

PROGRAMMING:

Chris Dillman

SOUND & MUSIC PROGRAMMING:

Chris Dillman

Emanuel Borsboom*

Cody Jones*

ILLUSTRATIONS:

Chris Dillman

Chris Harveaux

Trevor Harveaux

Joel Huckstra

RENDERING:

Chris Dillman

Trevor Harveaux

MUSIC:

Edward Chapin

Andrew Davis

Chris Dillman

Martin Robaszewski (AKA Cybie)

SOUND:& PROJECT DIRECTOR:

Chris Dillman

BOX:

Chris Dillman

Trevor Harveaux

GAME DESIGN:

Chris Dillman

Trevor Harveaux

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DFA™ of PLAID WORLD SOFTWARE.
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Other Parts Copyright (C) 1995 by Zerius development

* Music and FX CODE provided by the Zerius Sound System,

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By Cody DW Jones and Emanuel Borsboom
<http://www.islandnet.com/~voltaire>.

THE MAKING OF DFA

Programmed in Metrowerks C/C++, 68K asm and PPC asm.
DFA contains around 150 million lines of code.
Most of the custom development tools were made in Future Basic.
The art was done in Photo Shop 3.0, Super Paint 3.0
and Infini-D 2.5.

DFA was programmed on a PPC 6100/84, 350 HD, CD, 16Megs RAM.

Most of the art was done on a 6100/60, L2, CD, 250 HD, 8 Megs RAM.

Box pre press was done at our local Mister Copy store.

The whole project took about a year.