

Game Developers Conference®

February 28 - March 4, 2011
Moscone Center, San Francisco

www.GDConf.com



GDC[®]

Another World - Out of this World



Another World - Out of this World



Overview of the creative process

Freedom under constraint
an improvisation process

Agenda

- Initial context
- Technology & tools
- Game creation
- Publishing

Initial context

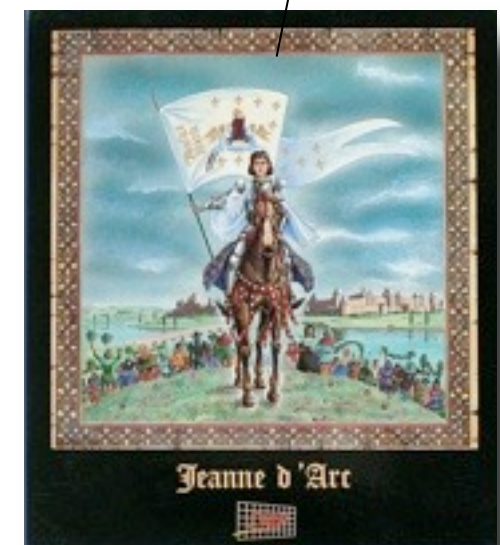
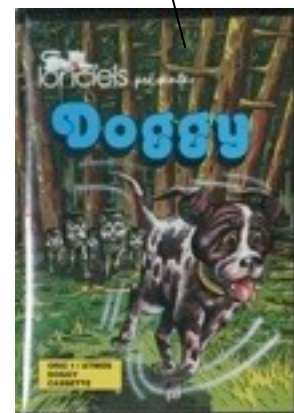
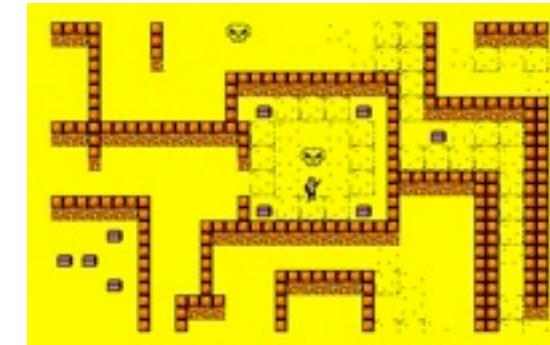
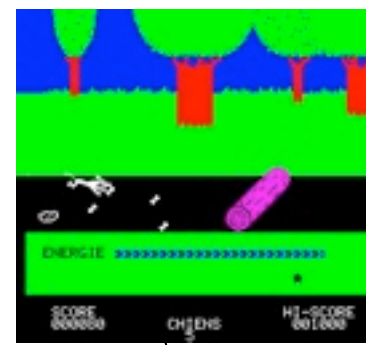


We are in July 1989

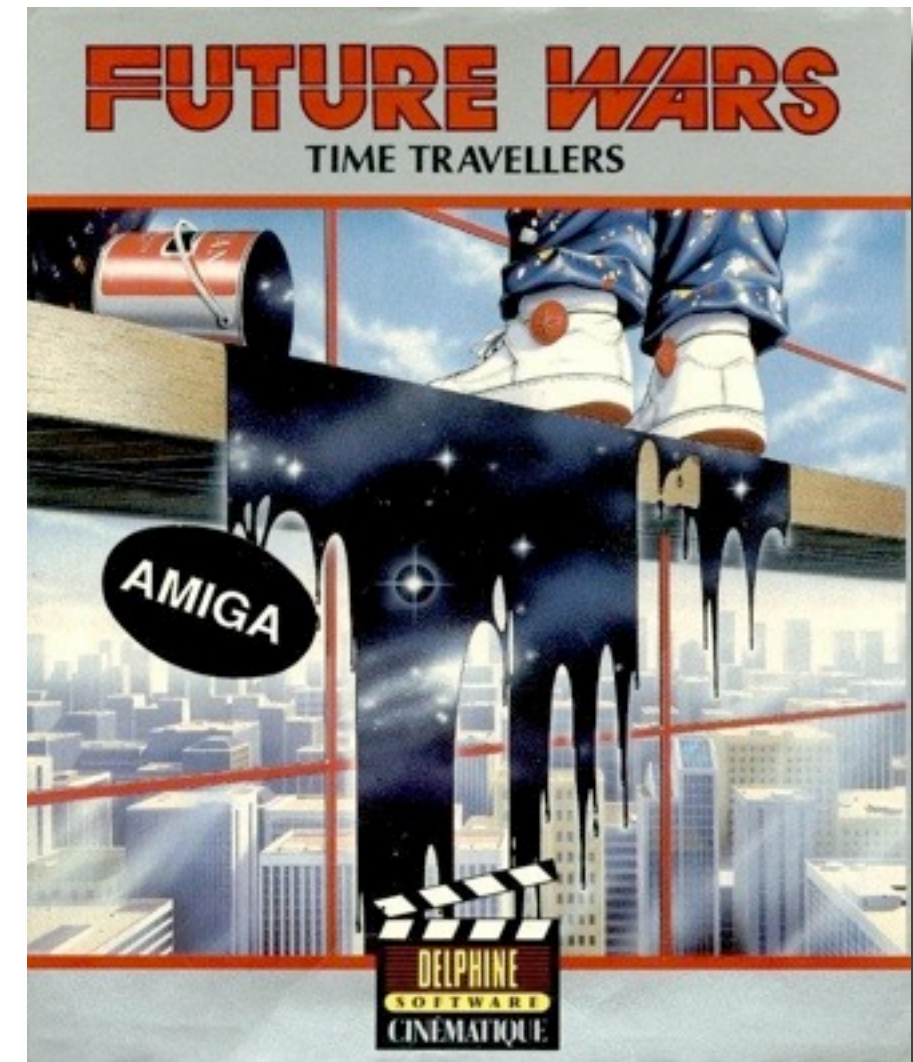




My endeavors since 1983



...finishing «Future wars»



Dragon's Lair was arriving in shops



Dragon's Lair was arriving in shops



Amiga Genlock



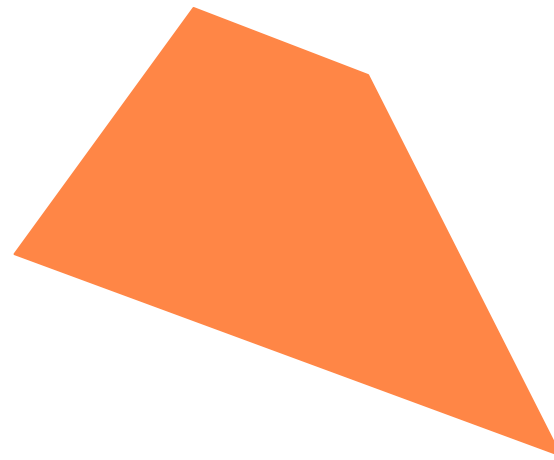
Amiga Genlock



Coding time

August 1989

Was it possible to draw polygons at the right speed?



POLYGON DOGMA



Software Failure. Press left mouse button to continue.

Guru Meditation #81000005.00000676

Software Failure. Press left mouse button to continue.

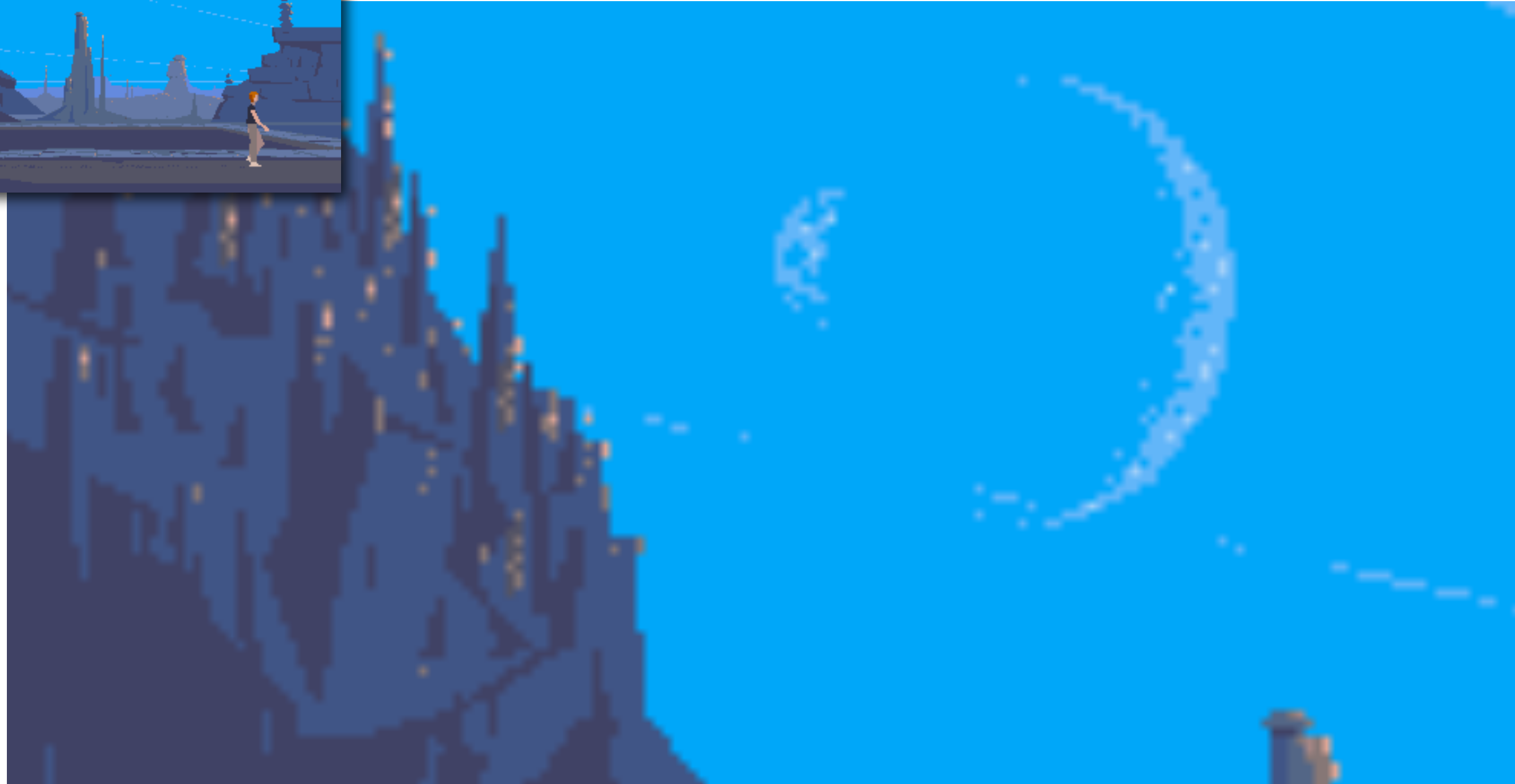
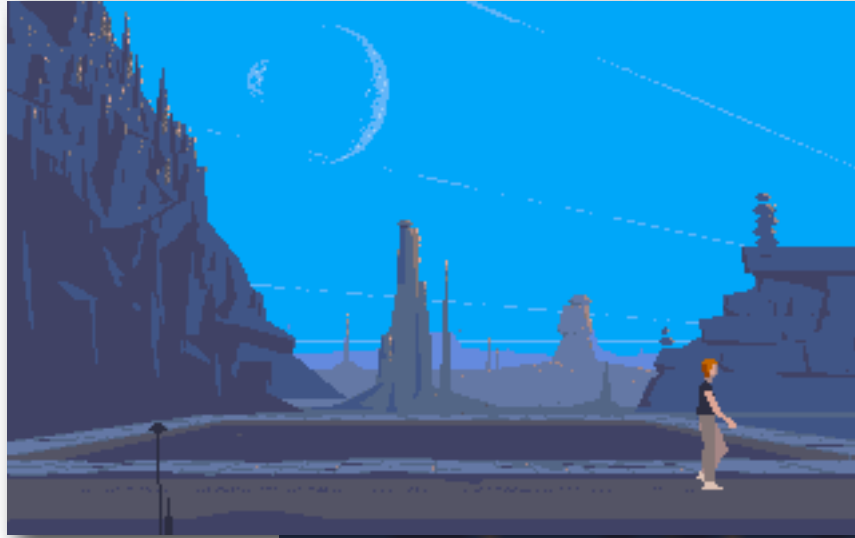
Guru Meditation #81000005.00000676

Polygons <> pixels

PIXIGON



PIXIGON



September
1989

?

