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In this two part series, the Woodstock Games team talks to the developers behind Wayward, Chasing Aurora, and Monster Brawl. Woodstock Production is a small independent developer in Mumbai, India. Led by founder Michael Zavodsky, Woodstock is the creator of Chasing Aurora, Wayward, and Monster Brawl. We asked the team about their experiences, the state of the game industry, and where they see the future of indie gaming. You can find more about Wayward and Chasing Aurora on the Windows Store. For more information about Woodstock and other developers working in the indie gaming space, visit the Indie Games Showcase on the Windows Store. Tell us a little bit about your studio and how you got started. We started with two individuals — Michael Zavodsky and Myles Rettstadt. We had a mutual friend, who asked Michael if he wanted to try and start an independent studio. Because Michael had a lot of experience with coding, he jumped right in. Myles had worked

with middleware for over 10 years. He had never made any games before. He came to my friend's house one day and said, "I'm going to work on this game." It didn't go as well as he expected, so he decided to go back to school. Michael decided to finish the game on his own. It was going to be a console game, and he had this idea for a game he wanted to make. He came to us and we tried to sell it to investors. We failed at that. After we failed at that, we continued to work on the game. We just kept it going on our own. It was a big game with lots of features, so we needed a lot of resources. In order to get more resources, we took it to a publisher. It was a console game that didn't make any sense to put on Steam. We had a working prototype, but we couldn't get it together. We were able to get it working with Unreal Engine. This was also the time that Myles learned to program, so we were two people trying to do programming in Unreal Engine. It was a rough start. We brought on another programmer who joined about a year ago. We brought him on to help us get the technology together. We worked very hard on Unity before that.

In terms of the industry, we came from 82157476af

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