

Reflection on the topic: Problematic but true history of the development of the mod Castle Wackersberg fashion, subsequent events small profile of the headlesscyborg in terms of personality (english)

Description of the problem: Difficult and sometimes impossible cooperation in the development of mof with headlesscyborg, who consistently did not keep promises, did things behind my back without my knowledge (as opposed to the original agreement), blackmailed me and threatened to end mod development due to pettiness or emotional decompensation.

Start of development:

Cyborg's Attitude and Proclamation: You do absolutely great texts and translations. With your texts, it's like giving new life to mods. I've never seen such a skill in my life. I don't even mind if the texts are longer.

Cyborg's suggestion: Invent and plan a mod + invent a story and texts and I will make levels accordingly.

I agreed to this agreement, I planned the levels as they would go, I planned the basic gameplay, I also planned the visual appearance of some, especially larger levels, I also planned some puzzles (engine room, prison). We consulted everything together and initially agreed.

The agreement was that we will consult everything we participate in together, which I have always adhered to 100%.

Development process:

By about halfway through the development, everything was relatively normal, at least there was no indication that any problem could occur. For the cyborg, creating some levels was extremely challenging, but he managed everything up to the Storage hall level. That's when the problems came.

Problems in development

At the Storage hall, I suggested making a lab with a series of lab puzzles. Cyborg accepted the offer, declaring it wouldn't be a problem, and set to work. However, the production of puzzles was beyond his power. Here, the absolutely positive approach to the whole project became an absolutely negative approach. Cyborg said he will fuck about everything, he was missing for a few days, he was involved in playing other games and Wackersberg was not interested in him.

The second half of development

After a while, Cyborg decided to return to Wackersbrg. We agreed to simplify the puzzles in the laboratory, and I tried to satisfy him in other matters only so that the project could continue.

However, Cybrog suddenly began to criticize many of the things I did, especially in terms of texts and story (the complete opposite of his original behavior). Suddenly the notes were too long, there were a lot of words in them that were unusual because he didn't understand them. The problem is that he doesn't even know the meaning of such words as sarcophagus and abbot. Suddenly he began to claim that he could not even see the texts, that if he looked at them, he was sick of them. The complete opposite of how he reacted to the texts when he first read them.

Another development was like on a swing. He once declared that he was ending Wackersberg and deleting him all, he was euphoric for a few days and was happy with how he managed to create the next level. A few days later, he fell into depression again and wanted to delete Wackersber again.

And so it continued until the end of development. I had to constantly endure the terror of his unstable emotions, making thousands of concessions so as not to accidentally upset him. In addition, during this period Cyborg consumed excessive amounts of alcohol, and in the evening voice chat we witnessed his drunken excesses. Once there were even terrible blows, probably beating him at home in a fit of aggression with furniture.

He didn't follow many of the things we agreed on.

----- For example, the music for one level that I suggested and that he said was great, then changed for another without my knowledge.

----- According to the agreement with me and another moder, he had to make the same room in one of the last levels, which would be used for the development of another mode (I'll get to that), but he didn't do it either.

----- We had the same level planned in a certain way, but he did it regardless of the common agreement. For example, he was supposed to make a secret room with a Templar treasure, but he fiddled with the style of just making a niche.

----- Behind the corridor of the ghosts at the end of the mod there should have been a chase with slime, which we agreed on basically at the beginning of the mod. But when that was to happen, the cyborg refused.

----- I suggested putting a short information note in the prison in the entrance hall to make it easier for the player to orient himself in such a large level. Cyborg didn't like it at first, but eventually agreed. However, it was placed on the wall and difficult to see. When the testers, including me, pointed this out, rather than trying to solve this problem effectively, he preferred to remove the note completely (again without my knowledge).

----- Boat ride at the end: According to the agreement, the boat was to sail alone on white water. Still, he did it differently, making it a slow, lengthy few minutes. I'd rather not comment on it.

----- Throughout the development, the headlesscyborg was given feedback in connection with his dubbing of the main character, which is really very poor quality instead, and makes mod half a farce. Many players criticize or laugh at this dubbing. He takes any criticism of dubbing as a personal insult.

----- Without my knowledge as the author of the texts, he added other texts to the mod (voices of spiders in a cave, the voice of Adrian), which, however, sound like the voices of some creatures from fairy tales for children. However, I preferred not to protest in this regard, because I was afraid of his further emotional decompensation.

----- According to the original agreement, there was to be one secret hiding place in each level. However, at some levels (Flooded Underground) he refused to add secret notes. Finally, at my insistence, a secret note was added to that level. It was not just a matter of keeping my word, but also that the players in the level would not spend a lot of time looking for a non-existent note. Even if we pointed out the absence of a note in the pre menu, players would still not remember it and look for the note. At the end of the mod, where the boat is, he told me one day that there would be a secret note, and the next day he declared that he did not want it there. Thanks to that, we had to combine several secret notes into one, because the texts I had already written at that time.

