

Sumit Mehra

Development Manager - Paradox Studios

Here at GAME FORCE we make every attempt to further the cause of Indian Gaming. Over the last few years we've received several letters from readers, asking us for details on the requirements for becoming a game developer. Well, we managed to snag an exclusive interview with Sumit Mehra, the lead programmer for 'BattleDust: The Championship'.



Sumit started his career in games with his first job at Netillenium Technologies Pvt. Ltd. where he used to write games in JavaScript and developed the web portal code (passion4games.com). Sumit is currently Development Manager for the PC Games Development Team at Paradox Studios Pvt. Ltd. He manages a 22 person staff of programmers, artists, game and level designers, committed to develop world-class games. Sumit has been with Paradox Studios since its inception, and has over 10 years of experience developing games, with the last four of them used fruitfully as a career. Though he has dabbled in C, C++, DirectX, OpenGL, JAVA, BREW, J2ME, BASIC, PASCAL, COBOL and quite a few scripting languages, his interest lies mainly in the area of game design and AI. His passion and commitment for developing games, apart from his strong leadership skills, have been a crucial factor in seeing the completion of the company's first PC title, BattleDust: The Championship.

Q-1. Tell us a little about yourself. What role do you play at Paradox Studios?

Ans: My name is Sumit Mehra a.k.a. PurpleBlade, I am the Game Designer and Development Manager (PC Team) for Paradox Studios. I was also the lead programmer for BattleDust: The Championship.

Q-2. How much research did the team do, to ensure authenticity and playability?

Ans: BattleDust: The Championship (BDTC) was our first PC game title, as a team we had little experience as to what it takes to make a PC game, so we wanted to keep things simple and fun. All of us spent hours playing most of the fighting games available on PC. We knew that BDTC had to have all the things required for a fighting game, combo moves, special moves, taunts, etc. We wanted to have a few Indian elements in the game, and so came the Temple Level and Major Veer.

We also wanted the game to have a very engrossing storyline and we spent hours discussing, story boarding and script writing - thus was born ORIGIN the 44 page comic book that comes with the game CD. In brief all the elements in the game were well thought out and planned.

Q-3. What kind of graphics engine does BattleDust: The Championship use? What kind of graphics and effects can we expect to see?

Ans: BDTC is made on Conitec's A5 Engine. It's not the top of the line new age game engine but, if worked smart with, it can give very good results which you can clearly see in BDTC. We squeezed every ounce of the engine and made sure the game has great graphics and gameplay.

Q-4. What is the coolest thing about the game?

Ans: The Coolest thing in the game are the 4 key combo keys, which are tough to



perform but then the results are great moves with a lot of damages, also the Mega combo of 4 punches or 3 kicks which causes maximum damage.

Q-5. Are there any plans to add Multiplayer to BattleDust?

Ans: We'll certainly be looking at releasing a multiplayer version of BTDC and plans for developing this are already underway

Q-6. On a more personal note, what is your favourite gaming memory?



Ans: There have been lots of them, but the one I remember the most is when the entire PC team had a 16 player multiplayer game of Unreal Tournament - Capture the Flag - Face Level. It was the pure madness and it took us almost 6 hours to capture 10 flags!

Q-7. Now comes the question quite a few readers were waiting for. What does it take to enter game development in India? Are there any specific courses or requirements?

Ans: Well, at Paradox we don't expect people to have a degree in gaming but candidates must have a real passion for games or pushing back the boundaries of software development. It's a fantastic



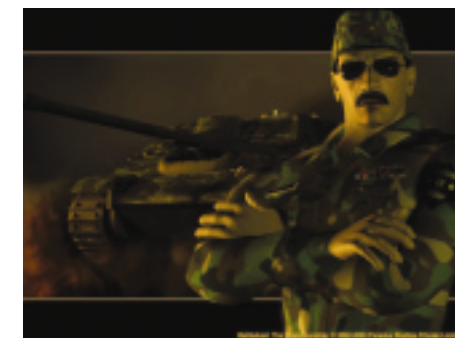
India's first 3D fighting game, it has more PC projects underway - watch this space!. Paradox asserts its position strongly in the field of multiplayer gaming, having been the country's first game development company to release multiplayer wireless games. Internationally, licenses acquired in association with 2Thumbz Entertainment and Global Wireless Entertainment, have led to projects on Jean Claude Van Damme, BMX Stunt teams, Peter Brock and Tasmania Targa which are being launched in the coming months. Within India, current licenses include those associated with Bollywood

and rewarding career, after all its not often that you get to have fun all day and get paid for it! Your level of experience really depends on what position you're planning to go for, and there's a whole range to choose from - graphic artists and 2D/3D concept artists, designers (with artistic and creative flair), programmers or game testers (where technical know how is essential), specific requirements are listed on our website www.paradox-studios.com. While some industry experience is important we are also constantly on the look out for new talent especially from university graduates or gaming enthusiasts. One thing to bear in mind is this is a fast paced industry so you should be prepared to work to deadlines and under pressure,



films. Paradox is also working on the development of 3D wireless games for next generation handsets in conjunction with leading handset manufacturers.

Well, there you have it. We wish both Sumit and Paradox the very best of luck with their future projects. Make sure to read the BattleDust review and play the demo on the GAME FORCE CD.



Christof Romuland, Editor, GAME FORCE.

but then most jobs require that and this one means you get to play games!!

Q-8. What can we expect next from Paradox?

Ans: To date Paradox Studios has developed over 100 JAVA and WAP games, 20 multiplayer web based games, Multi Player/Multi User Games and Ladder system (High Score System) for wireless games, Pocket PC and Palm based games. Now having completed its maiden PC title 'BattleDust: The Championship',