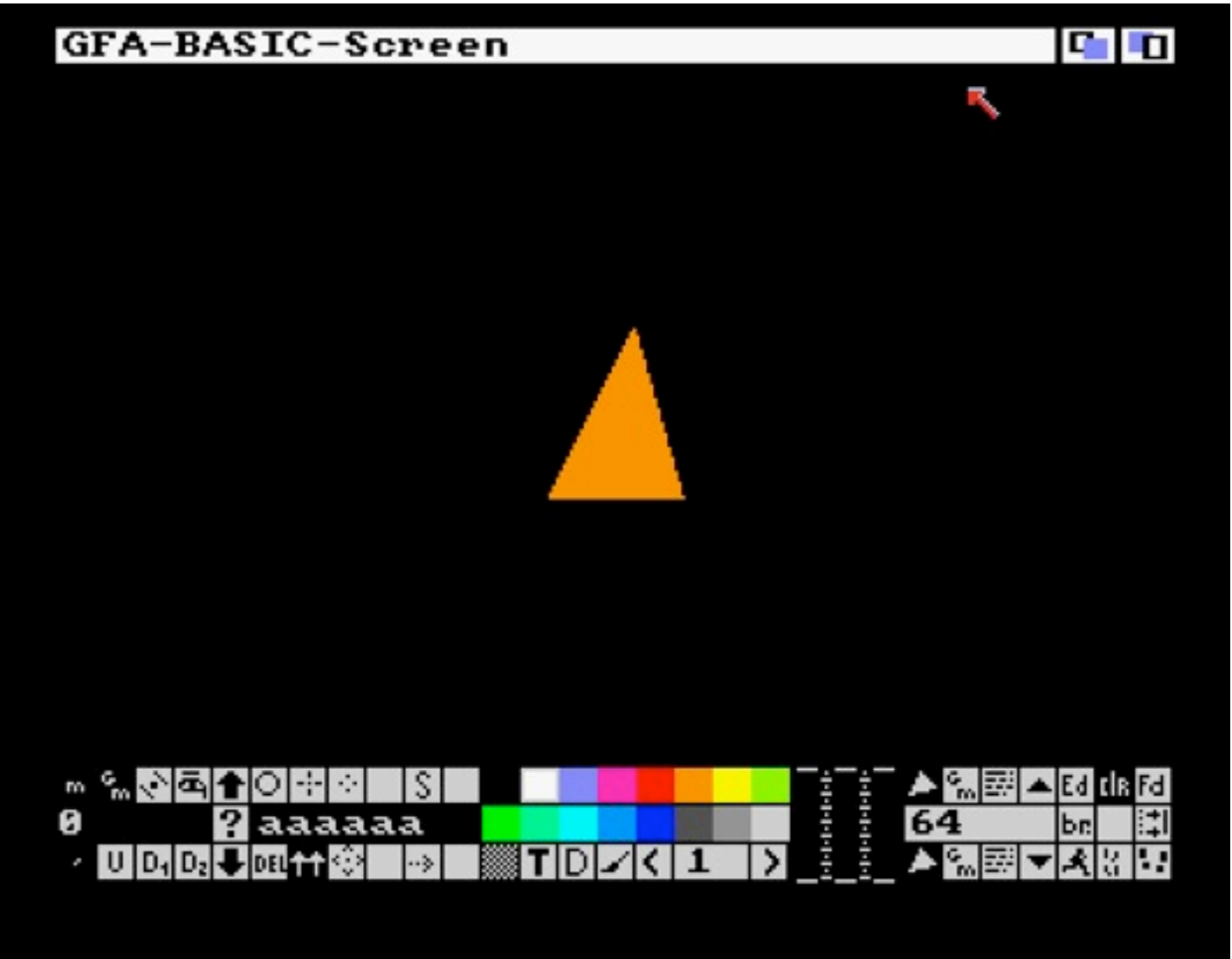
Create a 2D game with a cinematic feeling?

September
to december 1989

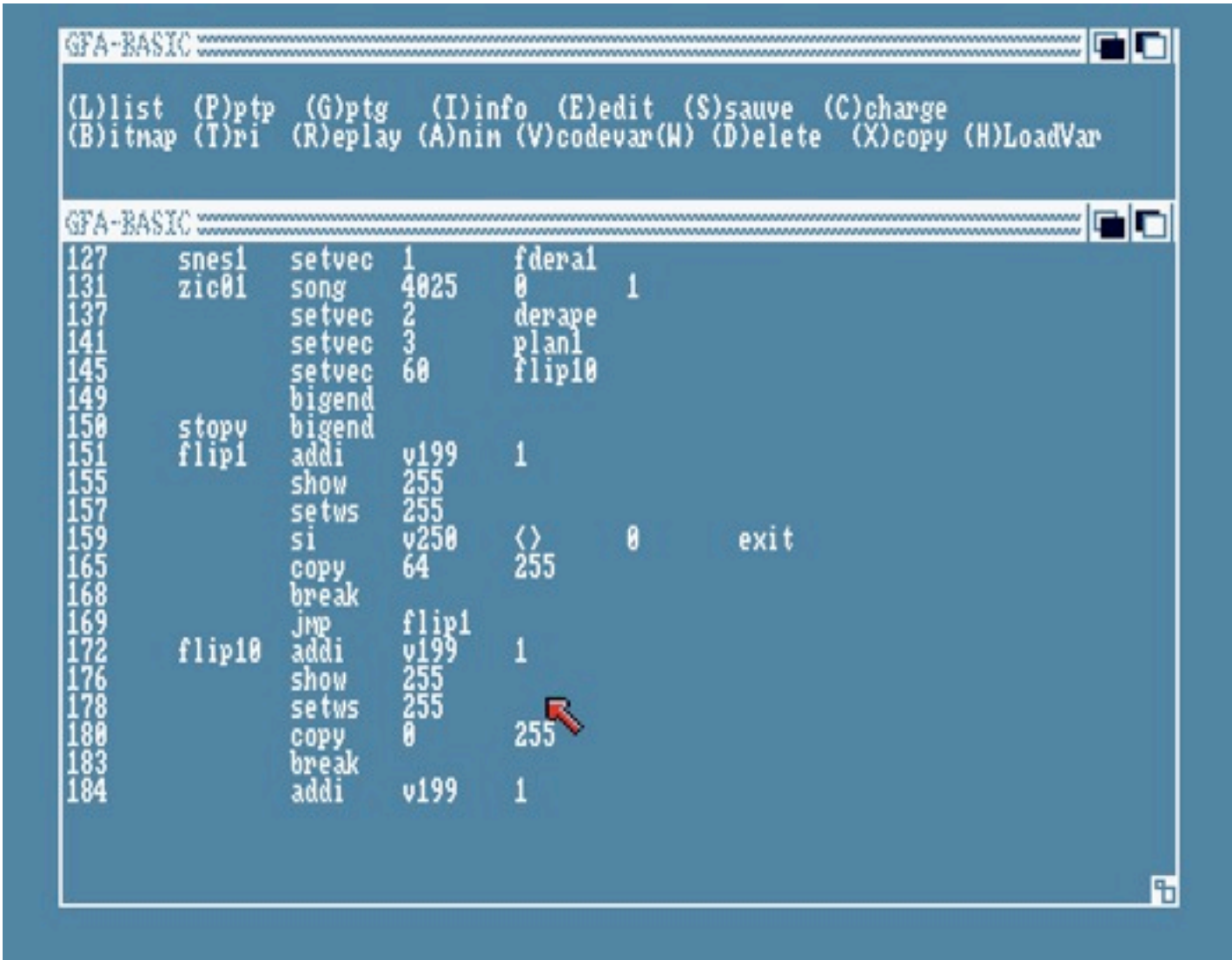
Engine & Tools

Engine & Tools

- Polygon editor



Interpreted language



Engine & Tools

- Polygon editor

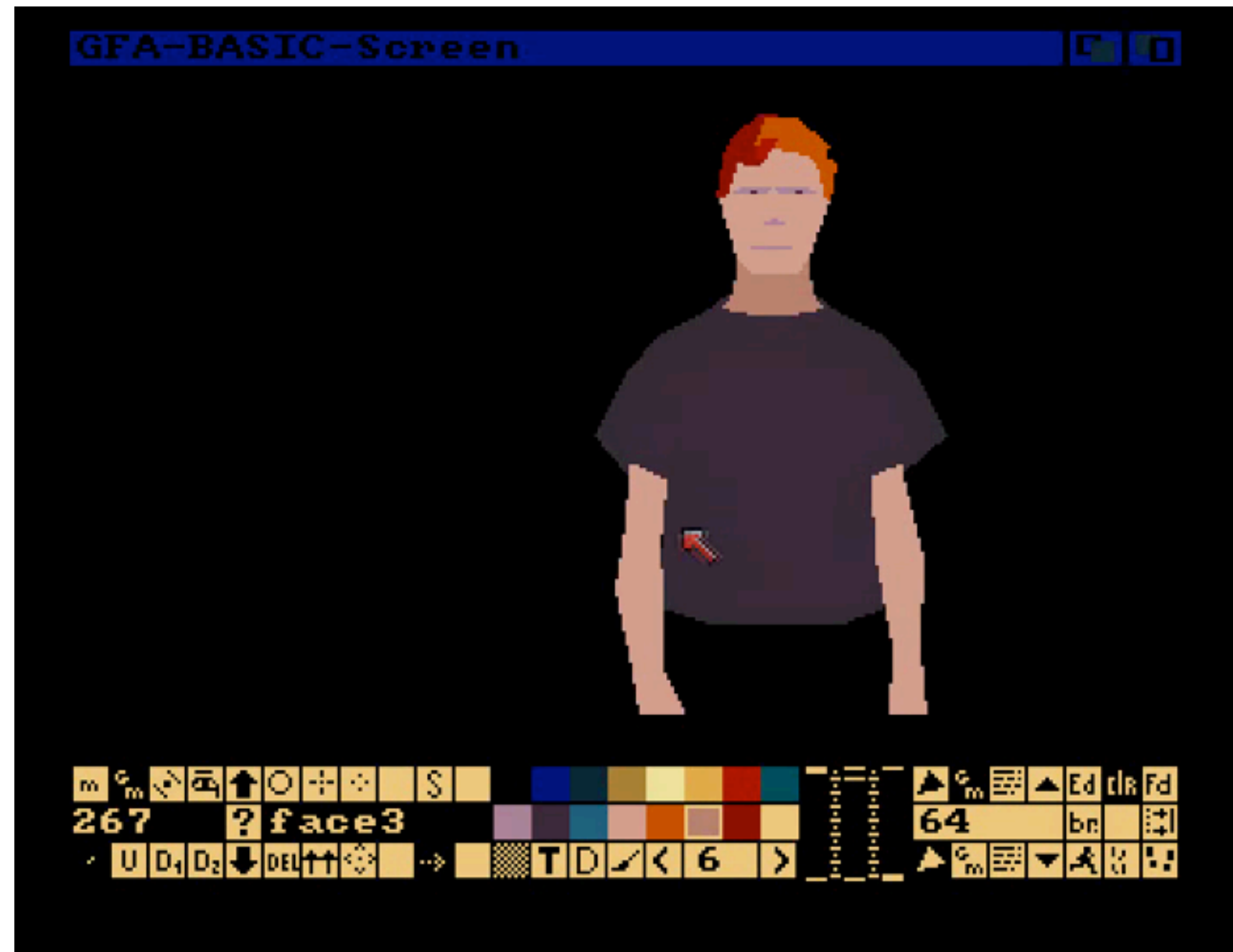


Engine & Tools

- Polygon editor

Engine & Tools

- Polygon editor



Engine & Tools

- Polygon editor


Engine & Tools

- Polygon editor



Engine & Tools

- Home made interpreted language
 - a mix between BASIC and assembly language

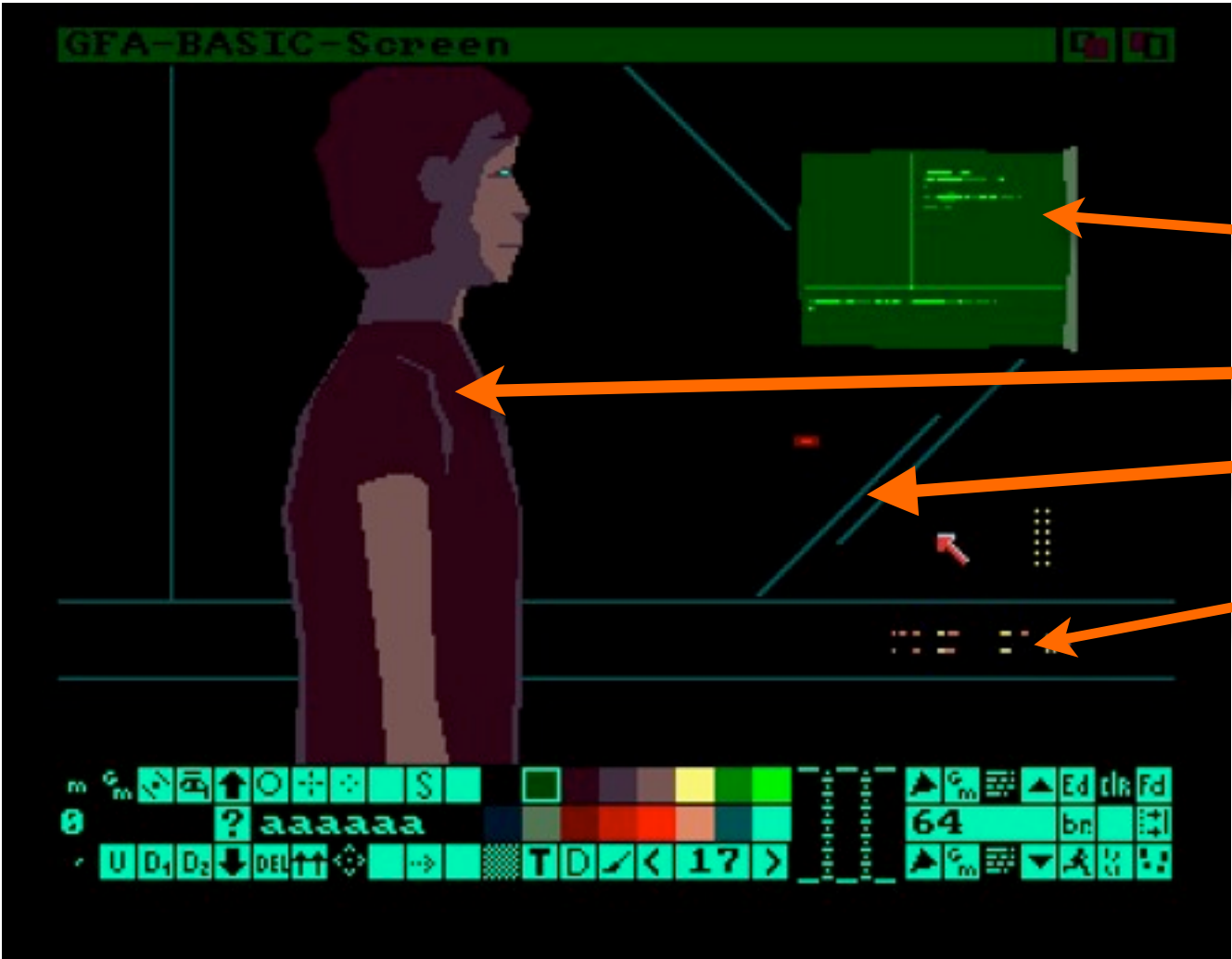


The screenshot shows the GFA-BASIC interpreter window. The top menu bar includes options: (L)list, (P)ptp, (G)ptg, (I)info, (E)edit, (S)sauve, (C)charge, (B)itnap, (T)ri, (R)eplay, (A)nin, (V)codevar, (W), (D)etele, (X)copy, (H)LoadVar. The main window displays a list of instructions with line numbers on the left. A red arrow points to the instruction at line 180.

