

I Am Alive pulled from developers, to be finished by Ubisoft

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I Am Alive is arguably one of Ubisoft's most anticipated releases during its fiscal year, and we don't even know anything about it yet, other than it's Chicago setting. However, today the publisher confirmed that the new first-person survival action game has seen a situation somewhat similar (minus the drama) to NamcoBandai's Splatterhouse, in that it's been pulled from its original development team and taken in-house.

Being developed by French company Darkworks (the team behind the Resident Evil clone, Cold Fear), both the independent studio and Ubisoft have "mutually decided" to take the project out of Darkworks' hands, and complete the title in-house at Ubisoft Shanghai - the studio that brought us Splinter Cell: Double Agent.

"In order to respect the new launch date for this ambitious title, and Darkworks having other obligations, we have mutually decided to complete development of I Am Alive at Ubisoft Shanghai, as the two studios have collaborated on aspects of the title over the past year. The team at Darkworks has respected its contractual obligations on the project and will be a part of the success of the game when it launches."

So nothing too traumatic has happened here, no tears were shed, no bad blood; Ubisoft just want to finish the title on time (whenever that actually is) and don't want Darkworks to fall behind on their other projects. We still have no additional information on I Am Alive, but Ubisoft is sure to reveal more in the coming months.