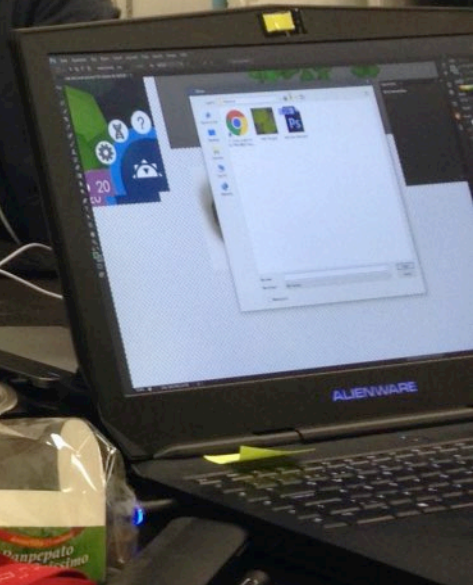
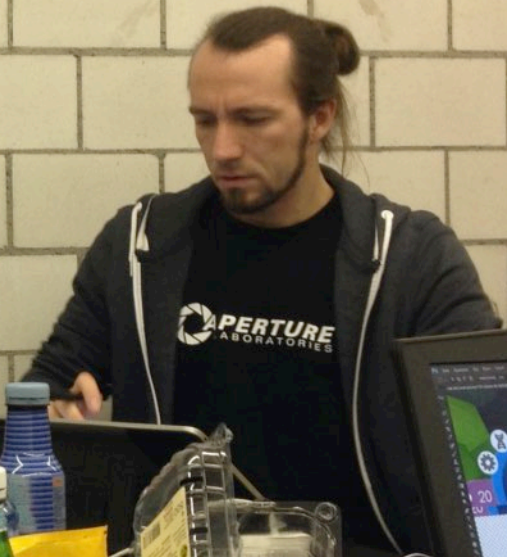
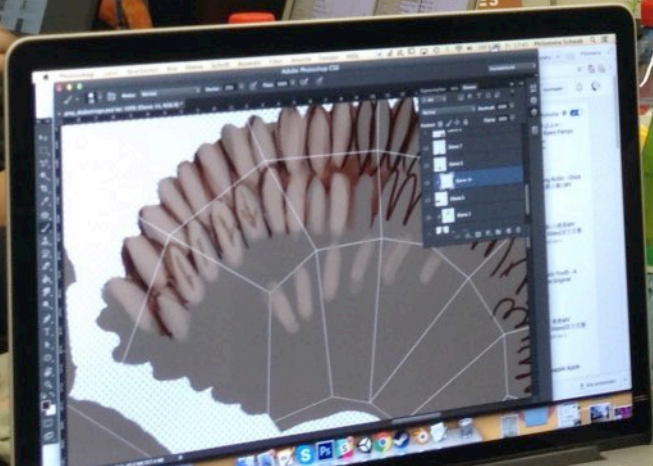
End
Phase

Events



Immer am
letzten Freitag
des Monats Lohn
auszahlen!

Credit
wem Credit
gebührt ♡





KICKSTARTER

imgur

You Tube

twitch



reddit



Instagram

**Gefragt:
15'000 CHF**

**Erhalten:
72'000 CHF**



Firmengründung

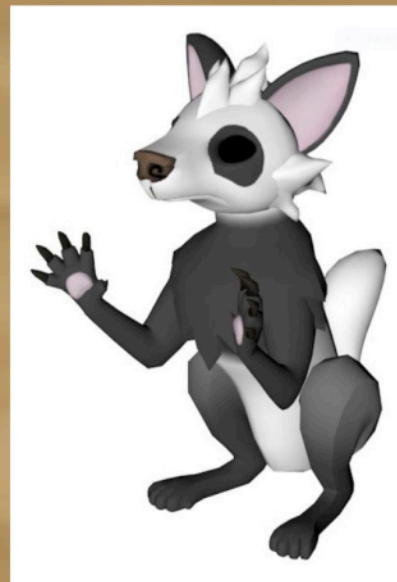




The artistic workflow consisted of sketching out a basic shape for the new bodypart in 2D or 3D, then modelling it in 3D, giving it a UV layout, preparing several control textures from which the pattern generation scripts could read information and finally painting texture for all the extra details.