----- At the end, he added obscene texts in Czech to the secret file, without consulting me, one of which begins: In the sign of an unshaven dick. These texts are like business card of both of us and I never wanted to do a second Obscurum. Yes, we created obscene texts for Obscurum, but that was our common intention. This gives the impression that we cannot do without similar explicit expressions and that their use is our common norm, which I reject (at least for myself).

End of development

As the headlesscyborg continued to develop, he still did not intend to keep the word and things in mod, including my texts, which he decided to shorten and rework at the end of the development. Under the pressure of circumstances, I was forced to accept this and agreed to shorten the texts, but on the condition that the texts do not lose their meaning. In the end, several modifications were

made to the almost final version, which were made without my knowledge and behind my back. At least we finally agreed on a solution to this problem.

The completion of the development was marked by many disputes, which mainly concerned the texts. Cyborg was supposed to translate the texts from Czech into English, but he literally had tantrums because of the length of the texts and because they contained archaic and book expressions. After all, these expressions, as I mentioned above, caused separate outbursts of anger. Fortunately, 2 other people offered to help us with the translation, otherwise Wackersberg would probably never come out.

I would like to point out that I wrote the texts one by one for each level and I always sent them to him for approval. And he (even in the second half of the development of mod) approved the texts without any problems, he didn't mind anything and proclaimed that he liked them. They didn't bother him until the end, when he declared about them, as I said above. He argued that he could not concentrate on the texts during development because he focused on the level of design. But why did he blame me for the texts when he first approved them? An interesting question that he certainly doesn't know the answer to.

His contradictory, obsessive, paranoid and otherwise irrational statements and actions:

----- The texts and the story are great - The texts are disgusting and I'm sick of them.

----- The Bavarian saga is an absolutely great thing. I like the interconnectedness of the mods. - I hate the Bavarian saga. I don't want Wackersberg to look like Madhouse 3.

----- Agreement: You come up with mod, story and texts and I level design - In the end, he constantly interfered in the final form of the texts (often without my knowledge). He blackmailed me by declaring that he would not publish the mod in this form.

----- The text of the final credits was to be my work. He declared himself to make them as I wished. I did that. - His reaction: No, the credits are completely wrong. Without my knowledge and consent, he completely reworked them, with which I subsequently agreed, as I do not consider the subtitles to be a major problem. But again, he did not keep the original agreement and acted behind my back.

----- He constantly accused me of making text corrections of outdated lang files, while I have a lot of experience with translations with this work, which he knows. One day such a mistake can happen, but certainly not repeatedly. Without trying to find the core of the problem, he automatically blamed me. But as I later found out, it wasn't really the fault of either of us.

----- Arbitrarily and without my knowledge, he changed the editing of texts, for example for chapter titles.

----- In the texts, I made double quotation marks next to the names of the items in the inventory. Without my knowledge, he converted them into single quotes and said that in all his mods he was used to making single quotes and that if I changed them back to double quotes, he would rather not release the mod. Another blackmail for utter trifle.

----- My suggestion before the mod is released: I would like to send the finished texts to the translators now so that they can start working on the translations and the translations are completed as soon as possible. Answer: No, what if someone misused the texts. My answer: And how could he missus them? The texts themselves are worthless without mod. His answer: You never know.

----- Intro of the mod was Cyborg's idea. As the author of the texts, who will also be signed under the texts in the credits, I have allowed myself one small criticism that in one case the text doesn't make sense. This was not accepted, so I suggested that it be mentioned in the credits that he is the author of the intro, including the texts. Controversial passage of the text: Dear Helen, I wish you could see what I see. The view of rocks and endless forests. It fills me with anxiety. Analysis: The main character wishes his dear Helene to see what fills him with anxiety. I see something ugly that doesn't do me any good. I want you to see it too. That sounds really logical.

When an illogical situation was resolved and I presented my arguments to confront the cyborg with the irrationality of his claim, he often ran out of arguments, and his only argument was that I was trying to make myself smart.

Events after the release of Castle Wackersberg mod

With another moder we decided to create a DLC named Silver Sword, which would follow the story of Wackersberg. At first, Cyborg didn't like it very much, although he didn't protest much and even partially cooperated with us. However, his protests began to escalate over time. It bothered him that this DLC was being created without him and that it could damage Castle Wackersberg's main game. His arguments: What if you make a story about Niklas that he is lunatic and about everything that happened in Wackersberg was only in his head. I assured him, not that Niklas and the main storyline from Wackersberg would not be the only mention in the DLC.

The culmination of the problem

However, his paranoid fears gradually intensified. He began to claim that I was trying to devalue his four-month job. We made concessions to him of the type by omitting the names of all the main characters from the story so that the connection with main game Castle Wackersberg was as small as possible, but even that was not enough for him. On June 21, he seemed to be reconciled with the development of DLC, and he even did a beta test for us. Paradoxically, on June 22, in the HPL Crew group, I was publicly gossiped about what a bad person I was, who treated him badly when I decided to continue the mod.

