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Interview with Luis Wong from LEAP Game Studios on the Video Game *Tunche*

by gameenvironments

Abstract

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Keywords: Interview, Game Developer, *Tunche*, LEAP Game Studios, gameenvironments

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Q1: Who is behind LEAP Game Studios? When was it founded, by whom, and why?

LEAP Game Studios was founded in August 2012, by four friends in their early 20's (Michael Barclay, Phillip Chu Joy, Renzo Castro and Luis Wong). We participated in a game jam together and someone offered me the chance to make a game for his company, so we started a company and made that game. We were one of the first Peruvian studios who developed a game for consoles, in 2015, and also the first one to have a game on PS Plus. Also, we were the first ones who signed a contract with a publisher for an original IP game and we hope we can release it on all platforms.

Q4: Why did you decide to launch a Kickstarter Campaign to fund the game?

Primarily for visibility. We already had the funds for making the game from our publisher but we wanted to see if the game was attractive to players. Also, some extra funds would help us to make the game better than we could with the initial budget.



Figure 3. *Tunche* © LEAP Game Studios.

Q5: What does the Peruvian video game development scene look like?

It's pretty small, less than 10 studios working 100% on games. We know each other well and hope there are great games coming soon from Peru. We hope that with this game, and through interviews like this one, more people will know about our game and about the game developer scene in Peru.

