



[Gamescom](#) is arguably the world's largest gaming event that normally attracts over 250,000 visitors to Germany. But due to the global pandemic this year [Gamescom](#) was all virtual. I spent countless hours watching new game demos and then downloading PressKits of those new Triple-A and indie games. I will be dropping my top 25 list of [Gamescom](#) games soon after this article is posted. And when I am reviewing or promoting newly released games featured at [Gamescom](#), [Devcom](#), [E3](#), [IndieCade](#) or [USC Game Expo](#), I always make sure to look out for new Black game designers and any games with Black or POC game characters. I will write up my top 10 of POC games being released in 2020 and 2021 as well. But before I digress, I just happened to follow up with Gregor Ebert who is the PR Manager at Dueren, Germany's [Headup Games](#) about their [Gamescom](#) 2020 new games [White Shadows](#) and [Bridge Constructor: The Walking Dead](#).

## GAMESCOM 2020 – NEIL JONES INTERVIEW:



9-25-2020 - Written By: [David L. \\$Money Train\\$ Watts](#) – Journalist/Web Host/Editor – [FuTurXTV/Metacafe.com](#), [Rattle Radio](#) & [HHBMedia.com](#) – [David Velo Stewart](#) – Journalist/Editor – [HHBMedia.com](#)

[Aerial Knight's Never Yield Reveal Trailer Link:](#)

<https://www.metacafe.com/watch/12118965/aerial-knight-s-never-yield-trailer-developer-neil-jones-publisher-headup-games-gamescom-2020-devcom-2020-e3-gdc-tokyo-game-show-brazil-game-show/> or <https://tinyurl.com/y6s5225o>



*Survive a Tokyo style Detroit in this 3D runner that tells the story of Wally who has uncovered the evidence that can change his city forever. [Aerial Knight's Never Yield](#) is a 3D side-scroller that plays much like a classic endless runner. The game has an interesting story that keeps players always in motion. Run, Jump, Slide, or "Dash" for acrobatic variants leading to dope combinations to avoid the challenges that await. [Aerial Knight's Never Yield](#) is being built for players who love to speedrun games while being an experience that casual players will enjoy as well.*

*[Aerial Knight's Never Yield](#) started development in mid-2019 by Neil Jones with the concept of a game that could be played out like a short story. Using interesting cinematics that would be fun to watch as well as play. The soundtrack took months to craft before the hip-hop /Jazz theme became the base of the game. The first prototype of the game was showcased at GEDX 2019 (an Ohio based convention) only 5 months after it started development and was nominated for best music.*



I was pleasantly surprised that not only was I given press info on the games I requested, but he asked would I be interested in talking to a new Black game designer who is releasing his first indie game [Aerial Knight's Never Yield](#) through [Headup Games](#). Maybe because I identified myself as a Black gaming journalist or more likely it was Neil's insistence that Headup aggressively look for every opportunity to promote him and his game to minority media. Either way I was put in touch with [Neil Jones](#) and we talked about 90 minutes about his gaming career and of course his exciting, funky and challenging [Aerial Knight's Never Yield](#). So, enjoy the Q&A session with Detroit's highly talented [Neil Jones](#).



## David L. \$Money Train\$ Watts: Questions

### Neil Jones: Answers

1. What were your favorite video games that you liked to play growing up and did any of those games influence you later becoming a game designer?
  - I like a bit of everything I don't really have a type but I think the games the influence me would be like those "Double-A" games like "Wet", "No more heroes", "lollypop chainsaw" games that really tried to be different.
2. Describe your early Kickstarter video game that did not get fully funded and did that experience (good or bad) help you with deciding to make [Aerial Knight's Never Yield](#) independently and not with Kickstarter again?
  - It was a game about a little girl that got stuck in a little handheld Zelda type game and had to make it to the end to get out. Overall, I think it helped me with planning out a game and doing pitches.
3. What was your inspiration for creating [Aerial Knight's Never Yield](#) as a 3D runner side-scroller format and why did you choose to do it in Unity 3D?
  - A lot of classic web-based runners inspired the gameplay, games like sonic and no more heroes inspired the style, and the feel/theme came from anime. Unity was something I already felt comfortable in.



4. How long have you been working on Aerial Knight's, what are some fun, unique and challenging gameplay functions you designed for your game and is [Headup Games](#) helping you finish [Aerial Knight's Never Yield](#)?
- I've been working on this game for over a year and a half now. The biggest challenge was making the gameplay feel different than the runners that have been done before while still keeping it fun and easy to pick-up and play.
5. Why is music such an important factor in Aerial Knight's and do you think the game's funky/urban soundtrack gives you an advantage in appealing to millions of young and diverse global gamers that love Hip-Hop and R&B?
- The music matches the game really well because its being made for the game and not just dragged into it after the fact. I think we are going to see more and more Hip-Hop in games as the game industry starts hiring Black people like it should have in the first place.