Line	Label	Instruction	Value 1	Value 2	Value 3	Value 4
127	snes1	setvec	1	fderal		
131	zic01	song	4025	0	1	
137		setvec	2	derape		
141		setvec	3	plan1		
145		setvec	60	flip10		
149		bigend				
150	stopv	bigend				
151	flip1	addi	v199	1		
155		show	255			
157		setws	255			
159		si	v250	<	0	exit
165		copy	64	255		
168		break				
169		jmp	flip1			
172	flip10	addi	v199	1		
176		show	255			
178		setws	255			
180		copy	0	255		
183		break				
184		addi	v199	1		

Engine & Tools

- Fusion between code & graphics

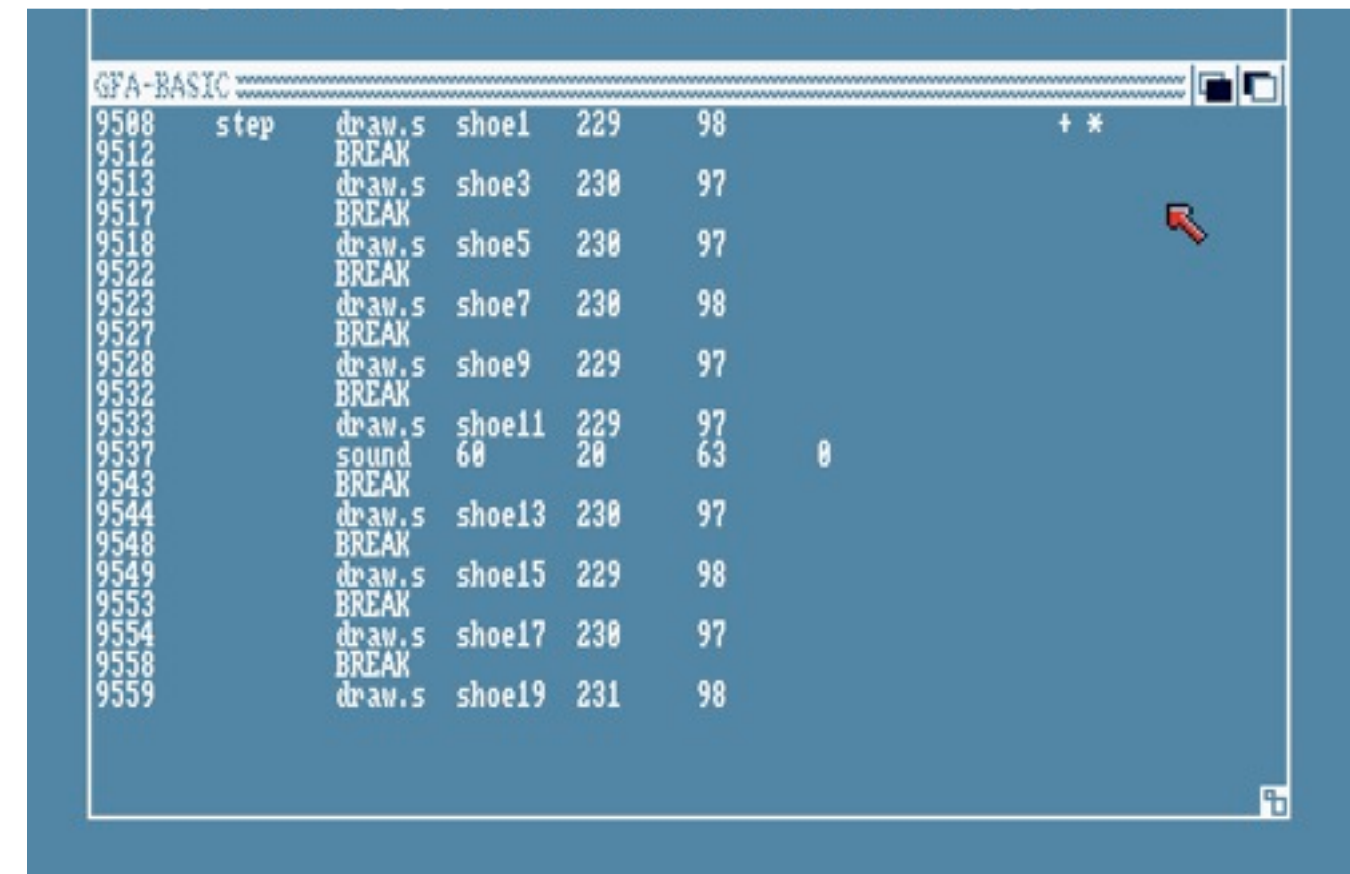


GFA-BASIC ~~~~~					
6296	ROOM	draw.s	screen	228	85
6300		draw.s	lester	110	101
6304		draw.s	lines	160	100
6308		draw.s	light	136	35
6312		color	17	255	
6315		bigend			



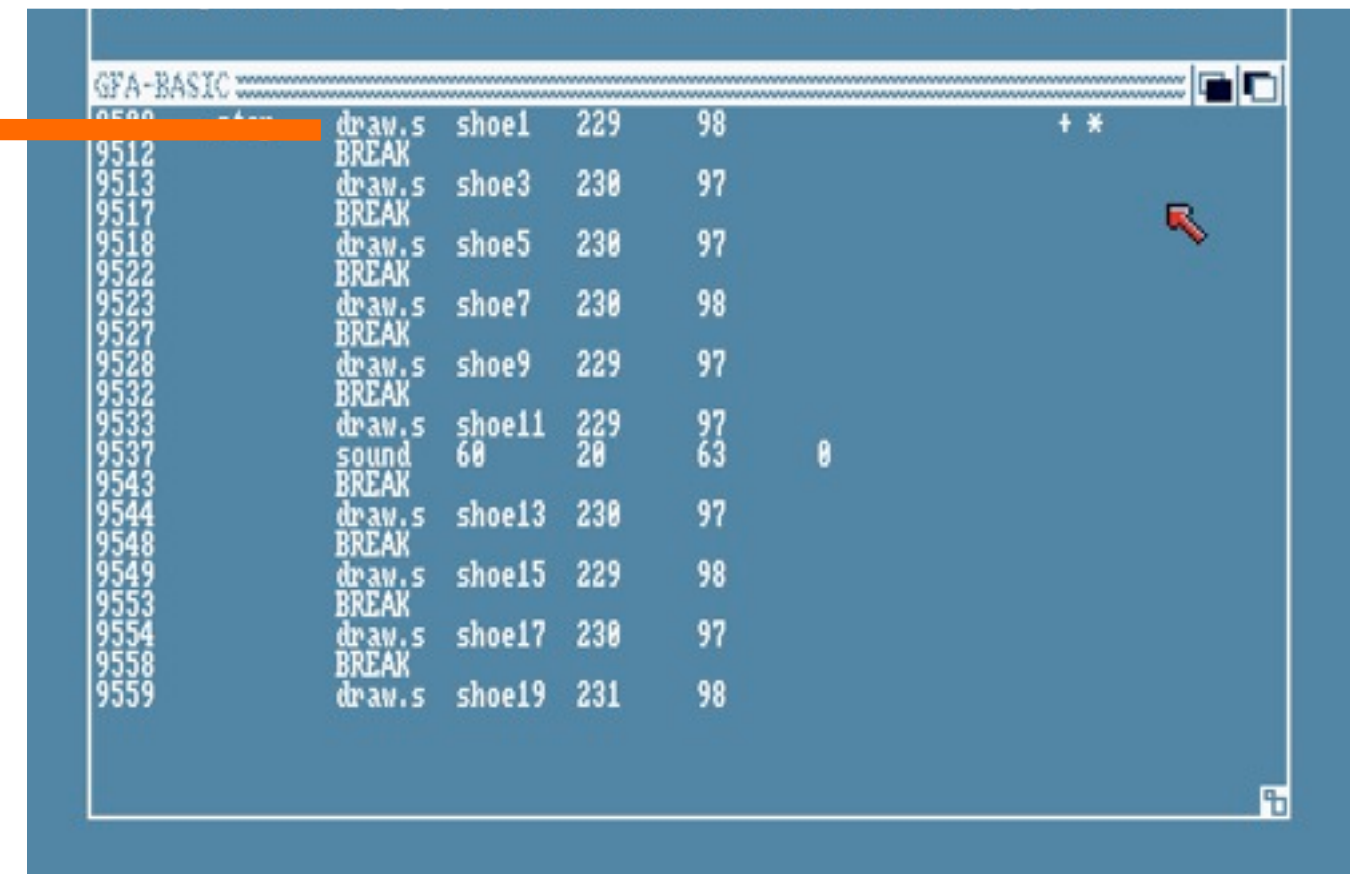
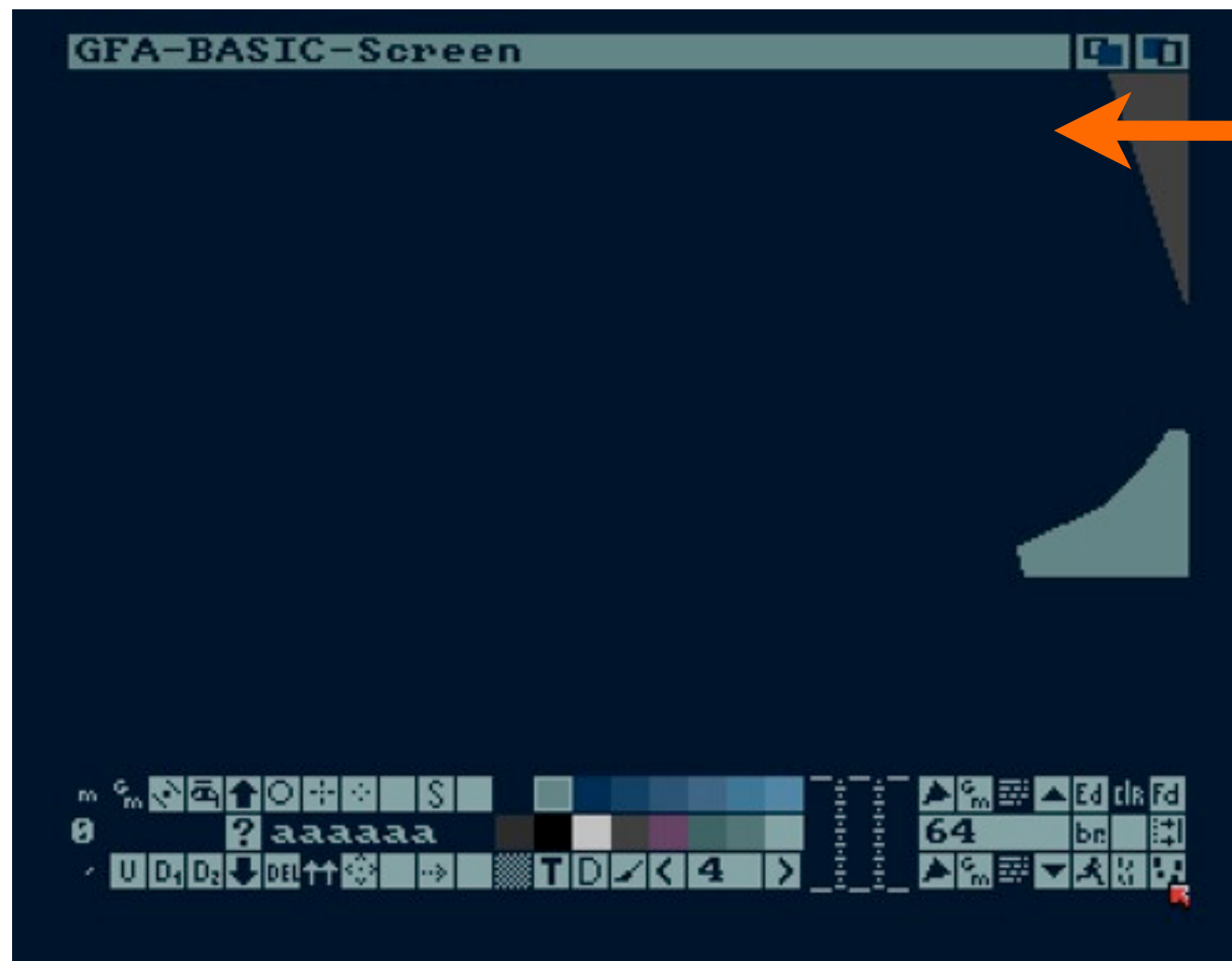
Engine & Tools

