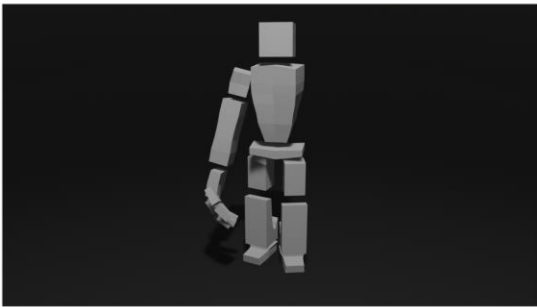
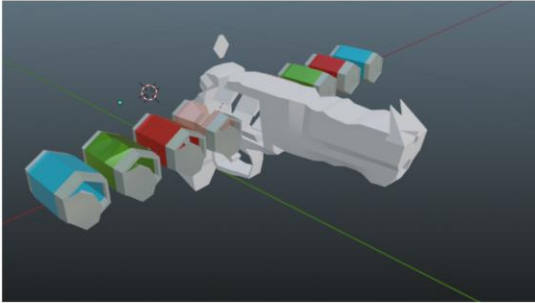


Michael Walker-Nelson

"If you eat pineapple on pizza, you have a mental problem"



(On top) Weapon Design & Bons (On Bottom)

Michael is a sophomore who has a passion for video games as well as composing music. Michael has been a part of the Albany High Orchestra for two years, but his interest in music has existed for much longer. His interest in music extends farther than the boundaries of an Orchestra, and has done a lot of work in composing his own music. Michael has been working on a video game of his own called *Decal's Fury*. All of the music, composed by none other than Michael himself.

Q: How long have you been making music?

A: Well, I started last year. I wanted to create music and found a reason to create music. Multiple of these samples are a bunch of loopers, in the gutter. They will be remade to fit with the game, but for right now, they're just tests.

Q: What is the video game about?

A: It's a third person shooter. If you've played God of War, mix shooting with that and the story is like a brother versus brother situation. Later on, it turns into way more than a brother versus brother situation.

Q: And the storyline between the two brothers? If you wanna talk about that, of course.

A: The main character's name is Bons and—this is a prototype name for the brother—Decal. Right now, there's three endings for the game that I plan on making. The story does lead up to another game that I plan on making if this one is a little bit successful. I don't plan on this to be as successful because this is my first game but if it ends up getting some popularity in the company and ends up getting enough money for me to hire Devs, tech artists, and engineers and all this then I'll be able to make the second game.

Q: Speaking of if you get enough money to have people help with the project, is anyone helping you work on it now or is it just you?

A: Right now, it's just me but I'm trying to look for help. I tried with my cousin but he's busy with college.

Q: What was your inspiration?

A: I wanted to because of horrible Triple A games that have come out or games in general and any games that have been coming out that are way better than Triple A games. Also, I wanted to try my own little spin on it to see if I can create a game and see if I can make a game and make it good.

Q: Who are your music role models?

A: Mick Gordan... Most of these are, like, from games like Mario Kart, the Doom series, Zelda, Devilman Cry and that's pretty much it.

Q: Did any of them influence the songs that you composed?

A: No but I'm hoping that they will eventually.

Q: When do you think that the game will be complete?

A: There will be a demo this year. Mainly after three to four years.

Q: Do you have a set date for the Demo Release?

A: November 22, 2024

Q: Excluding the current game and the second one that you plan on making a sequel to it, are there any more games that you want to make?

A: I had some game ideas before this one but I eventually made this one up to be the first. I plan on making at least four rows of games. Basically, the first row is four games. Second row, four games, you know. Third row, four games.

Q: Video games have been your passion. Has business been a passion of yours or was it something that you decided to do because you're making a video game?

A: Yeah, cause once you get into companies like EA, as soon as they try to get your game ideas, you have no creativity. They don't allow creativity. As seen from games, like from companies like Ubisoft (creator of Just Dance and Assassin's Creed), Activision (Call of Duty, Overwatch, and Diablo). Toys for Bob, I'm pretty sure they still have their creativity still but they just don't use it.

Discord:



Links to any information about the game and its soundtrack

Youtube:



Soundcloud:

