

18.12.2015

DEUTSCHER ENTWICKLERPREIS
BEST INDIE GAME

VERSION 05.01.2016

PRESENT VERSION

CHANGES

- OVERHAUL OF THE DICE-BASED COMBAT SYSTEM
 - NOT FINISHED YET
- LOTS OF NEW EVENTS / PERKS / ITEMS / ETC.
- LOTS OF NEW ART / SOUNDS / ETC. (FINAL QUALITY)
- LOTS OF SMALL IMPROVEMENTS / ETC.
- ADDED (COMMUNITY MAINTAINED) WIKI TO MAIN MENU
- SHIP AHoy!
 - EACH EXPEDITION NOW STARTS WITH A SHIP ARRIVAL SEQUENCE
- PROCEDURAL TRIBE GENERATION
- SHAREABLE TRAVEL REPORTS
- LOYALTY SYSTEM
 - CHARACTERS NOW HAVE INTERNAL LOYALTY RATING WHICH TRACKS HOW THEY FEEL ABOUT YOU
- BUTTERFLIES ARE NOW VISIBLE ON THE MAP
- HALL OF FAME
 - SHOWS YOUR 8 OVERALL BEST HIGHSCORES
 - SHOWS YOUR BEST HIGHSCORE PER EXPLORER
- ADDED H.P. LOVECRAFT

DEVOLUTION #1:

THE CURIOUS EXPEDITION

13.01.2016

DEVOLUTION IS A **FREE GAME DESIGN FOCUSED** EVENT EXPLORING THE **CREATIVE PROCESS AND CHALLENGES OF GAME DEVELOPMENT**. EACH EVENT FOCALISES ON THE EVOLUTION OF A GAME THROUGH THE **EXHIBITION OF PROTOTYPES AND INTERIM VERSIONS** AND **IN-DEPTH CONVERSATION WITH THE DEVELOPERS**.

HOW DID THE GAME **CHANGE** DURING ITS **DEVELOPMENT**? WHY? WHICH FEATURES WERE **ADDED**? WHICH WERE TAKEN AWAY? WHEN? WHAT WERE THE INTERESTING **DESIGN CHALLENGES**? WHAT WAS THE **ORIGINAL VISION** OF THE GAME? HOW DID THE **IDEA** EMERGED? HOW DID CERTAIN **FEATURES EVOLVED** INTO THEIR FINAL VERSION? HOW DID **TESTING AND FEEDBACK** AFFECTED THE GAME? WHAT THE HELL IS **CREATIVITY**? WHAT IS THE CONNECTION OF ALL THIS TO **BUSINESS** AND **TECHNOLOGY**? WHAT MIGHT THE FUTURE HOLD?

WWW.MEETUP.COM/DEVOLUTION

MASCHINEN-MENSCH & THE CURIOUS EXPEDITION

MASCHINEN-MENSCH IS A SMALL GAME STUDIO IN BERLIN RECENTLY FOUNDED BY THE FORMER TRIPLE-A DEVELOPERS **RIAD DJEMILI (CODE AND DESIGN)** AND **JOHANNES KRISTMANN (ART AND DESIGN)**.

THE CURIOUS EXPEDITION, A FANTASTICAL EXPEDITION SIMULATION GAME SET IN THE 19TH CENTURY, IS THEIR DEBUT TITLE AND WAS **RELEASED IN 2015 ON STEAM EARLY ACCESS**.

MASCHINEN-MENSCH.COM

WWW.CURIOUS-EXPEDITION.COM

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|---------|---|
| 6:00 PM | EXHIBITION OPENS |
| 7:00 PM | START / INTRODUCTION |
| 7:15 PM | RIAD DJEMILI & JOHANNES KRISTMANN: THE EVOLUTION OF THE CURIOUS EXPEDITION |
| 7:45 PM | EXHIBITION & DRINKS |
| 8:30 PM | RIAD DJEMILI & JOHANNES KRISTMANN IN CoNVERSATION WITH CSONGOR BARANYAI |

TIMELINE OF THE CURIOUS EXPEDITION

VERSION 31.3.2012

ONE MONTH AFTER PROJECT START

FEATURES

- ONE EXPLORER, PORTERS AS VARIABLE
- TEAM VALUES
 - FOOD, WATER, PORTERS, GOLD
- SQUARE TILES
- MORNING / AFTERNOON / NIGHT CYCLE
- SIGHT RADIUS
- BASIC TERRAIN TYPES
- VILLAGES, SPRINGS, TEMPLE RUINS
- DIARY

FOUNDING MASCHINEN-MENSCH

LEAVING AAA-DEVELOPMENT AT YAGER

10.03.2014

MEDIENBOARD-FUNDING OF

THE CURIOUS EXPEDITION

VERSION 01.04.2014

FIRST OFFICIAL WORK DAY OF MASCHINEN-MENSCH

CHANGES

- HEXAGONS
- CAMPS AND PROVIANT
 - YOU HAVE TO GIVE YOUR PEOPLE FOOD EACH DAY
- REALTIME BUTTON-BASED COMBAT
- RANDOM TREK LEADER AND TREK MEMBERS (MORE OF THE SAME TYPE)
- INDIVIDUAL VALUES
 - XP / SANITY / ETC.