- Fusion between code & animation data



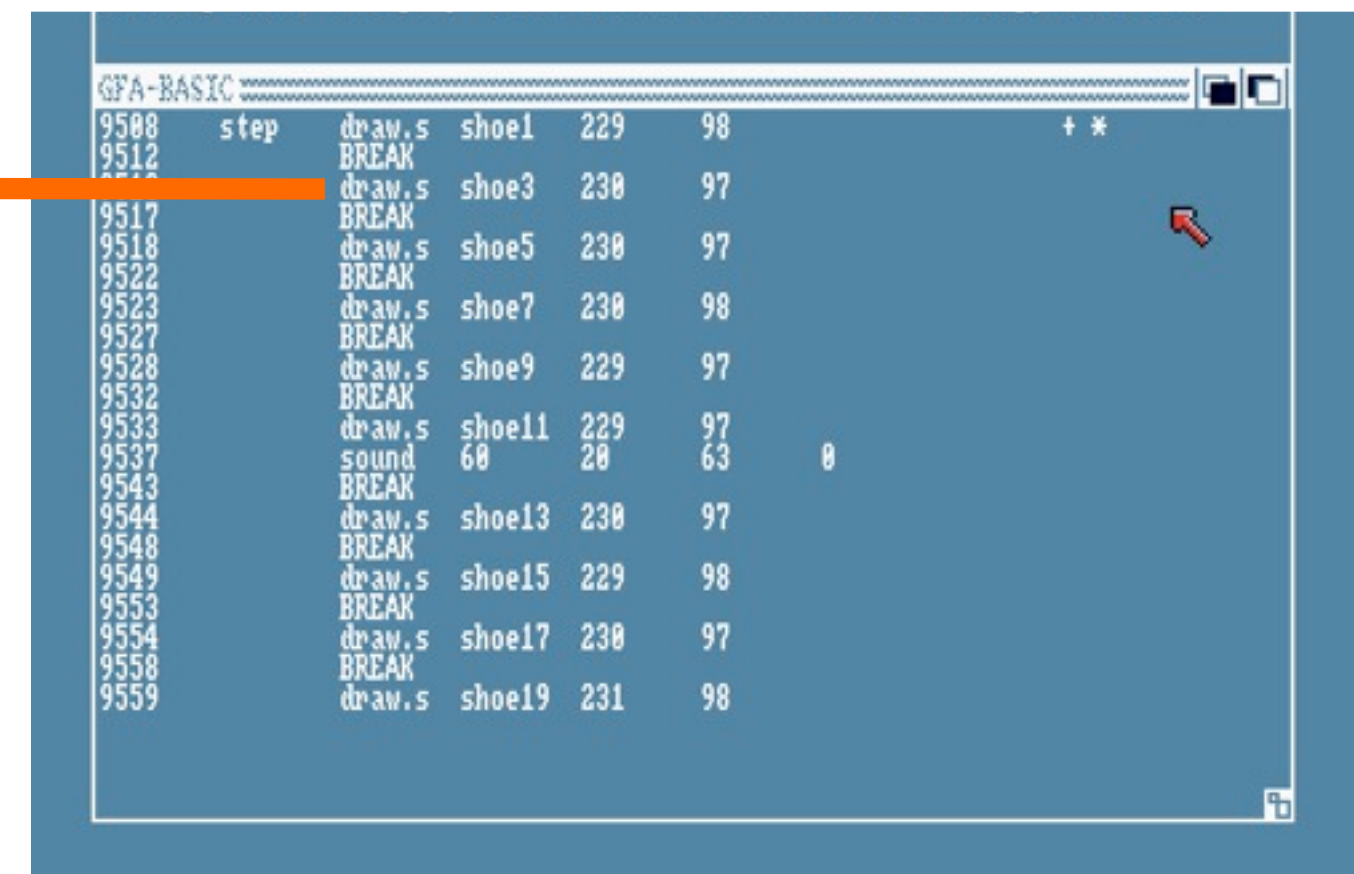
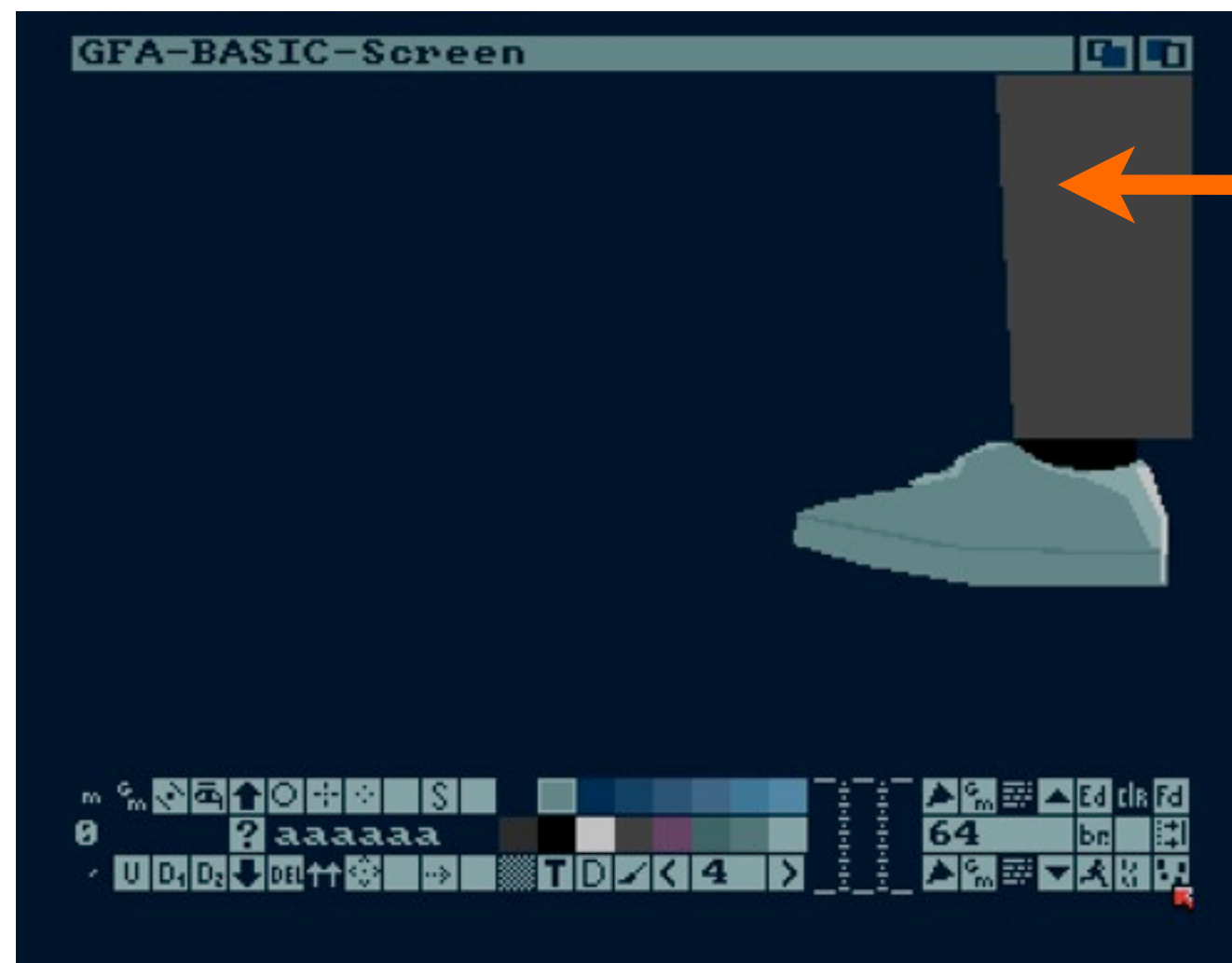
Engine & Tools

- Fusion between code & animation data



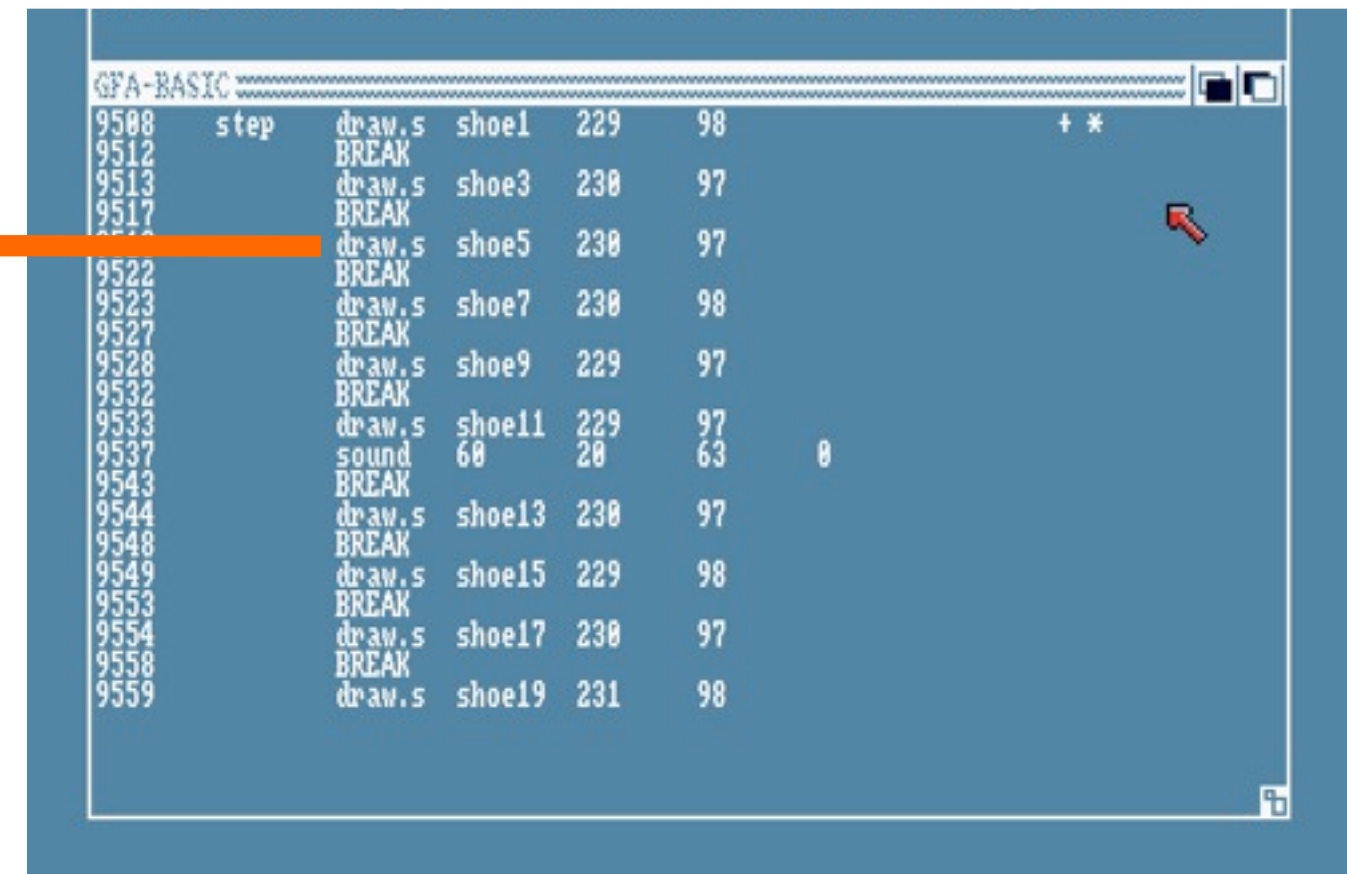
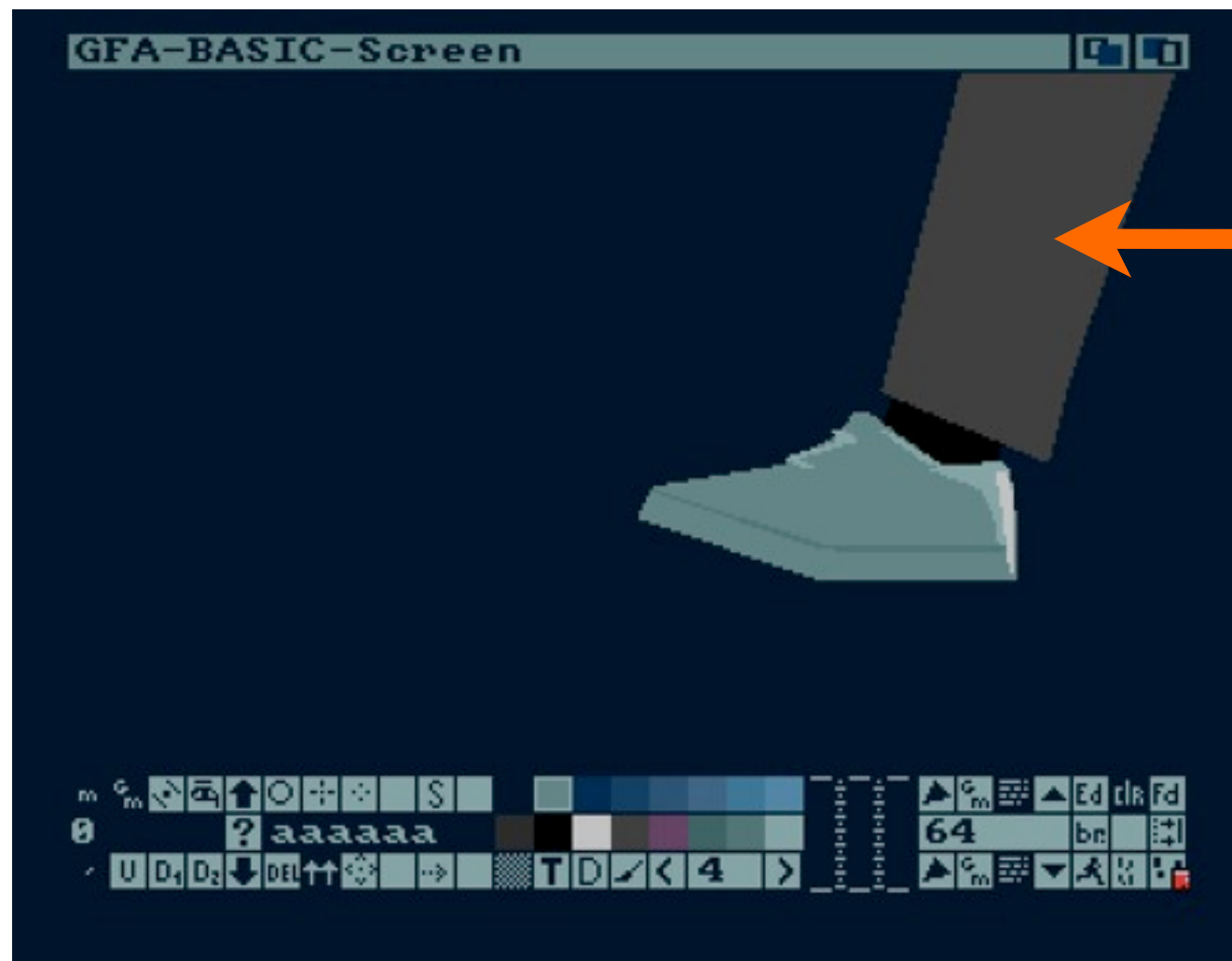
Engine & Tools

