



<http://www.prominencegame.com/>

Long Island, NY – April 3, 2007 – Digital Media Workshop, Inc. is pleased to announce **Prominence**, a new point-and-click science-fiction adventure game scheduled for release in 2008.

With a highly immersive setting and first person viewpoint, Prominence will offer players a chance to explore and interact with a unique and realistic future world as the hero in an unfolding story. What begins as simple exploration soon twists and turns its way into an evolving mystery that is revealed by physical clues, audio recordings, data archives, and a damaged central computer system in need of repairs.

Features include:

- Pre-rendered 3D environments with animated effects
- Story-based inventory, environmental and graphical puzzles
- Branching story with multiple endings
- Original soundtrack
- Professional voice-acting
- First person viewpoint



<http://www.digitalmediaworkshop.net/>



The game's official Web site is now online at <http://www.prominencegame.com> and contains more information about the game, including concept art, story details, and more. Visitors can also sign-up for the Prominence newsletter, which will offer the latest news about the game and behind-the-scenes information about the production.

Prominence will be available for Windows-based PCs in 2008.

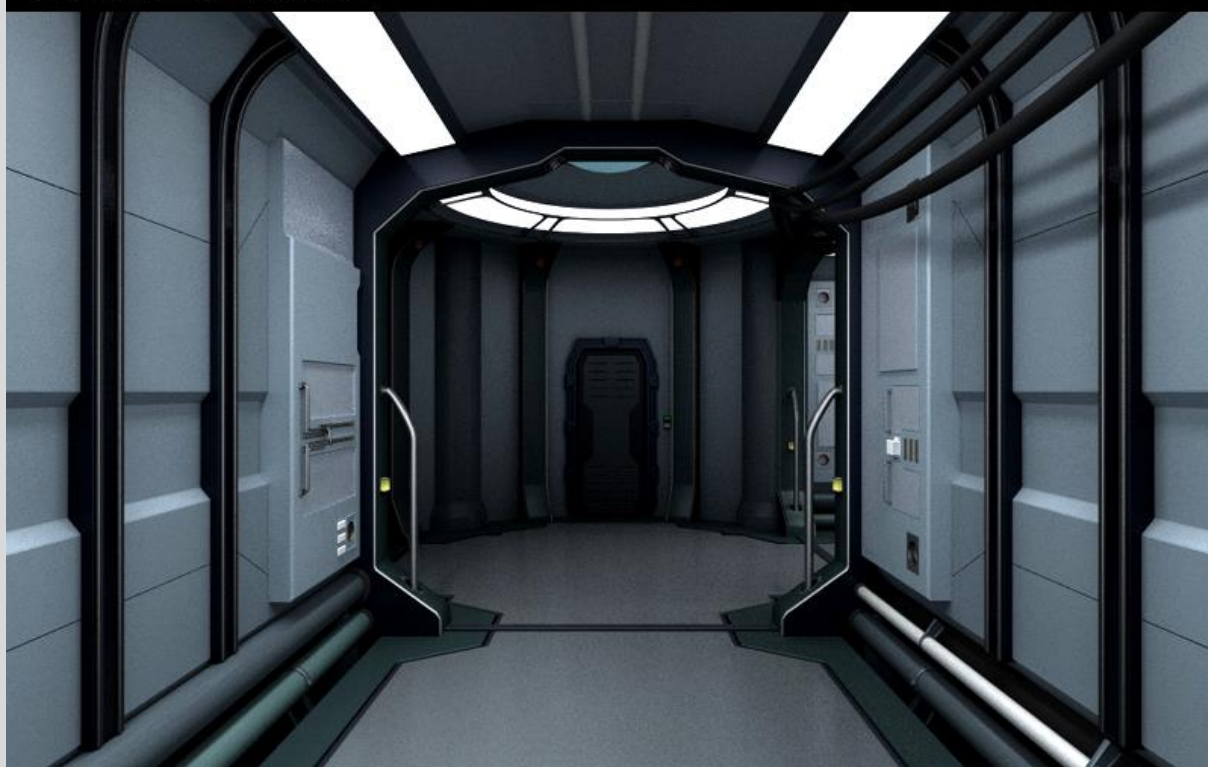
Pressemeldung

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PROMINENCEGAME.COM
WORK-IN-PROGRESS SCREEN SHOT

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Just Adventure ❄️
The largest and most-visited adventure site on the Internet.