stages of the procedural textures workflow: painting gradients



testing the new pattern and color generation; being able to make a procedural panda was an important requirement



demo protagonists Adam and Eve



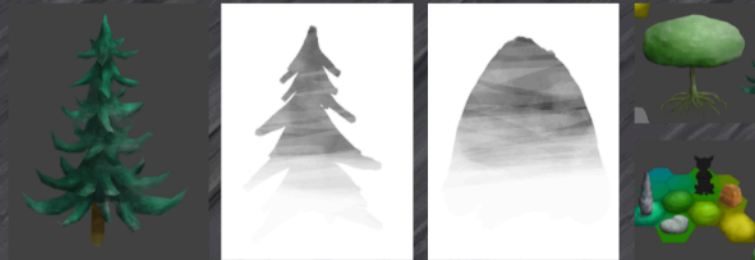
all bodyparts a Nicheling could have, during the development of the wings update

an infamous whiteboard session for pattern creation; don't be sad if you don't get it, neither do we

Environment Art Evolution



artstyle experiments in toy look prototype



outside: tree concept ideas and hexagonal test; middle: fog ideas for 'infinity' world



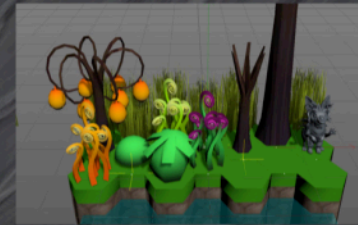
experimental environment object concepts; early in artstyle rework



wooden wallpieces for the toy prototype



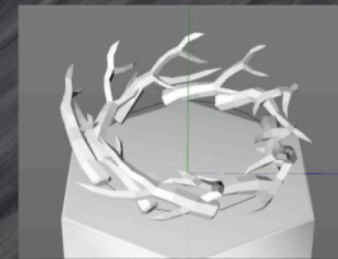
grasslands island render



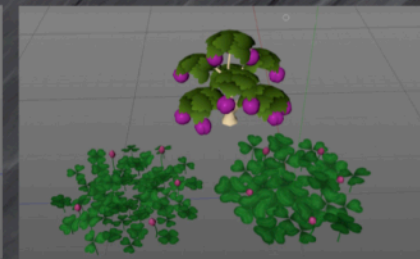
jungle biome experiments



first stage iterations on environment objects



next iteration; did not fit the visual language anymore and had an unnecessary amount of vertices for its detail level



iterations on bushes and clover to increase readability

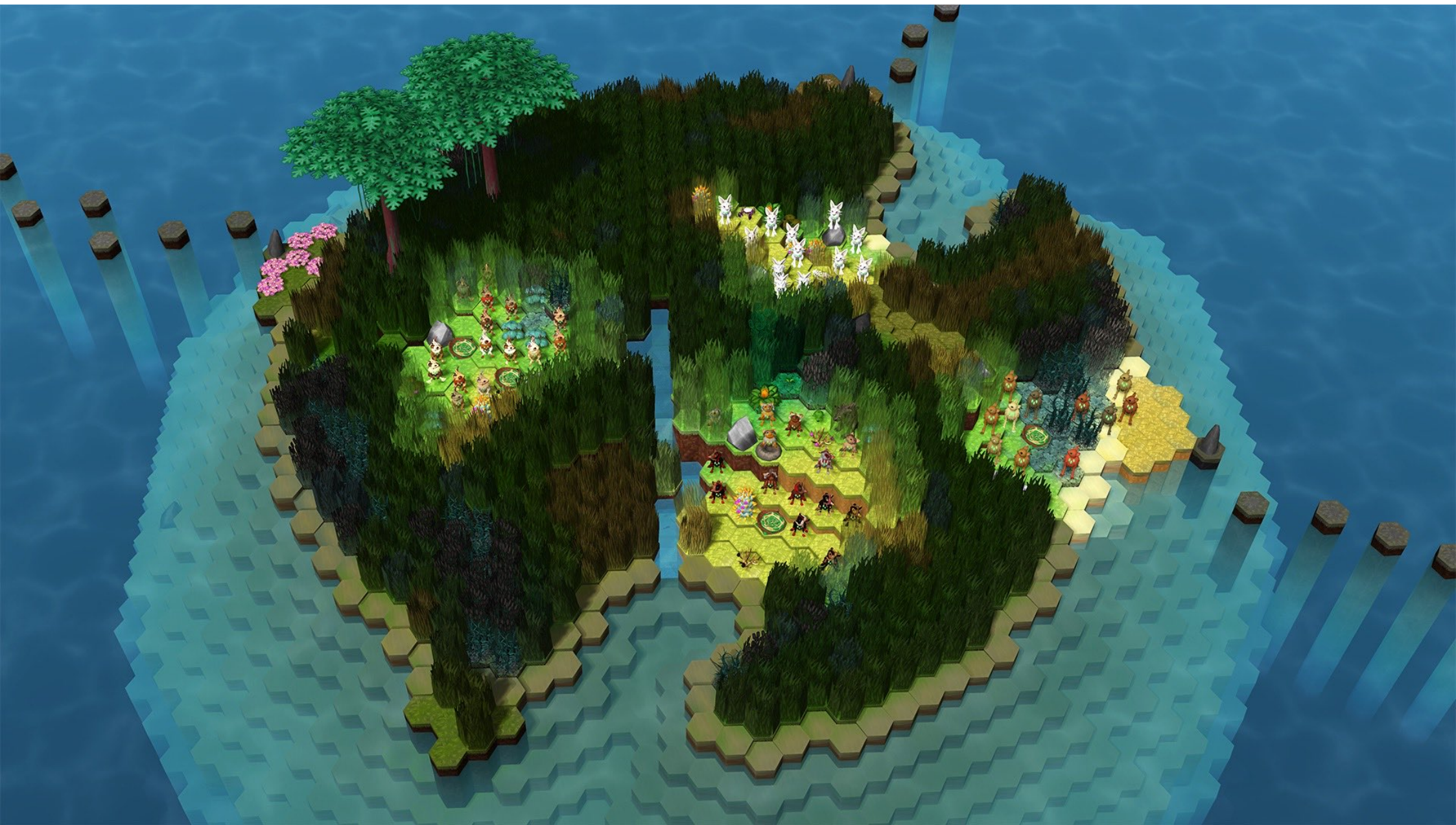


final art style and UI mockup



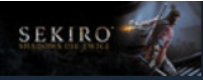







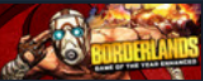
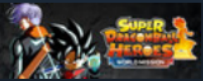



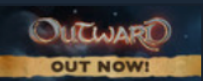






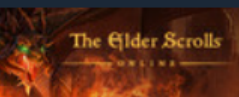
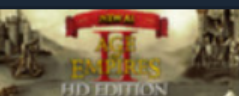









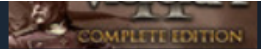

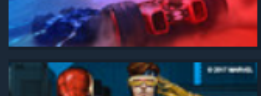
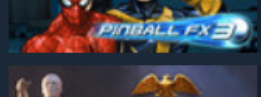
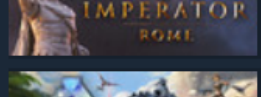
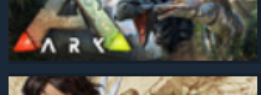
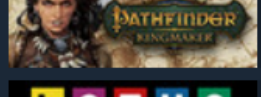

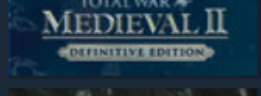
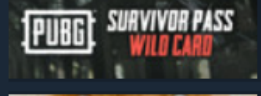
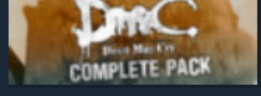


Release auf Steam



	Sekiro™: Shadows Die Twice Windows
	Tropico 6 Windows, macOS
	Anno 1800 Windows
	Totally Accurate Battle Simulator Windows, macOS
	Risk of Rain 2 Windows
	MONSTER HUNTER: WORLD Windows
	Total War: WARHAMMER II - The Prophet ... Windows
	Borderlands: The Handsome Collection Windows, macOS, Linux
	Borderlands GOTY Enhanced Windows
	SUPER DRAGON BALL HEROES WORLD M... Windows
	Generation Zero Windows
	Call of Duty®: WWII Windows
	Assassin's Creed® Odyssey Windows
	Outward Windows
	Rocket League® Windows

	Farming Simulator 19 Windows, macOS
	Grand Theft Auto V Windows
	Cities: Skylines Windows, macOS, Linux
	The Elder Scrolls® Online Windows, macOS
	Age of Empires II HD Windows
	MarZ: Tactical Base Defense Windows
	DCS: F/A-18C Hornet Windows
	Assetto Corsa Ultimate Edition Windows
	Devil May Cry 5 - Deluxe Edition Windows
	Planet Coaster Windows
	ISLANDERS Windows
	ASTRONEER Windows

	GRIP: Combat Racing Windows
	Pinball FX3 - Marvel Pinball Seas... Windows
	Imperator: Rome Windows, macOS, Linux
	ARK: Survival Evolved Windows, macOS, Linux
	Pathfinder: Kingmaker Windows, macOS, Linux
	LOTUS-Simulator Windows, macOS, Linux
	Total War: MEDIEVAL II - Definitio... Windows, macOS, Linux
	Survivor Pass 3: Wild Card Windows
	DmC: Devil May Cry Complete Pa... Windows
	Dead by Daylight Windows
	Jurassic World Evolution: Premiu... Windows



Niche - a genetics survival game is a turn-based strategy game combined with simulation and roguelike elements. Shape your own species of animals based on real genetics. Keep your species alive against all odds, such as predators, climate change and spreading sickness.