- Fusion between code & animation data



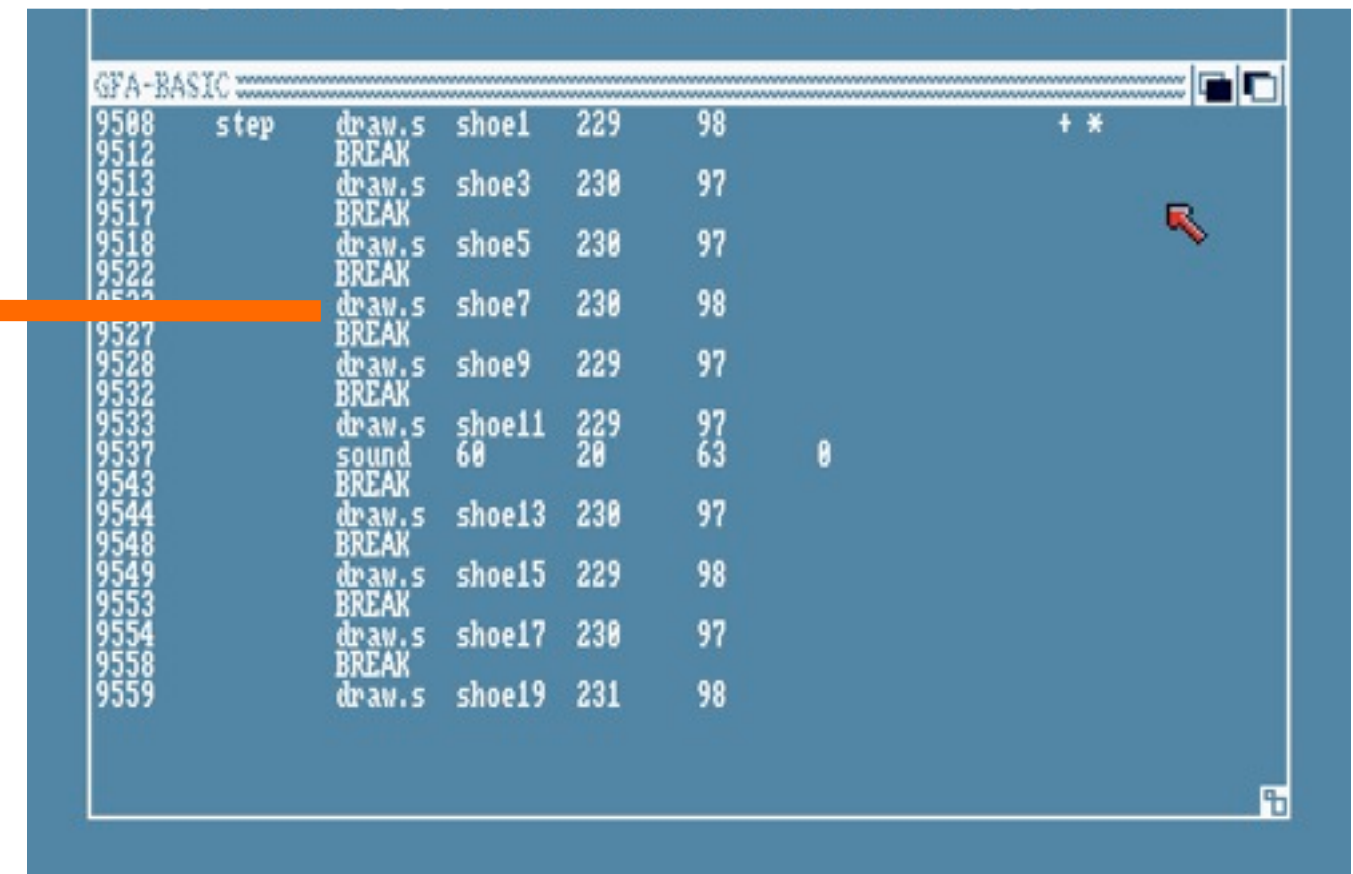
Engine & Tools

- Fusion between code & animation data



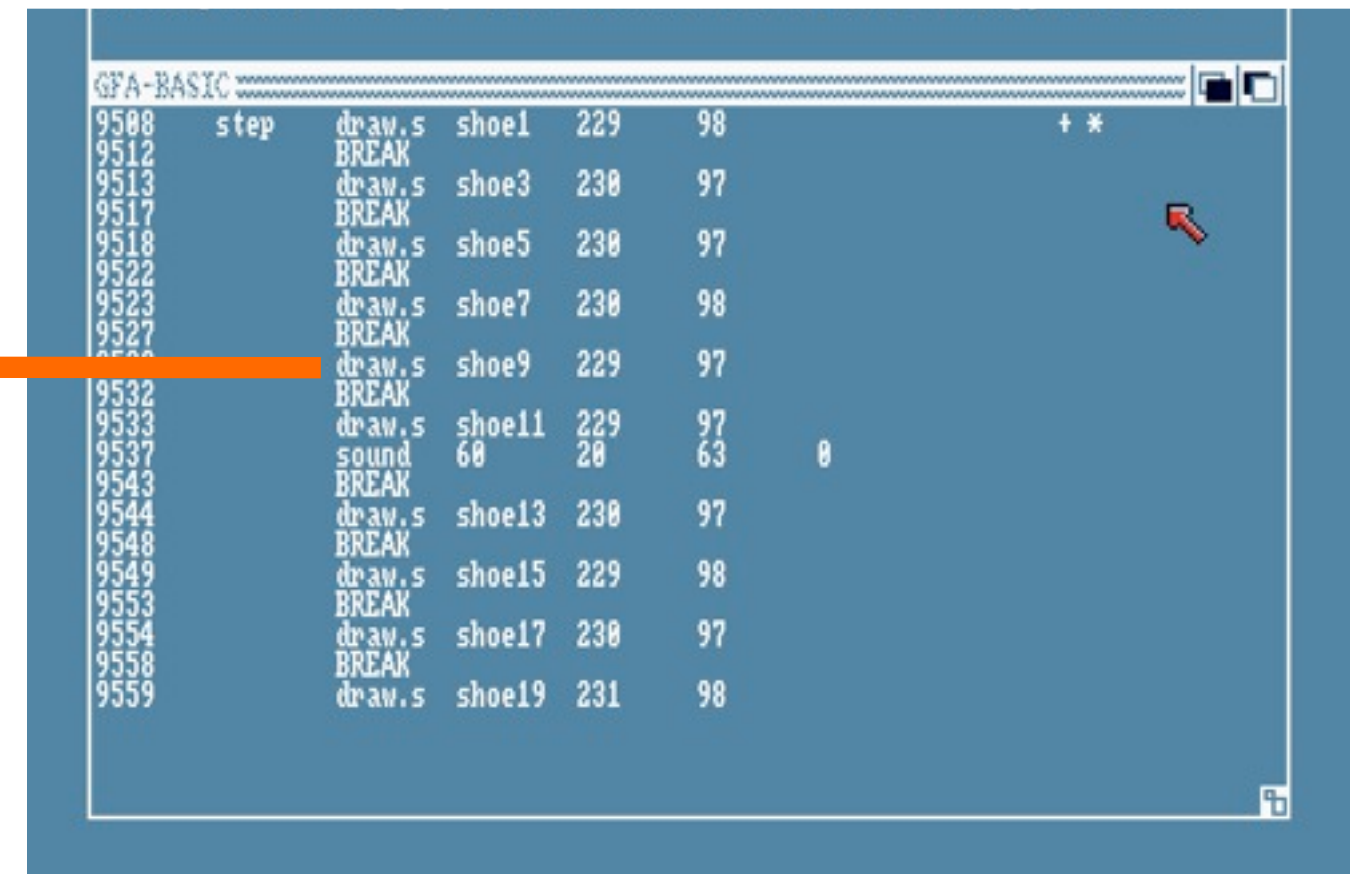
Engine & Tools

- Fusion between code & animation data



