Devolution

Devolution is a game design focused exhibition / event exploring the creative process and challenges of game development. Each edition focalises on the evolution of a game through the exhibition of prototypes and interim versions and an in-depth conversation with the developers. Devolution #4: SUPER**HOT** is a cooperation between A MAZE. / Berlin 2018, SUPERHOT Team and Game Design // University of Applied Sciences Europe.

„A complex system that works is invariably found to have evolved from a simple system that worked. [...] A complex system designed from scratch never works and cannot be made to work."

John Gall: Systemantics

Game Design // UE

Initially founded as an independent university in 2006, today the Berlin Technical University for Design (BTK) is the Faculty of Art & Design at the University of Applied Sciences Europe.

Game Design // UE focalises on the development of innovative, experimental and expressive games and on the interrelatedness of Game Design, Game Arts and Game Informatics in all its aspects.

DEV.OLUTION #4

25 – 29
April 2018

@ devolutionbln
www.devolution.online

An **Exhibition**

Exhibition of the 4 year development process of Superhot. More than 6 playable prototypes, in between versions. Track down the evolution of SUPERHOT, its features and aesthetics by comparing versions to each other. The exhibition was made possible by the Devolution team. The event itself was initiated and is curated by Csongor Baranyai in cooperation with the University of Applied Sciences Berlin.

Exhibition Tours with Piotr Iwanicki

26. April 2018 – 1 pm
27. April 2018 – 5 pm

For the ultimate insight into the development of SUPERHOT and its design decisions. Guided tours through the exhibition by the game director Piotr Iwanicki himself. Complementing the exhibited versions by background information, secrets and anecdotes.

Piotr Iwanicki **in Conversation** with Sos Sosowski

27. April 2018 – 1 pm

An in-depth interview with Piotr Iwanicki about the development of SUPERHOT, conducted by Sos Sosowski. How to break out of the FPS genre and evolve a game into success.

SUPER**HOT** & Piotr Iwanicki

SUPERHOT is the first person shooter where time moves only when you move. With its mesmerising gameplay and stylized graphics SUPERHOT aims to finally add something new and disruptive to the FPS genre. Dodge bullets. Take out your enemies. One step at a time.

SUPERHOT was developed by **SUPERHOT Team** and directed by **Piotr Iwanicki**. The game originated as an entry in the 2013 7 Day FPS Challenge, which was expanded into a browser-based demonstration that September. Widespread attention from the demonstration prompted the team to develop the full game, using Kickstarter to secure funding to complete the title. SUPERHOT was released on numerous platforms. A rebuilt version of the game to better support virtual reality, **SUPERHOT VR**, was later released for VR hardware. A standalone expension **SUPERHOT:MIND-CONTROL DELETE**, which utilizes roguelike elements such as procedural generation and permadeath, is planned for a 2018 release and became available through early access in December 2017.

„Games develop in a way that I can only describe as organic, in that they tend to start as a core and then grow outward."

David OReilly (Everything, Mountain)

Development Timeline

08.2013 done in 7 day for the 7DFPS challenge

05.2014 preparing for Kickstarter

02.2015 alpha for the backers

06.2015 mess gets tidied up for E3

02.2016 Release!

09.2013 3 weeks! done for the game show WGK in Gdańsk

01.2015 actual work restarts after Kickstarter

05.2015 huge mess of ideas

07.2015 beta for the backers

12.2016 VR!

08.2014 first VR test

04.2017 starting with the procedural gameflow

04.2018 standalone procedural DLC

Main Branch	————————
VR Branch	••••••••••
MCD Branch	– – – – – –

Detailed Timeline and Additional Information:
tinyurl.com/devolution-superhot