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Description

We are an indie team of videogame developers, founded in Milan, Italy, in 2015.

The team was founded by Stefano and Aureliano to create Boss Defiance, a game initially created by Stefano as a University project. Lorenzo joins the team soon after, driven by the same passion.

Since then we have continued to develop the game with great enthusiasm despite our work commitments.

In parallel with the development of the game we have attended several videogames fairs and conventions in Italy, and we get in touch with the indie developer scene of Italian game development.

While attending Milan Gamesweek 2016, the most important convention of videogames in Italy, we decided to launch our Greenlight Campaign on Steam as indie and without any publisher. Boss Defiance got the Greenlight Community approval in 2 weeks.

Since then we have been working hard finishing the game, with the same enthusiasm and passion of the first days!

The Team

Stefano Emanuele Fiorentini
Lead Programmer

Aureliano Buonfino
Game Designer & Level Designer

Lorenzo Rizzoni
Pixel Artist & Graphic Designer