



## ON A ROLL: AN INDIE GAME IN THE TRUE SENSE OF THE WORD!

The much anticipated rollerblading game *On A Roll* has found its way to Steam and Kickstarter, but did you know that this promising video game has mainly been a one-man project until now?

Coding, modeling, animating, texturing... Developing a video game requires a broad skill set and lots of experience. The man behind *On A Roll* – Jelle Van den Audenaeren – has done all of this work by himself.

What started out as a spare time project quickly expanded, with close to 11k Facebook followers and a Steam GreenLight campaign that launched into the top 100 in just a few hours.

# PRESS RELEASE ON A ROLL

## MORE ABOUT ON A ROLL

*On A Roll* is a rollerblading video game where you have the ability to explore open worlds, create your ideal skater with the custom skater editor, choose from different skate styles, play the game as your favorite professional skater and lots more! Thanks to the dynamic world of *On A Roll* the possibilities are endless.

The game strives for realism on all levels. All rollerblading movements are recorded with a state of the art inertial motion capture system. Apart from capturing several professional skaters, 3D scans were made of their bodies. Thanks to these two techniques the unique style of each skater will be seamlessly integrated in the game. The same goes for sound: all sounds have been professionally recorded on real life skate locations.

## KICKSTARTER

Backing this project will speed up development and will improve the game's overall quality and integrity. Also a lot of extra features will be added to the game such as rollerblading events and competitions, a level editor and more pro skaters to choose from. And that's not all: backers will have instant access to the game 'as is' (when the campaign is funded successfully).

Head over to the Kickstarter campaign and find out much more about *On A Roll* and discover all the perks you get by backing this game via [www.kickstarter.com/projects/onaroll/on-a-roll](http://www.kickstarter.com/projects/onaroll/on-a-roll)



### Images:

Included are screenshots from the game.

### Contact information:

Do you want to know more about this promising project or would you like to do an interview with the creator of *On A Roll* (Jelle Van den Audenaeren)? Feel free to contact us via [info@onaroll-studio.com](mailto:info@onaroll-studio.com)