Interview:

<http://www.justadventure.com/Interviews/Prominence/Prominence.shtm>

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WWW.PROMINENCEGAME.COM

News: 23. Mai 2010

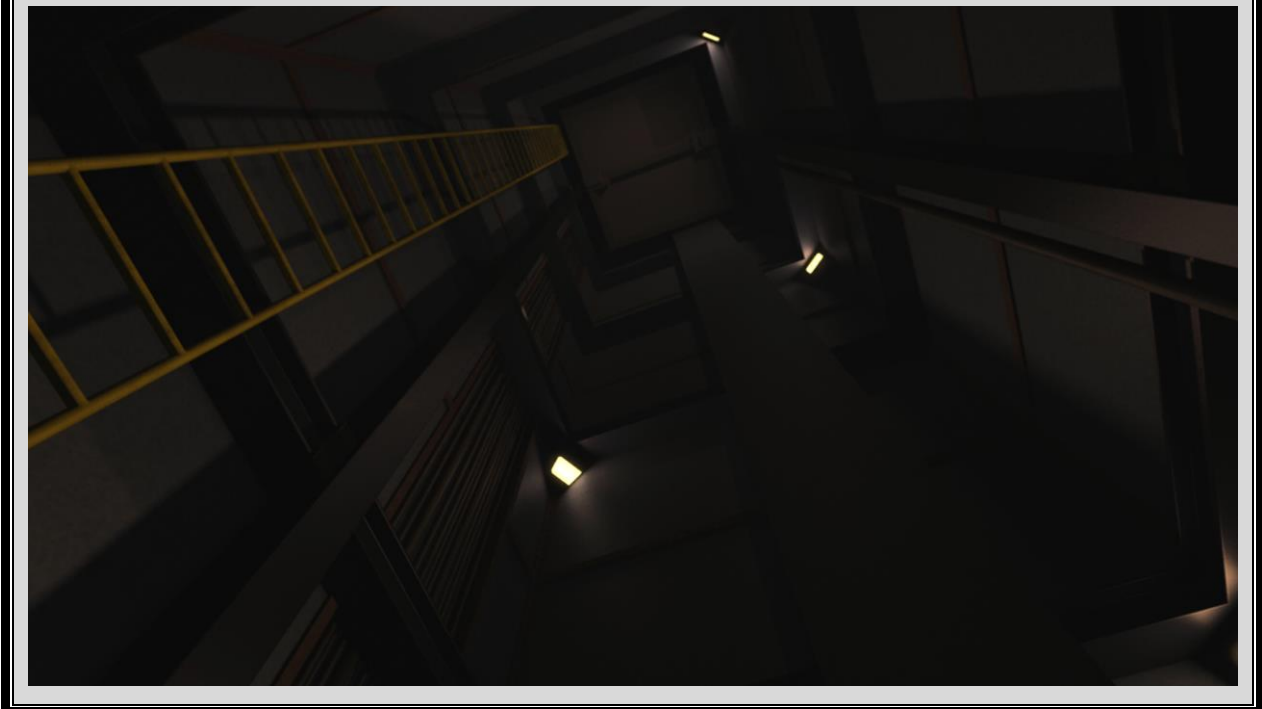
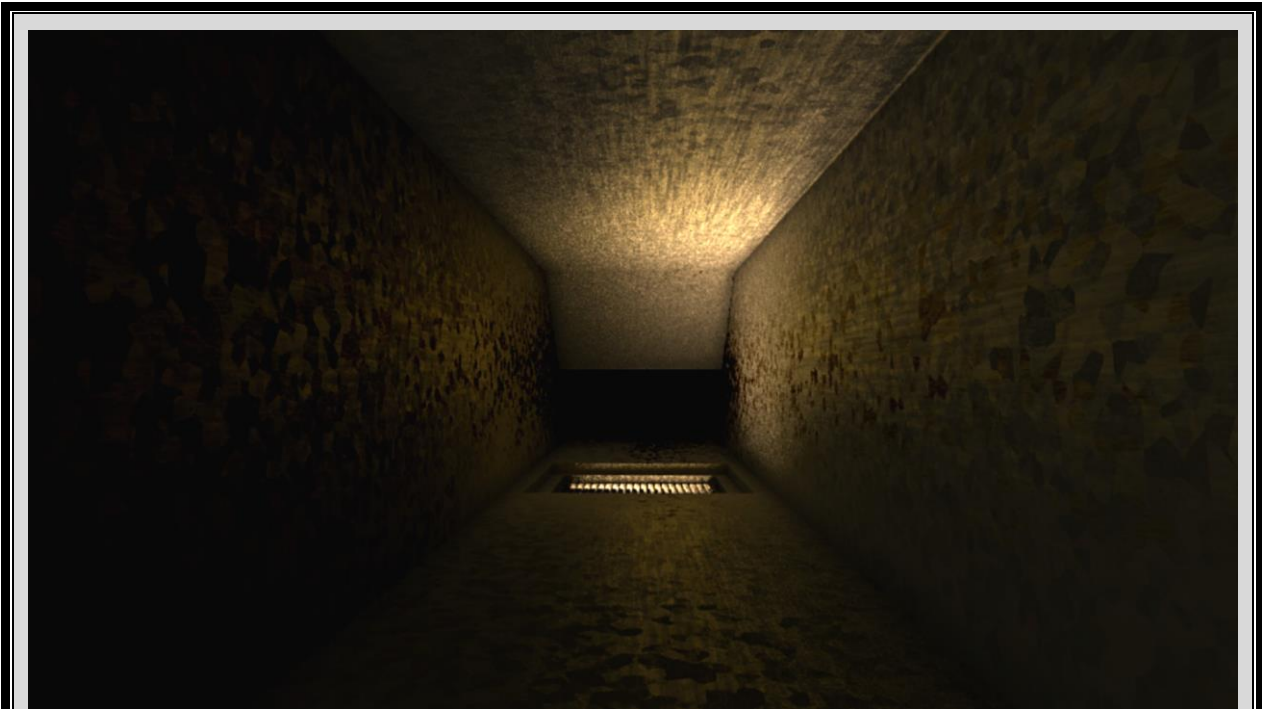
**In dieser Woche ging ein neuer Abschnitt bei der Testgruppe ein.
Außer einer handvoll Rätsel ist das Kern – Gameplay
fertig gestellt.**