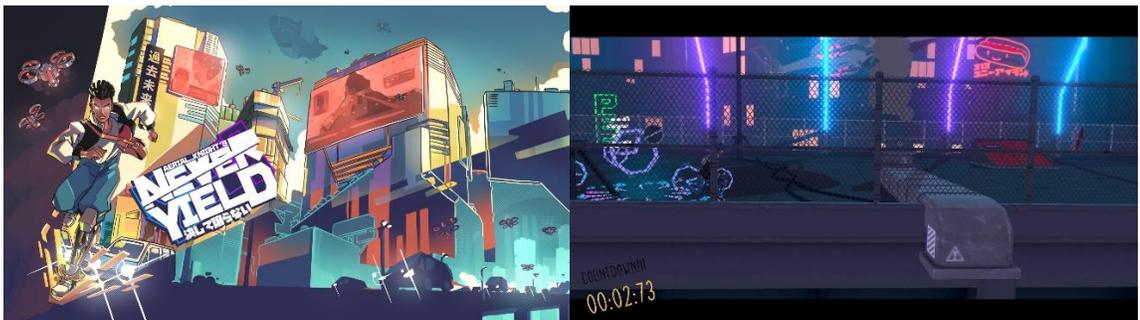
6. How did Aerial Knight's get discovered by [Headup Games](#) and did you have any hesitation with having a German game publisher instead of releasing for your first indie game with some U.S. based game publishers.
- They reached out after seeing one of the early trailers I put together for the demo. A few publishers reached out, but [Headup Games](#) set an amazing first email that showed they really understood what I was going for.



7. How important is it for you as a game designer to have your first indie game available to play on PC/Mac on Steam as well as PS5 and Xbox?
- I don't really know. Launching a game is really, really hard for even one platform. I don't think it's always best for a game to launch on everything at once it's a lot of pressure on devs. I wish gamers were more understanding of that.
8. Do you think the upcoming release of lead Black or POC game characters in Triple-A games like Sony's [Marvel Spider-Man Miles Morales](#) and Bethesda's [Death Loop](#) will create more opportunities and incentives for gamers overall to leave their comfort zone and play indie games with lead Black or POC game characters like in your [Aerial Knight's Never Yield](#)?
- No...I think the focus should be more about all the gamer that will finally get to play different characters that they can see themselves as after never really having the option. The gamers that are mad that we are finally getting black characters shouldn't get any of our time or energy. They never cared about how the rest of us felt about having to always play as an angry white dude.



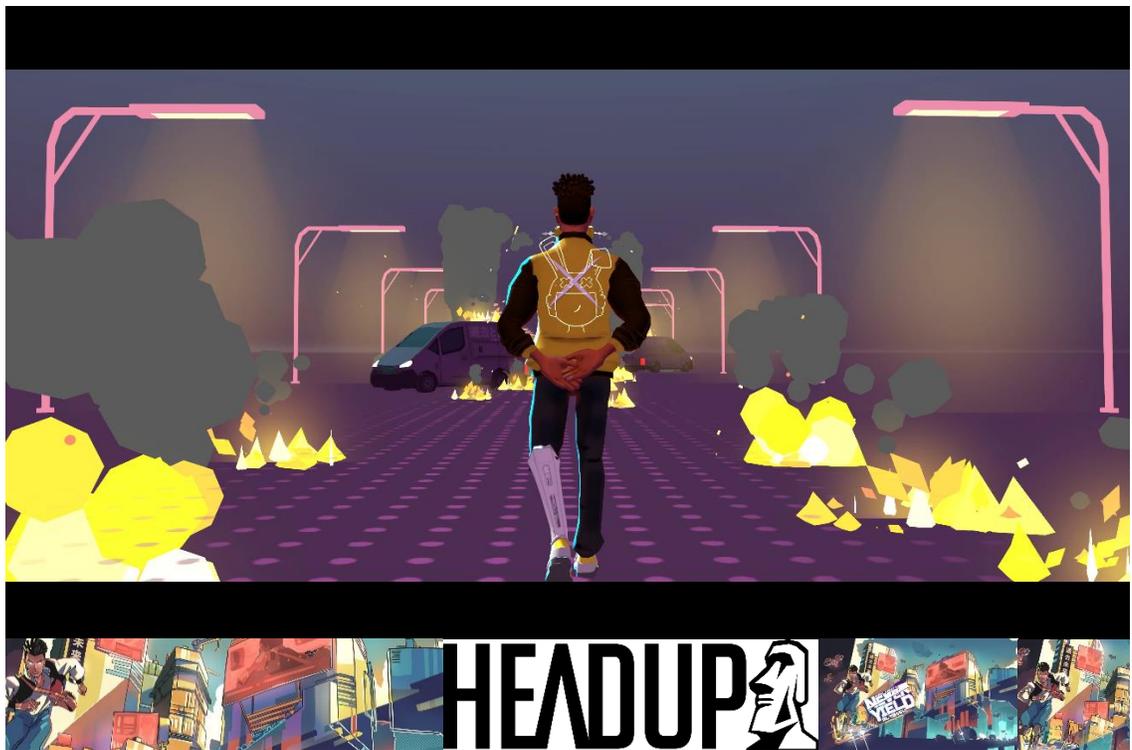
9. What tips or insights can you give to young or teen Black or multiracial game designers, artists or coders who want to work in the game industry or create their own indie games like [Aerial Knight's Never Yield](#)?
- I don't have much advice I'm still figuring this all out myself, but I will say that making games is a lot more than sitting down and making a game. So before just hopping into making your dream game spend some time doing game jams and working with other people first.
10. When will [Aerial Knight's Never Yield](#) be released in 2021, what will be the cost if it is not free and are you and [Headup Games](#) planning any special events in Detroit to help promote the game's upcoming release date?
- It's coming out in 2021, still working out the cost, I don't have any events planned I rather spend that time and money starting my next project.







COMING SOON IN 2021 ON PS5, XSX & PC:  
**AERIAL KNIGHT'S NEVER YIELD**



[www.aerialknight.com](http://www.aerialknight.com) - [@aerial\\_knight](https://twitter.com/aerial_knight) (Twitter & IG)

[https://store.steampowered.com/app/1323540/Aerial\\_Knights\\_Never\\_Yield/](https://store.steampowered.com/app/1323540/Aerial_Knights_Never_Yield/)

<https://www.headupgames.com/> - <https://aerial-knight.itch.io/never-yield>