My argument: No one has copyright to Amnesia's mods, so anyone can create the mods they want. In addition, I am the writer of the Bavarian Saga, and if I want to continue writing stories in this universe, why can't I do it? I certainly would not write anything to discredit my previous work in any way. However, this cannot be explained to a paranoid individual. What if the name Wackersberg sounds in some future mode? Will we have another drama here?

His further violations of the word and excesses

----- By trying to provoke a conflict on the HPL server, broke his rules, which clearly state that any dramas are not allowed here.

-----A cyborg tries to give the pleasing impression of a sleek and intelligent person, but if he speaks Czech, each of his sentences often contains the words „fuck“ or „shit“ more than once.

----- It is practically not a day that one does not hear from him that something has upset him. The average person is really upset once in a while, he is upset every day and often because of little things.

----- Some time ago, he committed an extremely disgusting thing when he sent zoophilic porn to a 13-year-old boy on the phone. Classmates found the boy's forgotten phone and saw the content of the video, so it was a huge disgrace and psychological trauma for the boy.

Headlesscyborg personality structure

Headlesscyborg is an emotionally unstable individual, with pronounced paranoid and anancastic (respectively obsessive-compulsive) tendencies. Manifestations of personality, especially in the state of excitement and emotional decompensation, are reflected in paranoid delusions (unsubstantiated conspiratorial explanations of natural phenomena) and other irrational thoughts, which are irrefutable in him. Moreover, despite his above-average natural intellect, he is emotionally immature and his inner world is markedly disorganized and chaotic. His natural aggression is often hidden and repressed and at first glance indistinct. It is released under strong emotional pressure or in ebrietta (drunkenness), which are very common in him. Then his originally suppressed aggression can turn into brachial aggression. In addition, he suffers from limited assertiveness.

Specific aspects

- bursts of strong anger often result from minimal stimulus
 - tend to act recklessly and without considering the consequences of their behavior
 - tendency to tilt and irrational interpretation of the behavior and opinions of others and their perception as hostile
 - significant engagement with certain habitual activities, which are often counterproductive given the overall context
 - limited ability of assertiveness (promoting one's own opinions)
- primitive defense mechanisms
- rigidity - lack of flexibility in certain directions, sometimes a counterproductive effort of excessive care

As a person with a psychological education, I know very well what I am talking about. In addition, I have seen a lot of similar people in my life.

Reason for this consideration:

I decided to write this consideration based on the aggressive behavior of headlesscyborg on the Discord server HPL Crew on June 22, which not only violated the rules of this server, but also all moral (ethical) rules and tried to present our essentially petty dispute publicly to demonstrate my sense of wrongdoing, simply because I decided to keep writing more stories without harming anyone. I made a number of concessions to please him, but to no avail. That he himself, with his emotionally unstable and otherwise irrational behavior, often literally terrorizes his surroundings he breaks the word, changes his moods like socks, and behaves immorally, but he failed to mention it.

No one is perfect, except for me. But I always keep my word, and if I have commitments to anyone, I consult with anyone on all important matters. My commitments to headlesscyborg ended when Castle Wackersberg's mod ended. On the one hand, I am glad that such a mod arose, headlesscyborg is an extremely talented moder, but I am sorry that the personality side is as I described above, and quality cooperation with him on anything isn't possible.

Other aspects of headlesscyborg's personality

Headlesscyborg is a seemingly friendly person who tries to be nice to people and even help them. Morally clearly overwhelms significantly Sabatu and is definitely a better person. However, its destructive nature has a far more negative impact on society than Sabatu's. Personally, I am grateful to Headlesscyborg for often trying to help me when I asked him for help. I definitely appreciate that he helped me with translations and dubbing of some modes into Czech (if they lacked subtitles) and also with the repair of old non-functional mods, which could then be released. He also tries to behave decently towards his friends, although it is necessary to constantly tolerate his severely vulgar speech and tolerate his frequent fluctuations in emotions.

Interesting fact: All you have to do is tell headlesscyborg that a person is bad, and he immediately starts calling him the most vulgar expressions, as if he were his greatest enemy, and even refuses to play such a person's mod (if it's a modder).

Trolling

Headlesscyborg is a troll and with this activity he compensates his aggression. He repeatedly wrote troll reviews on moddb under alternative accounts, which he didn't hesitate to brag about. He even once created remote access via France because of this. Furthermore, under alternative accounts, the jelenovipivonelej and just a lantern penetrated another Discord servers, where he provoked a conflicts, especially Amnesia Vibes.

I declare that everything written here is pure truth.

~ Swankest CZ

Finally, I add a link to the video of headlesscyborg dubbing (focus more on the second half of the videos). Dubbing we finally removed. It's Czech dubbing, but it is not a question of what language the dubbing is spoken of, but in what way. This dubbing of headlesscyborg pushed for a release to the final version, but due to negative feedback from beta testers, it eventually removed it. He considers this performance to be completely normal and in order.

<https://www.youtube.com/watch?v=sTJvuNd9PSg&t=7s>