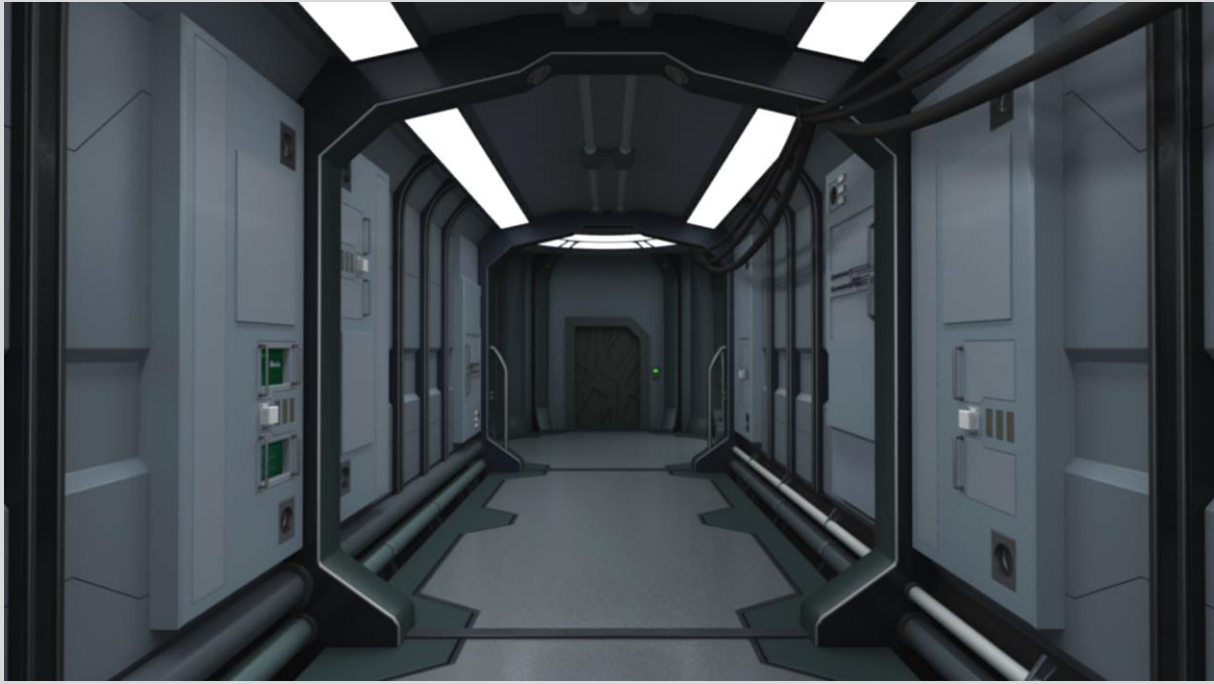
**Viele der gameplay - basierenden Soundeffekte sind fertig und
implementiert (eingefügt).**

