



, July 27, 2010 [<http://howtonotsuckatgamedesign.com/?p=576>] by Anjin Anhut.



Alex BG is a 23 years young pixel artist and illustrator and obvious gaming enthusiast, hoping to make a big splash in the game design and comic scene. What drives him to do what he does? Let's check it out.

The interview:

- **Who are you? Where are you from, and what do you do?**

My name is Alexander Berggren, but pretty much everyone call me BG. I'm from Sweden, currently live in Gäddede, and I'm aspiring to become a game designer and/or a comic book artist (or something in-between, I dunno really).

- **Where can we find you and your stuff online?**

You can find my stuff at my DA page: bg87.deviantart.com. Please drop by and say hello..

- **Three games that rocked your world:**



The first two are easy! First would be Sonic the Hedgehog 2 for the Sega Mega Drive, because of it's awesome balance between speed and platforming in some seriously kickass levels. I still consider it the best in the series.

Second up would be Wonder Boy in Monster World, also for the Sega Mega Drive. A great mix between platforming, action, and exploring with a hint Role-playing. One of my biggest Dreams is to one day take part in developing an official revival of the series.

Finally I'd have to say Little Big Adventure for the PSX. It's an epic quest in a very loveable world and interesting characters. Also a very beautiful soundtrack.

- **Three things you love about your craft:**

I don't really know, to be honest. I guess I draw and pixel stuff that I like mainly because I like it. And hopefully I'll keep getting better and then I'll like it even more. I believe that as long as something is fun to do, it's worth doing it.

- **Three things you keep in mind when doing what you do:**

For me it's all about simplicity. Whether it's sketching up designs or pixeling in-game graphics, I like to keep it simple and clean. Readability is what's most important.

- **Three things to keep in reach in your working place:**

My Wacom so I can actually do something, my DS so I can avoid doing said things, and my mobile phone since it's my main source for music.

- **Three things to carry in a space mutant zombie vampire ninja pirate orc apocalypse:**

First of all a blunt weapon, probably a baseball bat, because blunt weapons kick ass. A baseball bat is easy to carry around and you can use it for sports between the battles with the mutant zombie ninjas. I'd also have to pick a DS so I can play some games every now and then, assuming it would never run out of power, that is. Last would probably be a giraffe so I can ride away when the times get tough, and also reach high places.

- **Three things you want current game developers to know:**

I'm not sure what to say here, since I barely play any games released now days. Aside from my DS, I spend my gaming hours on older consoles like NES, Mega Drive and Saturn. I guess the fact that I do this proves that I'm not very pleased with games of today, but I don't have any real knowledge of what they're doing wrong... But come to think about it, I

like pretty much everything Treasure's done so far, so everyone should observe them and hopefully a handful of developers will learn something from them. Oh, and Sonic Team really should cut down on the sucking because I'm getting really tired of it.

• **Three blogs, online galleries, feeds you can recommend:**

www.wayofthepixel.net – The best place to get good critique on your pixel art.

boxerhockey.fireball2oxl.com – Awesome webcomic

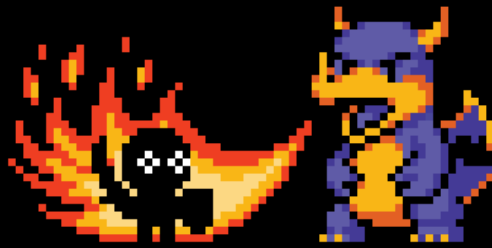
www.nitrome.com – Some really cool flash games that's been eating up allot of my free time.

Thanks for joining the fun, BG. I think I'll get myself a giraffe as soon as possible. Best of luck from me and keep us posted on your journey.

Excerpts from his [deviantArt](#) gallery:



GAME OVER



BG
2010

HERO



DRAGON



ANNA IN
SOVIET-LAND

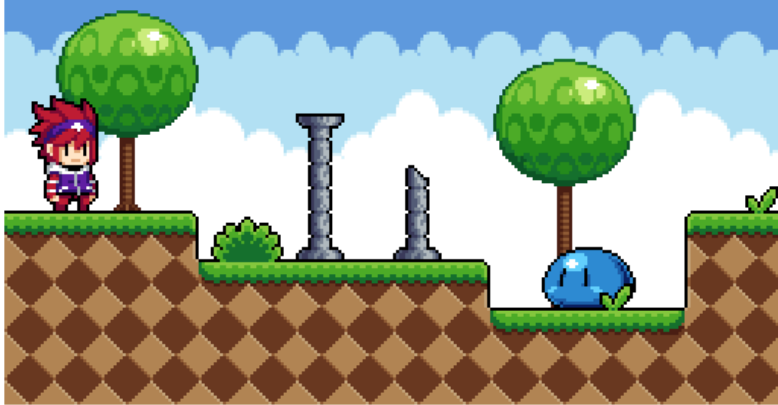
©2010 BG

HAPPY
BIRTHDAY!

22 YEARS!



BG87 · DEV IANTART · COM



Stay tuned for more interviews.