

Matt Peckam from PCWorld has posted parts 2&3 of the interview he did with us. It's a great read and really good insight into how the game process works, at least for us.

[Building a Civil War: NorbSoftDev on Designing Scourge of War Gettysburg](#)

[Gettysburg Unplugged: NorbSoftDev on How Scourge of War Gettysburg Thinks](#)