**Grafik, Musik und Stimmen wurden überarbeitet und getestet.
Code Work ist am meisten auf Optimierungen, besseren
Features/Optionen und Fehlerbeseitigung fokussiert.**



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[http://steamcommunity.com/sharedfiles/filedetails/?id=194325369
&searchtext=prominence](http://steamcommunity.com/sharedfiles/filedetails/?id=194325369&searchtext=prominence)

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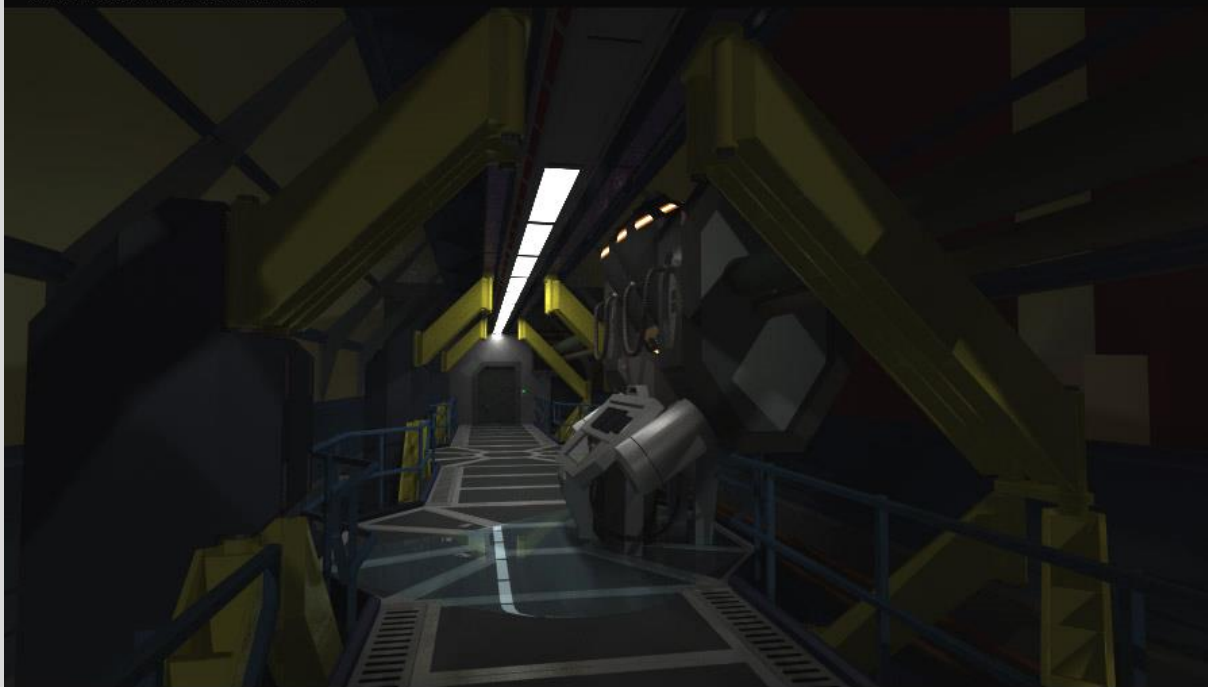


