FUSED
M NTHLY NEWSLETTER
www.Clickteam.com

NOVEMBER 2014 EDITION

Welcome to the November, 2014 edition of Fused.

After the release of the first editorial last month I received some great feedback from readers and community members. It was well received and it was a pleasure to write. This month brings us lots more information, news and tidbits from around the community and inside Clickteam itself.

Coming up in this month's edition, we take a look at the success of Five Nights at Freddy's, the development progress of Tiny Trek, a new addition to Clickteam, lots of upcoming and released game review, the Clickteam Winter Sale, oh and a couple of notable birthdays too!

I hope you enjoy this month's edition and as always, feedback is more than welcome.

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NOVEMBER HEADLINES

Rise of the Indie Dev

Again? I write that because I'm pretty sure there are already thousands of articles online about the 'Rise of the Indie Dev' or 'Rise of the Indie Dev Scene' but what made me want to write this kind of article for November's edition was, Fusion 2.5 seems to becoming the number one choice for a lot more Indie Devs than ever before. It would also appear to be creating or evolving new types of Indie Developers.

Over the years we have seen a number of developers go far with their game and app creations, not all the times the numbers are high and this isn't necessarily the fault of the product the user chooses to use, it's an increasing number of factors that go into any game development.

From marketing, polish and getting reviews, plus I think a good factor as always is hitting a niche in the market, though they are few and far between. Thousands of people around the world everyday are now working on designing and developing their own games, right this second. Some just do it for fun, some choose to chase the commercial stardom.

Whatever your reasons are, there is absolutely no doubt that having the ability to design and develop your OWN computer, mobile and web games is an exciting thing to do and with Fusion 2.5, this is helped by the faster development process our users experience. Whilst maintaining the 'logic' of programming, we still speed up the entire process of writing code, line for line.

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An intuitive interface and editor allowing you to stipulate 'could-be-code' through an easy Condition/Action/Expression interface is interesting and as you'll see on the release forums, more and more people are releasing high quality games.

Given, this is a Clickteam editorial and chances are, this report should be biased towards Clickteam's products by default but not entirely. However in this write-up, I cannot help BUT praise Clickteam's relentless work on creating such a unique product that is ever expanding in it's capabilities. Giving game developers a tool to use that speeds up development probably 10-fold, gives the user a chance to spend more time on game design and polish. In my opinion, this was certainly the case for Scott Cawthon with Five Nights at Freddy's, as he stated in his interview (which we'll cover) he stated

"I know Fusion like the back of my hand, which is wonderful. When you know the tools then you can concentrate on game creation!"

So it would seem like the analogy is true. I like that. I also like being a part of a company that has a product like Fusion 2.5. Something that has been running on my desktop and laptop for the last 4 years straight, everyday. Whether I'm working on Clickteam Stuff, working on tutorials or examples, private client game or application development or even prototyping my own commercial releases, it's always open. Maybe that's a bit of a real geeky thing to do, but I think there'll be a few others in the community that could relate to it.

The conclusion to my write-up here is, I see a lot of talent. I see a lot of new and upcoming talent. If I was to give any advice here, it would be, remember you have a more-than capable tool at your disposal to speed up development time for your games here, so use that extra bit of time, or make that extra bit of time to spend on your design work and polish. After all, it's a tough Indie scene out there with so many people releasing games now, so use Fusion 2.5 to your advantage and just before you go for release, just give it that extra shine with some polish!
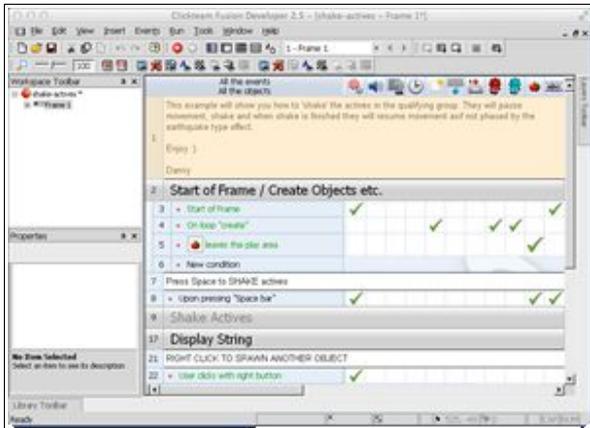
Mac Runtime/Editor

Some people have been asking about an update to the Mac Runtime/Editor. Here at Clickteam we don't like to give out ETA's or release dates as you know, this never works so we never take that approach and the reason why is simple. Development is not just a simple port over to Mac. If it was, it would've been released a long time ago.

