

Electronic Arts: Spore Islands Facebook Game [t](#) [f](#) [g+](#) [v](#) [su](#) [in](#)



How long can you survive on the island? Area/Code is back with a new Facebook game, this time partnering with Electronic Arts on a title based on *Spore*.

New York-based game development company Area/Code, the company behind Shark Runners and Parking Wars, has returned with another time-eater, Spore Islands. Created in partnership with Electronic Arts, the Facebook app is a spinoff of Will Wright's acclaimed Spore, in which player create and evolve their own species from microscopic creatures to advanced life forms. In Spore Islands, players get to create their own species and guide them through survival on an island with a predetermined climate and populated by other wild things--and maybe even their own friends.

Characters develop over time Sim City-style, and players collect and cash in DNA points to help their creatures adapt and thrive in their surroundings.

[Go to the Web site](#)



Full Credits

Client: **Electronic Arts**
 Game Developer: **Area/Code**
 Creative Director: **Frank Lantz**
 Executive Producer: **Demetri Detsaridis**
 Producer: **Christopher Spivey**
 Game Design: **Mark Hegggen**
 Technical Director: **Kevin Cancienne**
 Lead Client Programmer: **Christian Croft**
 Lead Server Programmer: **Mike Pritchard**
 Client Programmer: **Charles Schulze**
 Programming Intern: **Jay Austin**
 Art Director: **Scott Gursky**
 Character Artist: **Aaron Stewart**
 Artist: **Nathan Henry**
 Artist: **Douglas Ra**
 Quality Assurance Lead: **Morgan Wren**
 Community Manager: **Scott Hoffer**
 Senior Producer: **Caryl Shaw**
 Audio Director: **Kent Jolly**
 Audio Specialist: **Michael Cormier**
 Audio Recording Engineer: **Chris Seifert**

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