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Facebook:

<http://www.facebook.com/ProminenceGame>



News (07. Dezember 2010)

Trailer online:

http://www.youtube.com/watch?v=yNLkFW2R_kM&feature=player_embedded

Adventure Lantern

News (03. August 2011)

Interview:

<http://www.adventurelantern.com/previews/Prominence/Prominence.htm>

Adventure Lantern

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PROMINENCE
www.prominencegame.com

Prominence Developer Chat

<http://www.youtube.com/watch?v=d9cvWtIIAI&feature=relmfu>

Prominence Developer Chat #2: Story

<http://www.youtube.com/watch?v=8dALp6AxOEQ&feature=youtu.be&hd=1>



News: 12. November 2013

Gameplay – Preview -Video:

https://www.youtube.com/watch?v=MVmcte8y_OA

News: 27. November 2013



Mike Morrison

Interview:

<http://www.adventuregamers.com/articles/view/25016>



News: 01. Oktober 2014

Hey friends & fans!

We were planning to keep quiet until we begin testing "release candidate" builds, but we've gotten a bunch of requests for updates, so here's a real, honest-to-goodness, official status update!

The game is playable from start to finish with more than 90% of the final assets in place.

All of our builds are now distributed directly via Steam, which is pretty neat. Bugs are being squashed, and the last few features, puzzles, and gameplay refinements are being coded.

We'll probably have one or two more voice-over recording sessions with our final cast member, the supremely talented Stephanie Riggio.

She's the last of more than 15 speaking roles in the game.

Over the past few weeks, we've edited and mixed more than 130 of her voice clips, bringing us quite close to the end of the voice work for Prominence.

As the final voice and text gets finished and locked for release, we'll also move into our first round of localization, which will be German.

We hope to make other translations available after the game's initial release.

One more track of in-game music is in the works, along with three or four remaining cinematic cues.

We categorically deny the rumors that a drummer was brought in to play on a metal song related to the game...