05.2014 REBOOT

DECISION OF REBOOT

- TOO MUCH NOT WELL BALANCED / INTEGRATED SYSTEMS
- CLEAR PLAN TO RELEASE ACCOUNTABLE VERSIONS REGULARLY

VERSION 10.07.2014

2 MONTHS AFTER REBOOT

CHANGES

- NO MORE CAMP MANAGEMENT
- SELECTABLE TREK LEADERS / EXPLORERS
- INDIVIDUAL / PERSONALISED COMPANIONS
- INDIVIDUAL PERKS
- GROUP VALUES
 - XP / SANITY / ETC.
- TESTING DIFFERENT TRAVELING MECHANICS & MAP SCORE
 - MAP STAMPING: CAPTURE NEW FIELDS TO OBTAIN MAP SCORE
 - MAP LINES: TRAVEL IN A FOCUSED FLOW TO OBTAIN MAP SCORE
- CONSECUTIVE EXPEDITIONS
 - GOLDEN PYRAMID AS MAIN GOAL FOR EACH EXPEDITION

VERSION 27.11.2014

ALPHA 1

FIRST OFFICIAL / SOLD / ACCOUNTABLE VERSION

SOFTLAUNCH ON HUMBLE STORE & OWN WEBSITE

- SPECIAL EDITIONS

CHANGES

- MENU
- EXPEDITION STRUCTURE
 - SELECTABLE NEXT EXPEDITION
 - CHOOSE FROM VARIOUS PERKS FOR YOUR EXPLORER WHEN COMPLETING AN EXPEDITION
- RANDOM OR CUSTOM TREK MEMBERS & STARTING EQUIPMENTS
- NO / RANDOM BATTLE
- STANDING
 - HOW WELL YOUR TREK IS PERCEIVED BY THE NATIVE INHABITANTS?
- ENDGAME
 - DROPPING TO 0 SANITY WILL NO LONGER RESULT IN INSTANT GAME OVER
 - INSTEAD, VERY BAD EVENTS WILL HAPPEN
- BUTTERFLIES
 - GENERATE FAME AT EXPEDITION END
- NEW LOCATIONS / ITEMS / PERKS / ETC.

19.05.2015 STEAM LAUNCH WITH ALPHA 10

CHANGES

- REMOVED XP
 - TO LEVEL UP (PROMOTE) YOUR UNITS YOU WILL HAVE TO SPEND REGION POINTS
- REGION POINTS
 - COLLECTED BY DISCOVERING ENOUGH LOCATIONS IN A REGION UNTIL IT IS CONQUERED
- EVENT IMAGES
 - MADE UP BY COMBINING TERRITORY, TILE AND LOCAL POSITION INFORMATION
 - MUCH BIGGER VARIETY
- HARBOR
 - SPECIAL HARBOR LOCATION IN-BETWEEN EXPEDITIONS
 - RANDOM ENCOUNTERS AND EXPEDITION PREPARATION
- TRAVEL REPORTS
 - ADDED JOURNEY PAGES (AUTOMATICALLY GENERATED DURING GAMEPLAY) WHICH SUMMARIZE YOUR ENTIRE GAME
- CELEBRATION SCREEN
- LOTS OF NEW EVENTS / PERKS / ITEMS / ETC.
- LOTS OF NEW ART / SOUNDS / ETC.
- LOTS OF SMALL IMPROVEMENTS / ETC.
- VILLAGES
 - BECOME ANGRY ONCE YOUR STANDING DROPS TO ZERO
 - ANGRY VILLAGERS WILL SPAWN GROUPS OF NATIVES THAT ARE HOSTILE TOWARDS YOU
- DICE-BASED COMBAT
- EVERY EXPLORER NOW HAS THEIR OWN PRE-DETERMINED PARTY / EQUIPMENT SETUP
- ADDED ADA LOVELACE
- WORLD GENERATION
 - INCREASED PLAYABLE WORLDS TO 6
 - WATER AND MOUNTAIN BORDER REGIONS ARE GENERATED AROUND THE PLAYABLE AREA