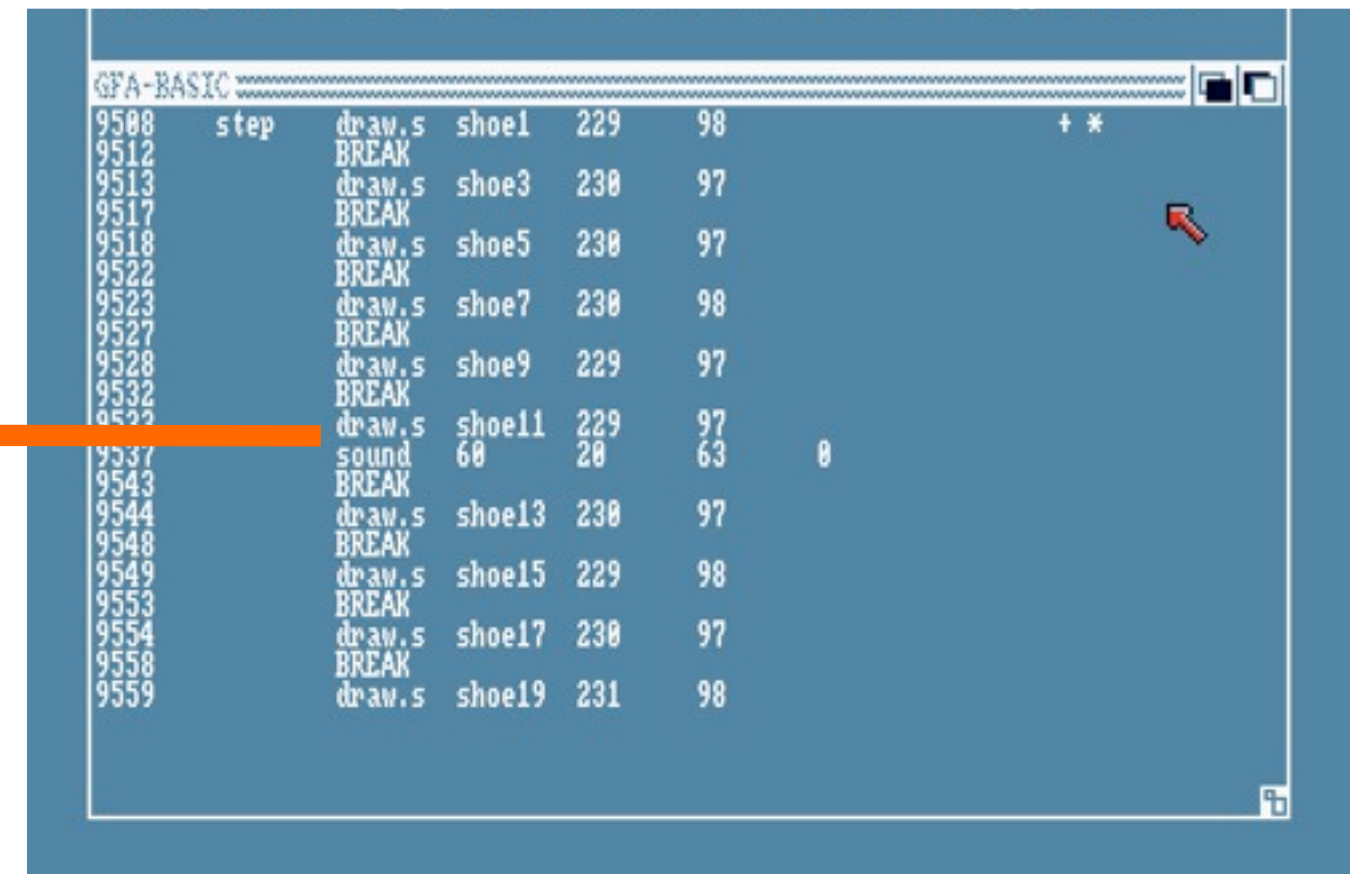
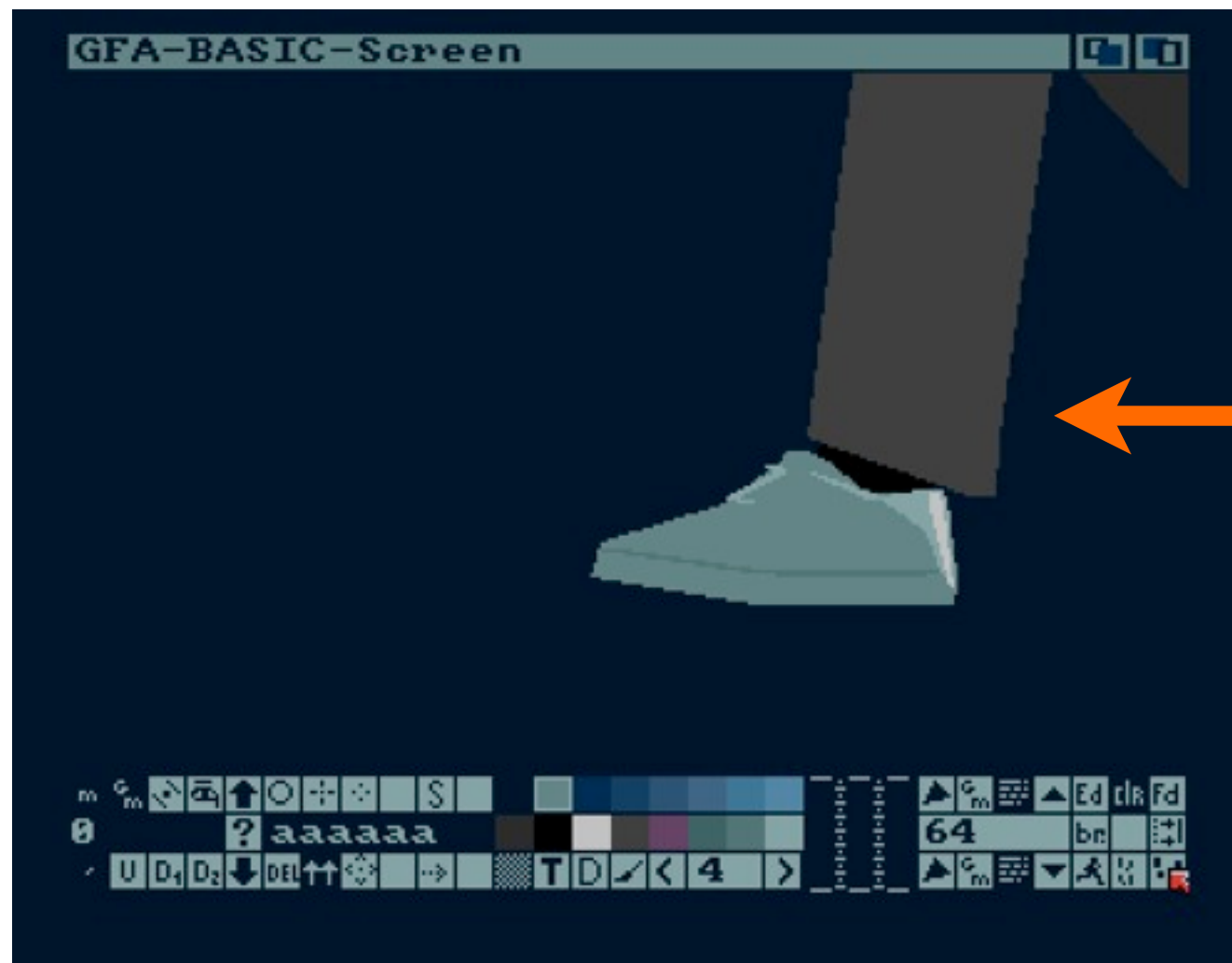
Engine & Tools

- Fusion between code & animation data



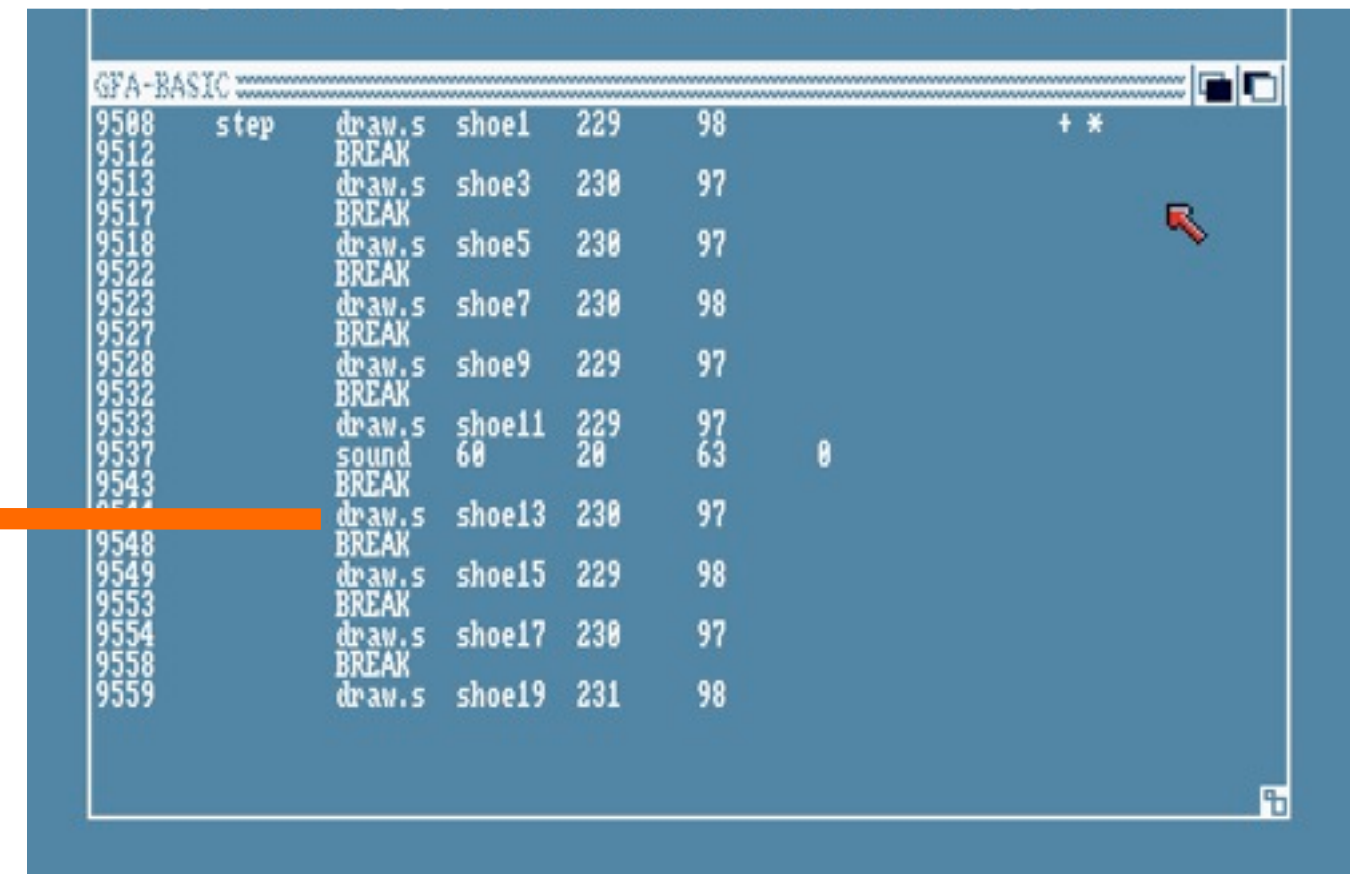
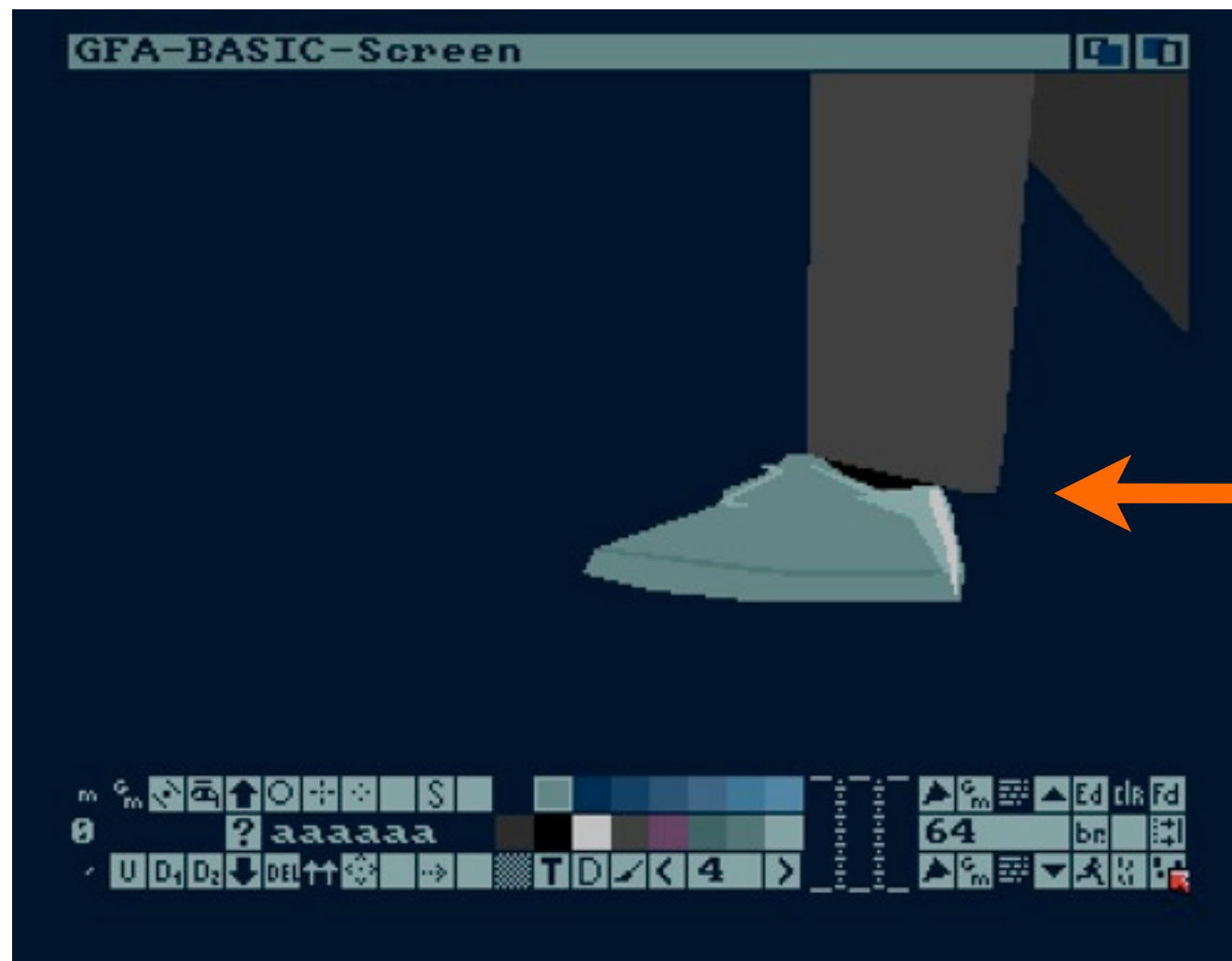
Engine & Tools