Yves and Anders have been doing extensive work on the Mac Runtime and Mac Editor. It needs to be full featured, not just a quick port over and you have something that breaks. You have to remember here, I haven't been involved in the technical side of this port so I'm speaking just from what I've seen in the development, and with being so busy (plus not owning a Mac anymore) I haven't really been involved in testing either.

You will be delighted to know that it is almost complete. There's no definition on my *'almost complete'* but it is. It's already being tested AS it's developed internally. I was a part of testing when I had my Mac, but I had to ditch my Mac for reasons I cannot explain in this editorial (*I didn't like it*), but hey that's me. A Windows Geek. Someone's gotta be?!
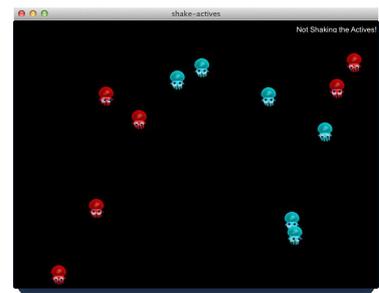
I'll be sure I can have a much better progress report written up in December's issue but for now, there's some screenshots for you to see. The second this is available for release, it will be broadcast on every possible CT channel including the website, the forum and the FB page.

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Speedy Android

As you may/may not know, Android is my favourite platform to develop for. It's quick, it's simple and it's FAST. Speaking of FAST, I work very closely almost daily with Fernando on the Android Exporter. Fernando is forever integrating new features, new extensions and much more and I'm forever testing these and the runtime builds for him.

What made me want to write this piece on the Android Runtime and Fernando for this month was, to give you a better insight and understanding as to what Fernando's work entails and how he excels in developing and maintaining the Android exporter. The last 2/3 revisions, I'm not sure whether you spotted it in the changelog or not, was performance. I don't know how far Fernando can go, or even how much further he could possibly go he's managed to squeeze so much performance out of it already. Some of you may not have seen the performance increase because the runtime was already highly optimised. In my time developing for Android, I have created some very unique scenarios that even 1fps boost would benefit from, so in some of my tests I HAVE seen the performance boost immensely.

Obviously, this doesn't mean you can throw anything at it and expect top results. You still have to naturally adhere to optimisation and clean code you should implement in your games and apps. I would love to list some of the most common techniques you should adhere to, but there's quite a lot to be fair. Android is still a limited (mobile) platform and you will be up against a multitude of handsets and different device specs so always try and keep things to a minimum.

Fernando has done very well in the last batch of updates for Android and you will see the difference.

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FNAF

As you know last month I reviewed Five Nights at Freddy's. Something you may **not** know is, when I reviewed it, I was completely oblivious as to it's former or current success, let alone the continuing success it has/still received. The only reason I was oblivious was because I am highly busy, everyday smashing 14-15 hours of work, 6 some weeks, 7 days a week. Even though I still develop games for my own company and for clients, I never actually get chance to play any games so when it comes to the 'scene' I couldn't really relate.

The reason why I **did** review it was because when Chris (Kisguri) back in early October told us in chat he was going to list it, he was like "Hey, check out this release" and I checked out the link. It pointed to a blog post on the forum from Scott himself about the game. I skim-read the article but went straight for the screenshots and thought hey, this looks pretty decent. The biggest thing for me was, polish. I never had any background information on Scott or this development before-hand and as I said in the review, I was really pleased when I saw the screenshots. I never in my wildest dreams imagined it would be one of the most popular games in the world for 2014.

Francois managed to have a quick interview with Scott and we posted that online here: http://www.clickteam.com/interview-of-the-author-of-a-top-paid-game-in-appstore.html

I particularly like the way Scott came from the same, similar kind of background we all did. Installing Klik n Play with a massive 8mb of RAM to play with! I'm pretty sure a good 90% of community members can probably reiterate this in their own way. I also find it very interesting that I could've answered a lot of the questions in the exact same way. Like not playing games myself anymore. Scott did well, and continues to do well and we all here at Clickteam wish him the best of luck for all future developments. I personally, hope that Scott as with a handful of other developers can now be an inspiration to everyone developing!

Sparckman Attacks

Last year, a user called Sparckman came out of nowhere producing his own version of tutorials. His style of teaching in these tutorials were, a little unorthodox? Wacky? Fun? Creative? A mixture of all of those, but the biggest keyword for his tutorials was: Helpful. Everyone is different and Sparckman surely brought his own flavour of telling tutorials in his own way. It was unique to say the least, but helpful, infact very helpful.

Sparckman receives nothing but praise on the forums for his relentless attack of new tutorials cropping up on an almost daily basis. Sparckman has evolved over the last 12 months with his tutorials and his style has changed (only slightly) and each and every new tutorial he produces, is of higher quality. He is now offering talk-over video tutorials too which is awesome content for everyone to watch.