RECENT REVIEWS: [Very Positive](#) (32)

ALL REVIEWS: [Very Positive](#) (1,953)

RELEASE DATE: 15 Sep, 2016

DEVELOPER: [Stray Fawn Studio](#)

PUBLISHER: [Stray Fawn Studio](#)

Popular user-defined tags for this product:

[Simulation](#) [Strategy](#) [Survival](#) [Science](#) [+](#)

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Check out the entire Stray Fawn Studio franchise on Steam

Buy Niche - a genetics survival game



CHF 17.--

Add to Cart

Buy Niche - a genetics survival game & Soundtrack



Includes 2 items: Niche - a genetics survival game, Niche - a genetic survival game Soundtrack

Is this game relevant to you?

Sign in to see reasons why you may or may not like this based on your games, friends, and curators you follow.

Sign in

or

Open in Steam

[Single-player](#)

[Steam Achievements](#)



Über 200'000 Einheiten verkauft
Steam nimmt 30%
10 CHF Gewinn pro Einheit

Herausforderungen

2 - 4 Jahre Entwicklungszeit pro Game

Herausforderungen

2 - 4 Jahre Entwicklungszeit pro Game
1 Million CHF Kosten pro Game

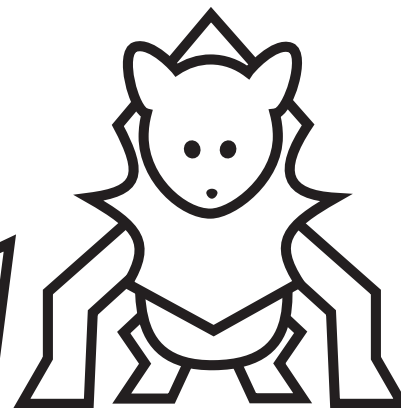
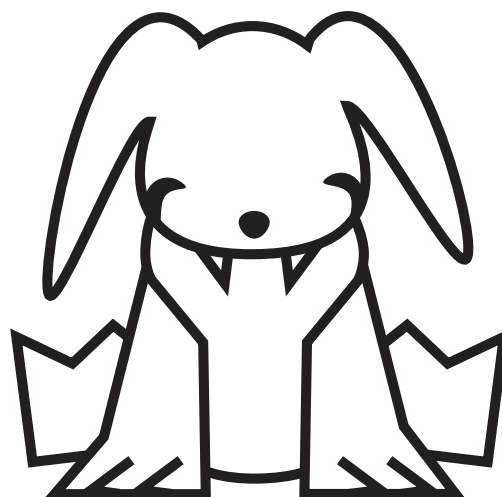
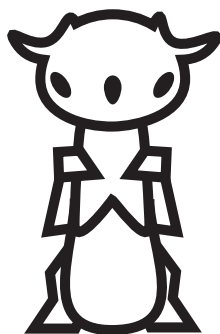
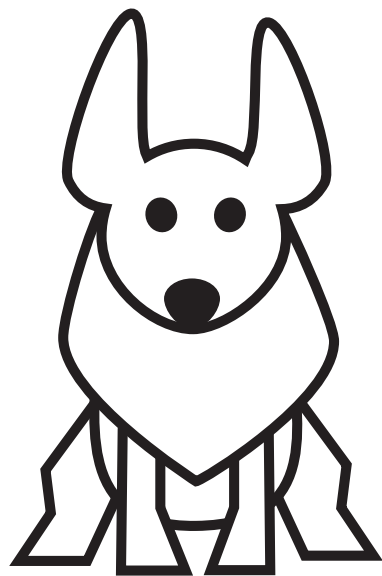
Herausforderungen

2 - 4 Jahre Entwicklungszeit pro Game
1 Million CHF Kosten pro Game
Markt schwer vorhersehbar

Herausforderungen

2 - 4 Jahre Entwicklungszeit pro Game
1 Million CHF Kosten pro Game
Markt schwer vorhersehbar
“Winner takes it all”









STRAY FAWN *studio*

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> Niche Anspielen