- Fusion between code & animation data



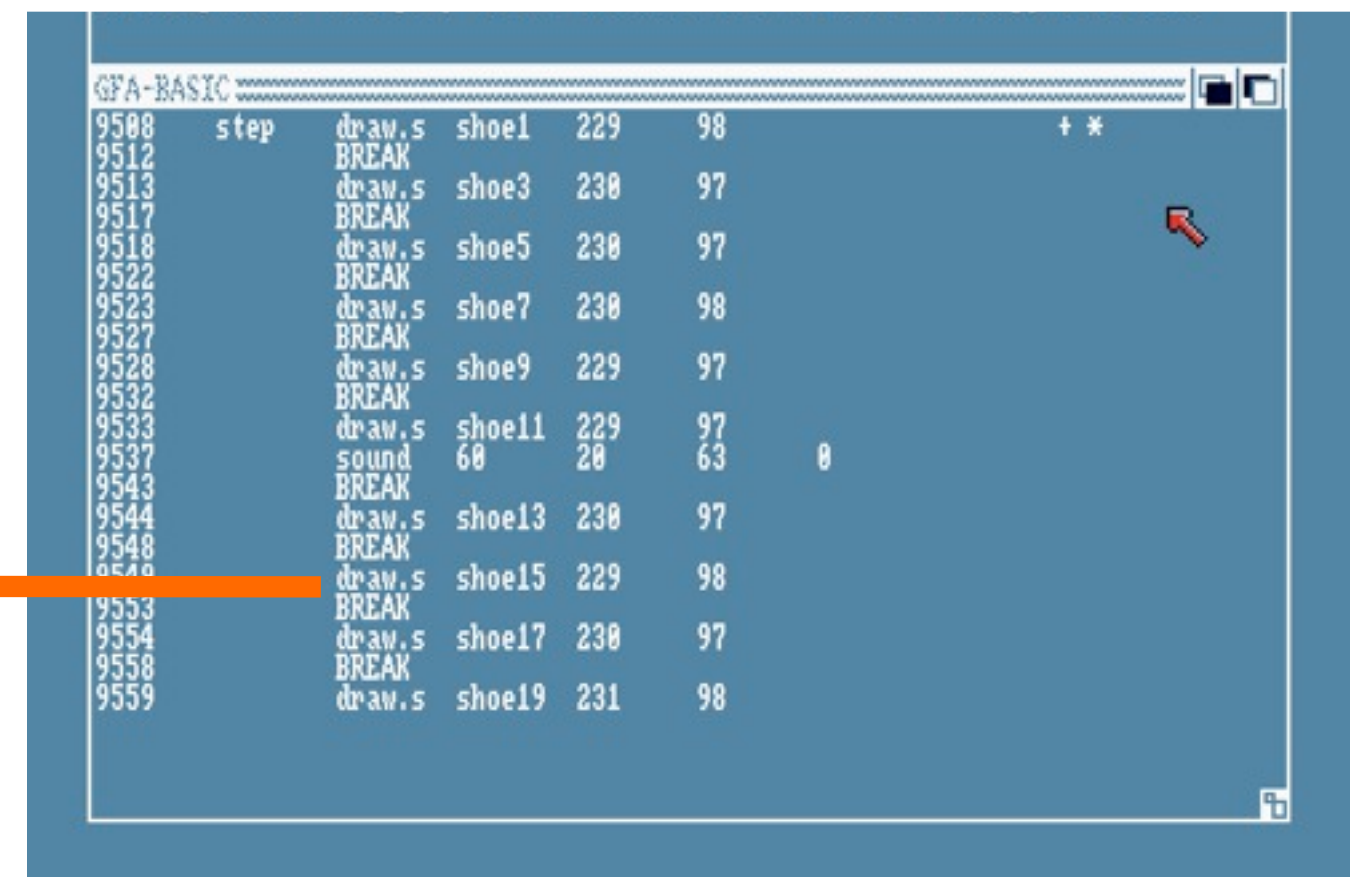
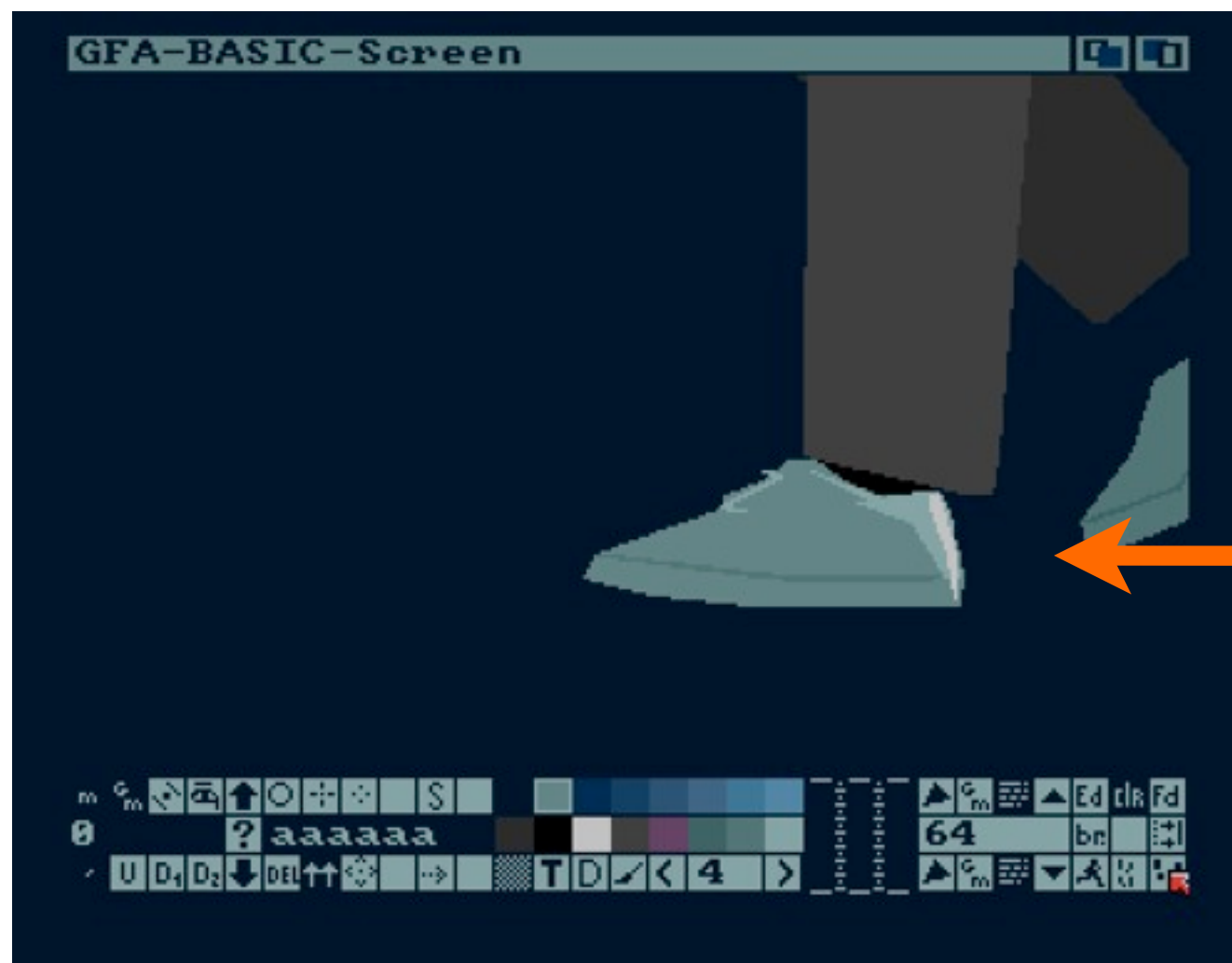
Engine & Tools

- Fusion between code & animation data



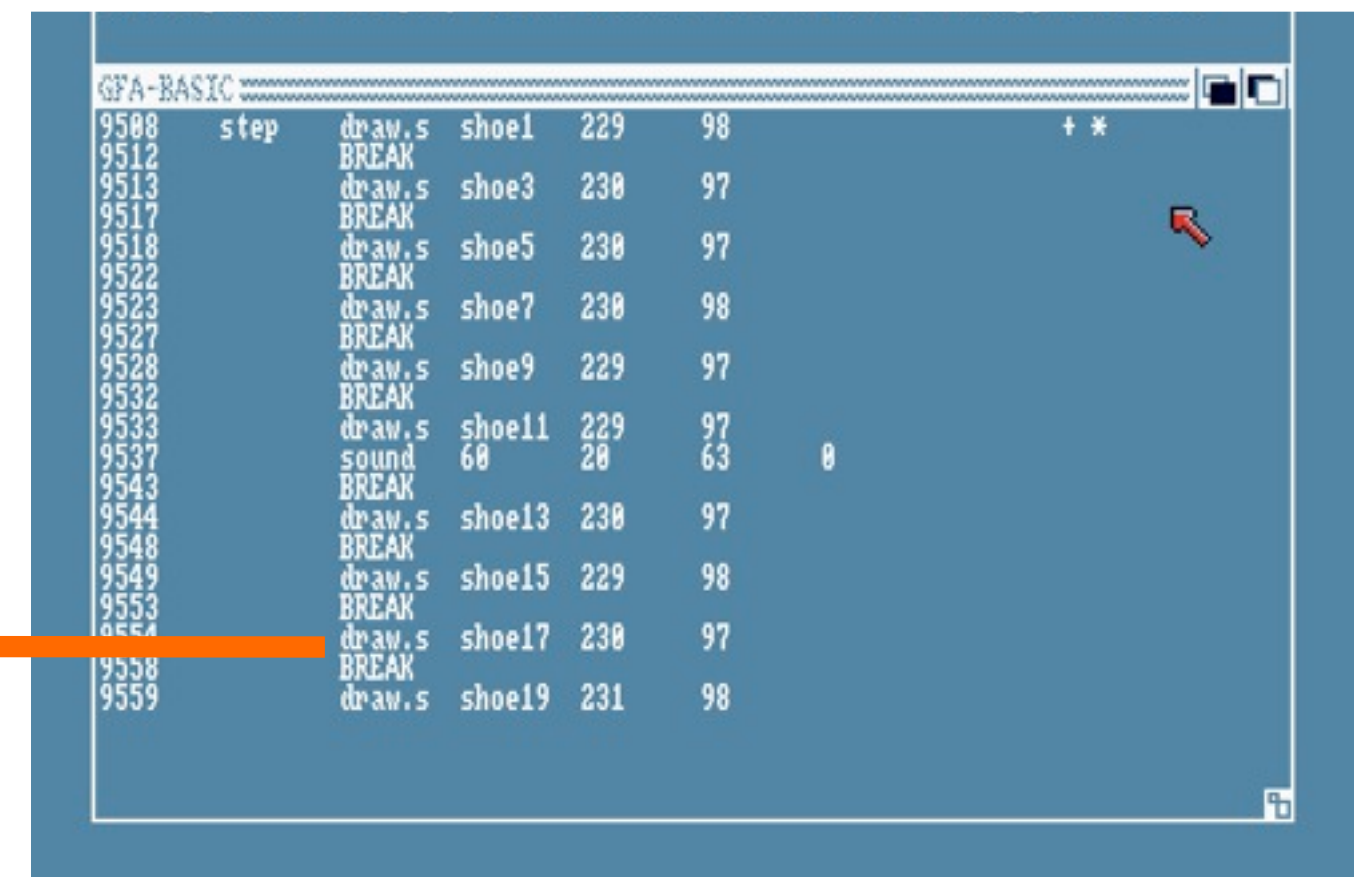
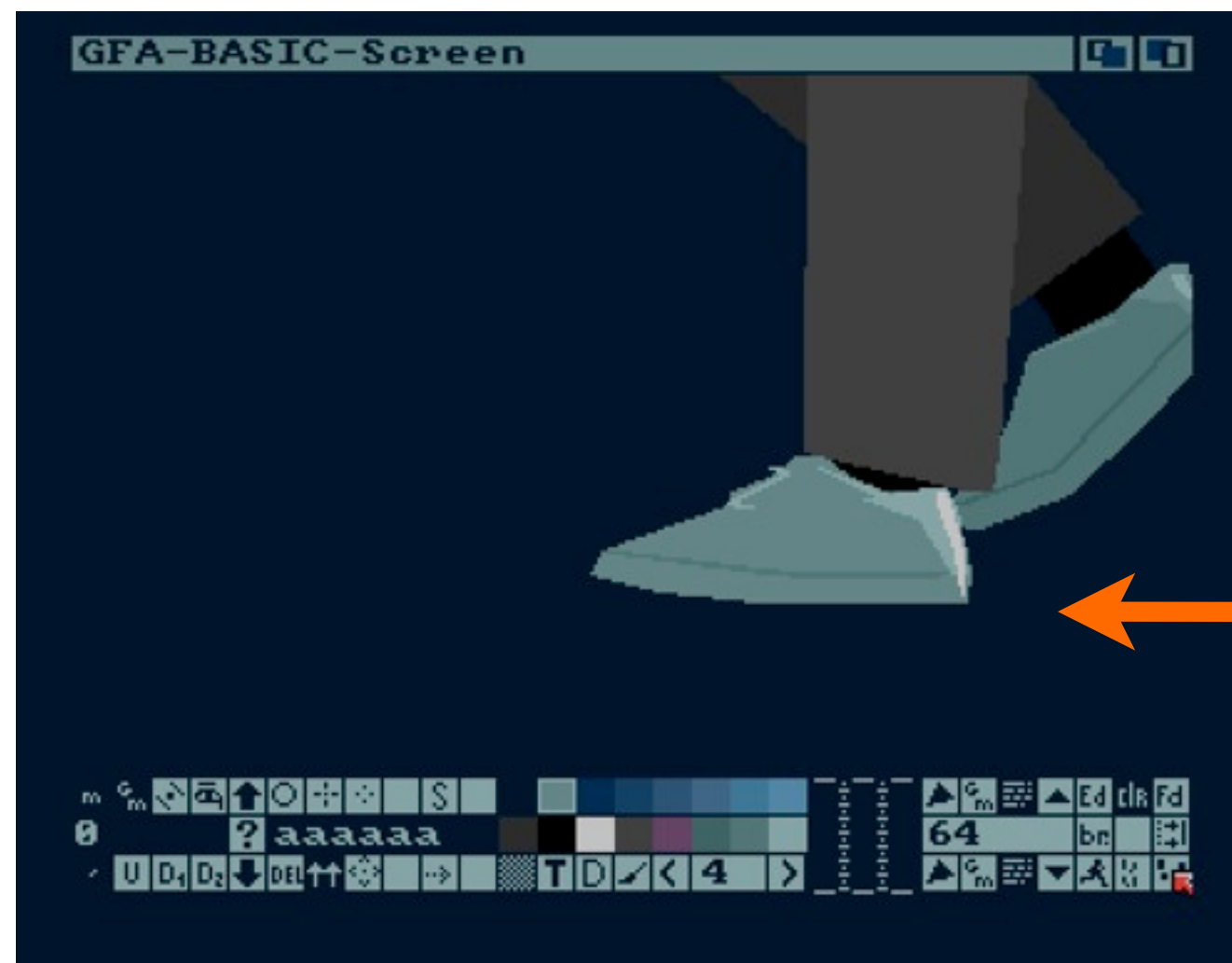
Engine & Tools