Sparckman amazed me last week with how fast he took it off his own back to produce some amazingly quick and very helpful video tutorials on imitating the routine pulled off in Five Nights at Freddy's. I watched them and were very impressed. Sparckman is now an official moderator at Clickteam and if you check out the examples forum, it's covered in an all out Sparckman attack, almost like a frenzy. But this frenzy is awesome, lots of good, free content for everyone to watch, read and download today!

Of course, there are threads and examples from other users in there too. You can find the Examples/Guides forum here:

http://community.clickteam.com/forums/352-Guides-Tutorials-Examples-Widgets

Final Upgrade Call

This month saw the launch of the Final Upgrade Blowout. This is going to be your final chance to get the lowest price on upgrading to Fusion 2.5 from Multimedia Fusion 2.

The dates are as follows:

November 4th thru 30th
Multimedia Fusion 2.0 to Fusion 2.5 for only $29 - €25 - £18.99
Multimedia Fusion 2.0 Dev to Fusion 2.5 Dev for only $29 - €25 - £18.99

Now is the time to take advantage of a special upgrade price. This is the lowest price we have ever offered and its a one time offer.

In 2015 the upgrade price is increasing so now is the time to get the best deal!

It's almost a year since the launch of Fusion 2.5 and it's been nothing but a successful year for everyone including developers using the new upgrade which features a new built-in ForEach Loop, Unlimited Global Values, Box2D Physics Engine Built-In and available across all platforms and much, much more.

If you wish to put in an upgrade request, please visit this page:
http://www.clickteam.com/upgrade-request

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FUSION 2.5 NEWS

General Fusion News

So, in addition to the HUGE change-log from some of the latest updates I mentioned last month, there's still been a big array of new tweaks, performance optimisations and generic stuff going on with Fusion 2.5.

Yves has taken the time out of his hectic schedule to look at optimising the Windows runtime even further. At the moment he is concentrating on optimisation on a level where majority of the users probably wouldn't see a difference, but there are a percentage of users that do experience slowdowns at different turns. Even though this kind of optimisation wouldn't be visually seen by some of your projects, it's still an optimisation in the background of the workings of the runtime, so everything helps.

If you're a registered user and have your product registered on the forums, you can head over now and download the pre-284 build to test out. Please note, this is only the edit-runtime version and not the distributable version, so you can only really test by running the app from inside Fusion 2.5. Yves is keenly looking for feedback on the thread regarding the optimisations he has made so any feedback is good feedback.

You can catch the thread here:
http://community.clickteam.com/threads/89709-Pre-version-of-the-build-284-of-the-editor-runtime-for-speed-tests

HTML5 Exporter News

After listening to some feedback both on the forum and from some users, Clickteam have taken the decision to implement the Free, Limited version of the HTML5 exporter into Fusion 2.5 itself.

At the moment you can download the Free Version of Clickteam Fusion 2.5 and it comes complete with a free, limited version of the HTML5 exporter. As expected, some users of the forum who don't own the HTML5 exporter would like to see this in action for themselves. Unfortunately there is no ETA on this at the moment, but the decision has been made so the second I know more on the progress of the integration of this I'll let you know. Don't forget to keep your eyes peeled on Facebook and the Forum for an announcement too, although I suspect it will appear in the first available BETA download that it gets launched next to.

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Behind the Scenes

It's been quite a productive front here at Clickteam in the last month. We celebrated two birthdays in November **(Yves and Chris)**. We also saw the launch of FNAF2, we got a special access grant from Cole (from Cole Powered) to preview his new game "Concrete Jungle" - cheers Cole, review further down. We have reviewed lots of topics from the forums and we have even seen the emergence of a new Clickteam member!

First of all, let's welcome Ben Otter to Clickteam. Ben is highly skilled in Java/Javascript and more particular, HTML5. Ben started out developing alongside Francois with HTML5 and some projects they were working on for Fusion and the HTML5 exporter. Since then, Ben has come a long way. He was an ideal candidate and an extra pair of hands Clickteam really needed, it's yet another boost in the development department.

Secondly, there's a lot of progress on the V3 front. Obviously I cannot state what, but I can tell you the boys are working hard at it. We DO see progress reports and to counter the Click Convention 2013 update, James specially sent me yet another updated screenshot:

As you can see, the progress is outstanding; albeit limited on view.