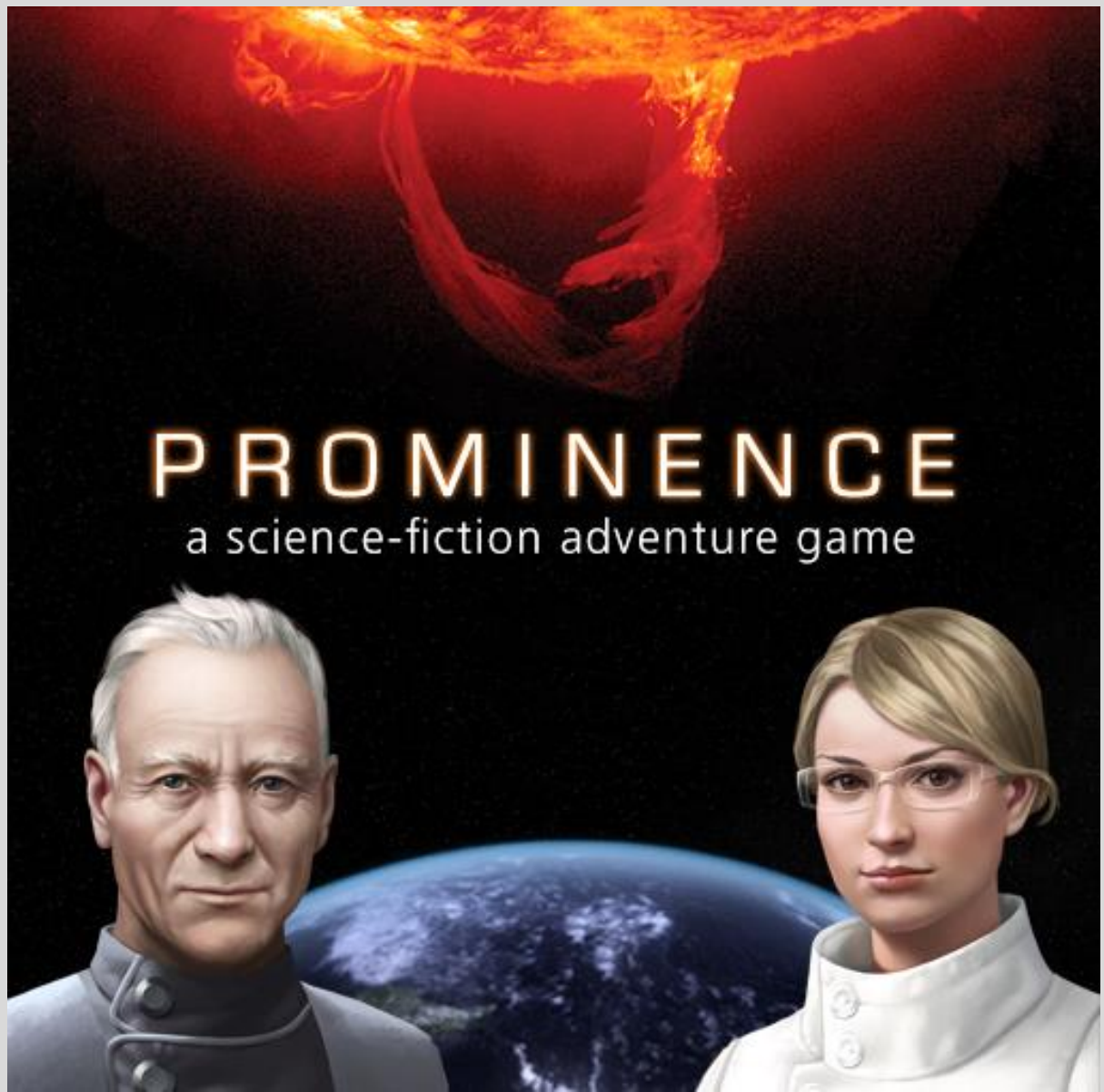
In the art department, there are two (and a half) rooms/areas left to finalize, along with a few cinematics that are at various stages between "animatic" and "final".

A list of tweaks for some areas/objects is being chiseled down to nothing.

It's amazing to think that we're approaching the final stages of the development process for Prominence.

Whether you've followed us from the beginning or you've just recently joined us, we thank you!

To everyone who voted for us earlier this year on Steam Greenlight: thank you again for the incredible show of support! We were stunned and humbled at the response, and the Steam store page will go live once we lock down an "official" release date.



Bei Steam kaufen:

http://store.steampowered.com/app/270230/?snr=1_5_1100_1100

Locke

Update: 17. November 2015