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1 Appetizer - 5 - No trip to Breakpoint

Selectanovel, Sat 19 May 2007

No trip to Breakpoint

killed by Selectanovel

Trip to Breakpoint Screenshot

with Adolf Hitler stewing in the pot

There will be no Trip to Breakpoint - The Game for Amiga players. At least not before a PC version is done. I'm sorry.

This is an ambiguous newspost. Ambiguous because it is either a great thing for me and a bad thing for the Amiga community. Well, *if the Amiga community would actually care*! How can something that is so great for me be bad (if somebody would care) for the Amiga scene? Well, probably the Amiga scene doesn't even care (didn't I just say?), but let me just explain.

You might remember my long article in JP#14 about Trip to Breakpoint - The Game. Many people liked the project, but they had big doubts about my mind putting so much effort in the creation of a game that only a handful of people would ever be able to actually play on the real machine (i.e. Amiga mit graphicscard like P96). In fact, even I completely developed the game using WinUAE.

So people offered me some help here and there from time to time, but it never developed to a point where I would have said: Yes, we are having a team now with the goal to release something. So it remained a one-man project. And you might know what happens to one-man projects that nobody really cares of: They vanish.



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Trip to Breakpoint never vanished completely and I definitely intend to release it some day, but the direction of the game has changed drastically. This is especially due to one reason: In the scene I consider myself a musician - but I couldn't do any (decent!) music for one year now. Why? Because any time I sit down starting a tracker I have to ask myself about the game and why I'm not working on that. There are three possibilities to solve this problem.

- 1. Format dh0: and forget everything**
- 2. Find someone to finish the game (and than goto number 1)**
- 3. Finish the game myself.**

I felt such a relief when I decided to cancel the programm on the Amiga. The INGA-Engine by Timo Kloss, well designed and technically brilliant, still lacked certain possibilities, a circumstance that made it hard and uncomfortable to use. And when even Timo stopped the developement of INGA and his own INGA-Based Adventuregame "Ermentrud" I saw no more reason not to change over to the dark PC-side using "Point and Click Development Kit" available under <http://www.adventurecreator.com/>

I'm not going to tell you anything about this adventure maker, as this is an Amiga-Mag and you can easily check the editor out under the mentioned url. This is more personally important to me: With being finally realistically able to finish "Trip to Breakpoint - The Game" some day, I can look forward to getting back to what I really want to master, i.e. a decent Amiga diskmag and some music where I can feel that I have developed. Maybe you still don't care, but hey, so don't I.

related links:

[Trip To Breakpoint - the game homepage](#)

[INGA Adventure Engine hp](#)