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This month saw some giggles too, with Nico kindly prompting me that my new YouTube video promoting my new set of tutoring courses was a ROFL. You will only have limited time to view this, as I'll be modifying it real soon but for a giggle, go ahead to this link, turn on automatic captioning (subtitles) and enjoy Google NOT being able to translate my accent :)

https://www.youtube.com/watch?v=siUEymHb9VM

"Christine Fusion 2.5" and "Muster All Edges" being my personal faves!

Yves celebrated his birthday this month, although I'm pretty sure if I mentioned his age, he would probably render my copy of Fusion 2.5 useless, so I think I'll pass on that! **Chris (Kisguri)** also celebrated his birthday this month. I won't mention Chris` age either out of respect for him, but it was certainly a milestone achievement!

I'm back on the chat full-time it would appear now. Up until a couple of months ago, my chat usage was cut short for a month or two due to real heavy client commitments outside of Clickteam but it feels good to be back in full swing. I had withdrawal effects from not being on ClickConverse almost everyday.

Simon managed to crack a smile on everyone's face though as he appeared to be changing species. He went from 'Normal' southern kinda fella to what would appear to be some form of a reindeer that went around his local town on some kind of pledge.

It was great to see Simon in this form, as he's usually 'geeking it out' as us geeks do around the clock, but he took the time from his daily schedule to do this. I think it was great (and brave) of him.

I do often ponder if we could maybe get him in this suit for the next Click Convention? I think it could be possible!

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New Releases

Some good, solid releases through the rest of October and throughout November. **First up...**

Concrete Jungle! Cole, from ColePowered.com brings us yet another beauty of a title and I don't just say this from the screenshots he has provided, I talk with experience. Cole showed us a special preview here at Clickteam and it went down a treat (thanks Cole)! We all loved it. There is something about Cole's games that never fails me. I love the aesthetics he brings to his games, especially the artwork. His artwork is so finely detailed in all of his releases.

Now, I know this isn't technically a 'release' as it isn't released yet, but I had to feature this essence of beauty. He put it on Kickstarter just looking for a little development boost and exceeded his target amount almost four-fold.

You can guarantee it will be a hit when Concrete Jungle gets launched and very well deserved too. I've always been an avid fan of Cole's titles, his hard work, dedication and attention to detail means every new title is unique and rich in polish. You can keep following Concrete Jungle's progress over at Cole's website. Oh and just for reference, I know of at least ONE easter-egg which will be inside Concrete Jungle but you'll have to wait!

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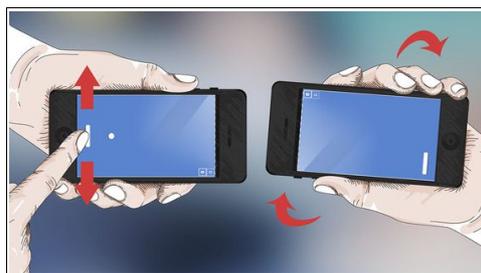
Pitiri 1977

Another scene of beauty from this re-release of Pitiri 1977.

It is now available on Steam. This is a beautiful platformer with a unique set of graphics that blend nicely and an array of features for the player.

You can find Pitiri 1977 here on Steam:
http://store.steampowered.com/app/305740/

Social Pong

Social Pong is an interesting concept developed in Fusion 2.5. The goal is to play online against someone at Pong and you are using your skills to compete for the highest score. Worth a download and it's free (for now) so grab it on the Apple App Store:
https://itunes.apple.com/us/app/social-pong/id935584054?mt=8

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Tiny Trek

You need to check out the procedurally generated space exploration game by Gamesare Studios. I have seen screenshots and videos of this before, even some gameplay at the last convention in 2013 and everything I have seen so far always makes me think... How big actually IS this game? So far, from what I've seen it boasts many features and lots of different aspects of gameplay. The work gone into this title you can tell, is immense.

It's subtitled *"8-bit space action"* and the visuals look amazing because they are so retro looking. The sound effects and accompanying music are also very retro. It has a nice retro feel to it.

You can checkout a new gameplay video here:
https://www.youtube.com/watch?v=Ti4xeBueyvw#t=12

You can keep up to date on the following of Tiny Trek on the official website: http://tinytrekvoyages.com
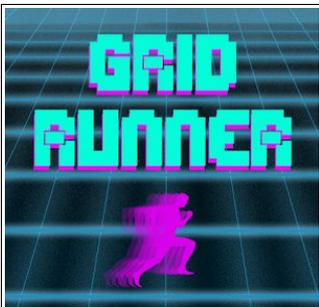
Grid Runner

A great looking arcade release this month from Storm House Interactive. Released on Android Grid Runner combines fast paced arcade action, retro gameplay, and a killer soundtrack by new indie electronic bands to bring you the best in gaming experience. Straight from the bull's mouth *(or is it the horse?)*. N.B This game contains bulls. Available to download now: https://play.google.com/store/apps/details?id=com.stormhorseinteractive.Gridrunner&hl=en

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What's Hot?

