

# Game Postmortems

John Laird and Sugih Jamin

Based on Gamasutra and Game Developer  
Magazine articles

# DUNGEON SIEGE

The logo for the game 'Dungeon Siege' is rendered in a stylized, metallic font. The word 'DUNGEON' is on the top line and 'SIEGE' is on the bottom line. A sword is positioned horizontally behind the letters, with its hilt on the left and its blade extending through the 'I' and 'E' of 'SIEGE'.

## Post Mortem Dungeon Siege

Based on Gamasutra article by  
Bartosz Kijanka 12/18/2002



# Datasheet

- **Publisher:** Microsoft
- **Developer:** Gas Powered Games
- **Number of Full-time developers:** 27 at ship date
- **Number of Contractors:** 5
- **Length of Development:** 3 years, 8 months
- **Release Date:** April 5, 2002
- **Platform:** PC
- **Development software used:** MS Dev C++, 3DS Max with Character Studio, Visual SourceSafe, CodeWright, ICQ, RAID (bug tracking), Photoshop, Excel
- **Development hardware used:** Ranged over course of development from 400-1000MHz CPUs with 128-512MB RAM
- **Notable Technologies:** Bink, Miles, SmartHeap
- **Project Size:** Approximately 800,000 lines of source code for game, editor, and associated tools; 60,000 lines of scripts; 21 million total lines of .GAS configuration files; 8,500 textures, 2,000 animations, 2,600 object and actor meshes, 3,700 terrain meshes