So, What's Hot around the community in the last month or so?

Dungeoneer

Dungeoneer is doing the rounds this month. This looks HOT! It comes from probably one of the longest users around the forum. It's Paul Boland. Paul has always delved in 3D animation and 3D rendering, I have seen most of his work and he's great at it. I remember seeing some videos of some old Click Conventions where he brought some 3D characters with him to the event. It's definitely Something to put a smile on your face.

His latest development is called 'Dungeoneer'. I know Paul and I know Paul won't mind me sharing this with you, Paul was/is a Knightmare fan.

Now, I'm not going to lie to you, I too, was a Knightmare fan when I was younger. Absolutely nothing stopped me from coming home from school to switch over to Knightmare. If you're not British (or Irish) then you may not know what Knightmare was. In a nutshell, it was a British TV Show where a bunch of school kids, one dressed up as a 'Knight' but wore a helmet that he/she could not see out of. It used a blue-chroma key to simulate them travelling through a dungeon and their companions could see stuff the dungeoneer couldn't. It really was a great show and you can maybe YouTube some of the other stuff.

Now, when it comes to dungeon's, I'm a sucker. I was a sucker for games like Dungeon Keeper (not 2, just the original) but it all started way back on the Nintendo (NES). I played a game called Shadow-Gate with my dad and my older brother when we were younger. It

was a point n click game but man was it addictive. The funny thing is, I've always been a sucker for Dungeon games and when I saw Paul was working on this one, I just HAD to keep checking daily to see more.

I'll be keeping my eye on this and I'm glad Paul has created it's very own thread under the WIP section on the forums. You can keep tabs on this awesome looking game here:
http://community.clickteam.com/threads/88460-Dungeoneer

Oh and if you're not into Dungeon games, then take pity on Paul for having to wait excruciating hours when rendering scenes for this game. The final renders look absolutely sharp and contain a great level of detail.

I'm reaching out to Paul in the hope that the SECOND something playable is available, he will fire me a copy over ;)

Any Xmas Surprises?

http://community.clickteam.com/threads/89659-Any-Christmas-time-surprises-from-Clickteam

I love it when stuff like this arises. I'm pretty sure we will do something for the users this Christmas. Keep your eyes peeled on the forums and the Clickteam Facebook page... you never know ;)

Some Neat Tricks!

http://community.clickteam.com/threads/89513-Some-useful-hidden-shortcuts

Yves has kindly posted a new thread just pointing out some of the most useful shortcuts inside Fusion 2.5. I don't know why I didn't think of this before, I personally use the keyboard a LOT. If I don't have to use my mouse I won't, I could quite easily go a full day working without my mouse as I'm so used to shortcuts using Ctrl/Alt/Tab/Shift etc. I could virtually 'tab' my way through a day ;) But these tips are helpful, there was even one in there that I never knew about. But I won't admit which one ;)

Maths: Learn to love it!

http://clickstore.clickteam.com/tutorials/math-and-loving-the-expression-editor

This is awesome and very much needed. I think almost every user could benefit from this! This full on tutorial is now available on the ClickStore and it will give you some nice insights into some intermediate and advanced tricks you can pull of with Fusion 2.5. Loaded with plenty of examples and has 5 star reviews all around!

Final Notes

It's been a creative couple of months, the last couple of months. Not just from Clickteam's standpoint but from users too. We've seen a rise in success stories and the quality of game design upping with each new release.

There's always a ton of other stuff I could blab on about in the editorials but I like to think I can keep it simple, clean and not too biased. I like to give an opinion and I will give it completely unbiased, sometimes I question how I write these editorials. I'm a quirky-type of guy, I like to think of writing these editorials as a simple form of art. Expressing a view or an opinion with a little bit of my real character inside the text that I write.

My written English is great, I'm always pointing out grammar errors to my peers but my accent is truly something unique. An old-skool, northern British accent that flows elegantly asif I just rolled off the 'common boat'. Thankfully, even though Google's autotranslation engine struggles with my "proper northern accent" most people who watch my videos or talk to me in real life can understand me. I'm even more thankful that my true accent isn't reflected in my writing otherwise you probably would have a hard time reading Fused!

All in all, it's been a great year thus far. In December's issue, it will be the final before a brand spanking new year and I hope to go over the last 12 months on the scene here at Clickteam and users developments to see how far we've all come together. So, until the Xmas edition, have fun developing and keep the feedback coming!

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