- Fusion between code & animation data



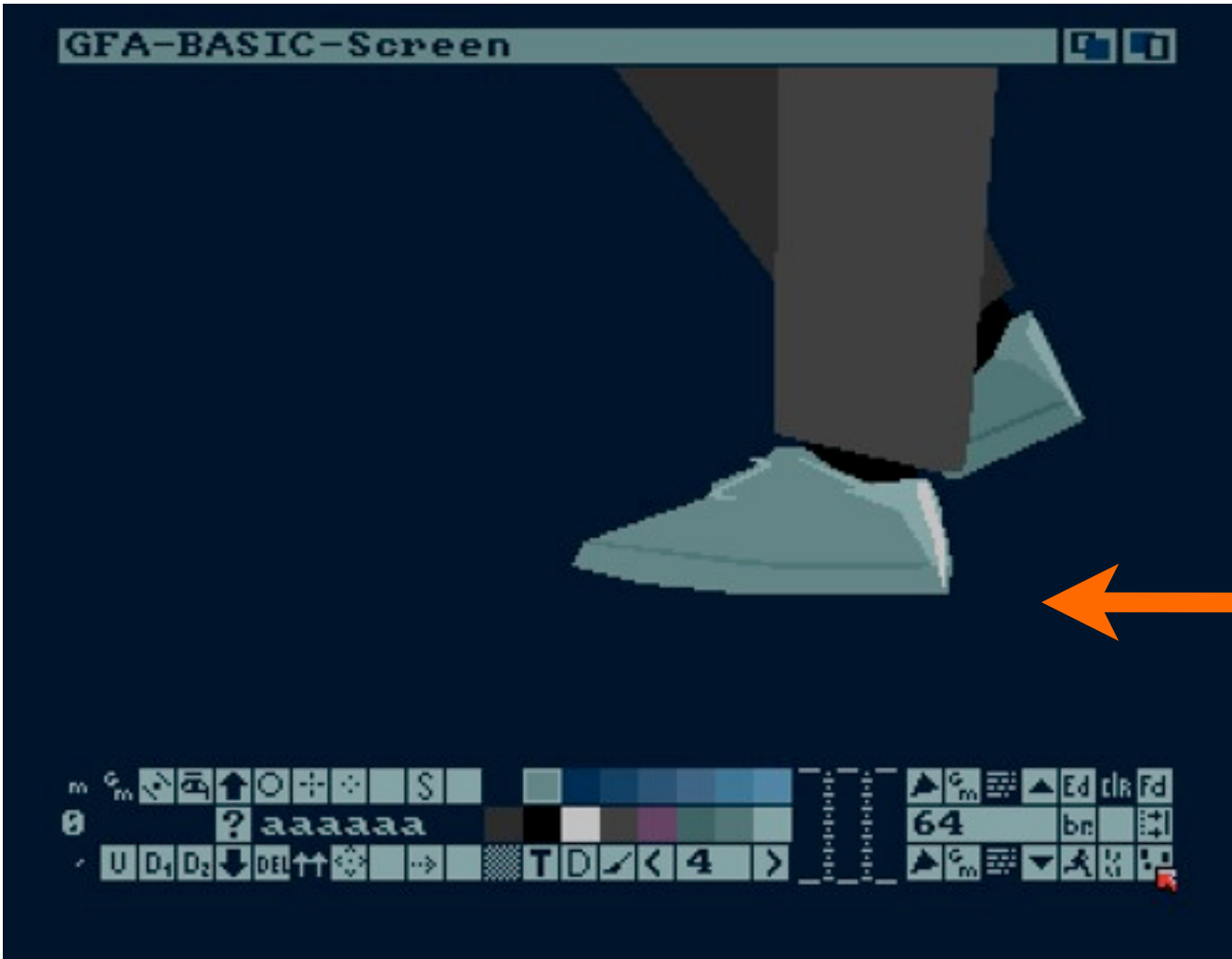
Engine & Tools

- Fusion between code & animation data



Engine & Tools

- Fusion between code & animation



```
draw.s shoe9 229
BREAK
draw.s shoe11 229
sound 60 20
BREAK
```

GFA-BASIC				
9508	step	draw.s	shoe1	229
9512		BREAK		
9513		draw.s	shoe3	230
9517		BREAK		
9518		draw.s	shoe5	230
9522		BREAK		
9523		draw.s	shoe7	230
9527		BREAK		
9528		draw.s	shoe9	229
9532		BREAK		
9533		draw.s	shoe11	229
9537		sound	60	20
9543		BREAK		
9544		draw.s	shoe13	230
9548		BREAK		
9549		draw.s	shoe15	229
9553		BREAK		
9554		draw.s	shoe17	230
9558		BREAK		
9559		draw.s	shoe19	231



Engine & Tools

A simple language

- 20 instructions
- 256 variables

Gonek

V104 V112 V120

x

V105 V113 V121

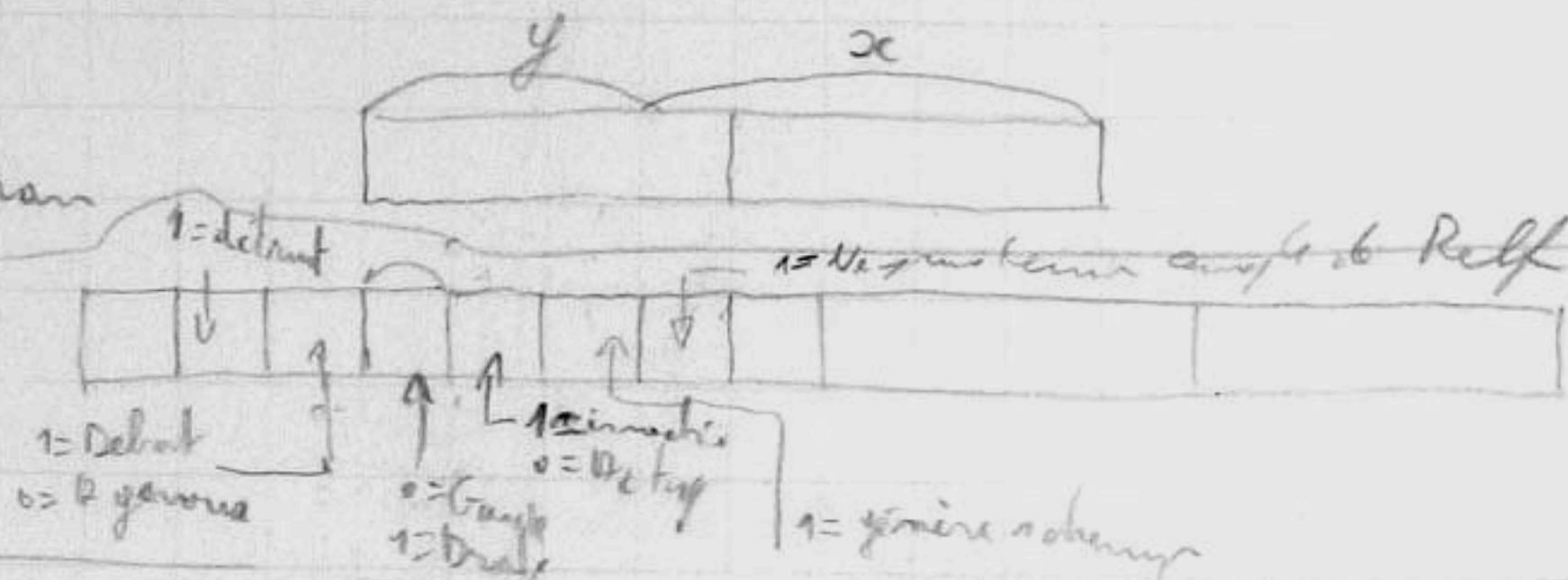
y

V106 V114 V122

N° d'écran

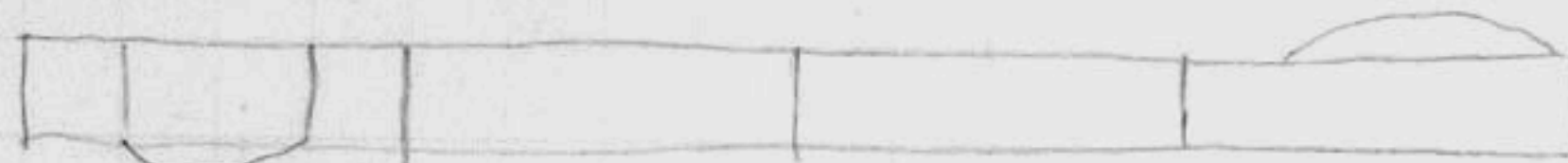
V107 V115 V123

Position



V108 V116 V124

QI



< 8 = Qi Plus

Engine & Tools

Engine structure

- 64 tracks
- Each tracks can run a piece of code.

December
1989

- Tools and engine were finished even if largely perfectible
- Technical limits were known

Software Failure. Press left mouse button to continue.
Guru Meditation #81000005.00000676

Software Failure. Press left mouse button to continue.
Guru Meditation #81000005.00000676

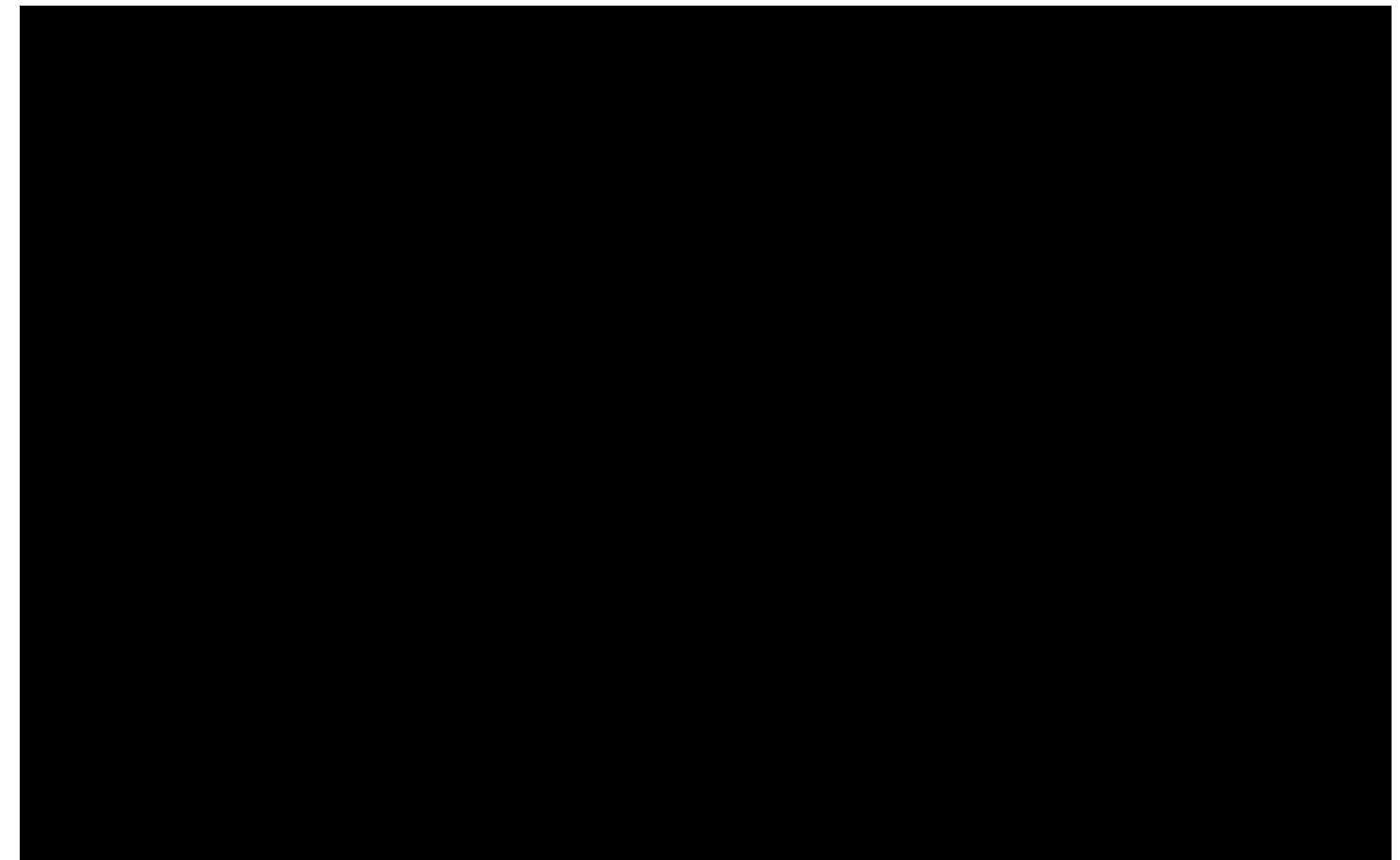
Big flaw in technical design:
no common data between levels!

Creating the game

January 1990

Introductory scene

- Validation of:
 - use of polygons
 - interpreted language
- Improvisation process:
 - first layer of the story
 - setting up the universe





Rotoscoping in pratice: not so useful



Creating the game

Listening to my inner self



Surprising the player

- Playing with player expectation

Surprising the player



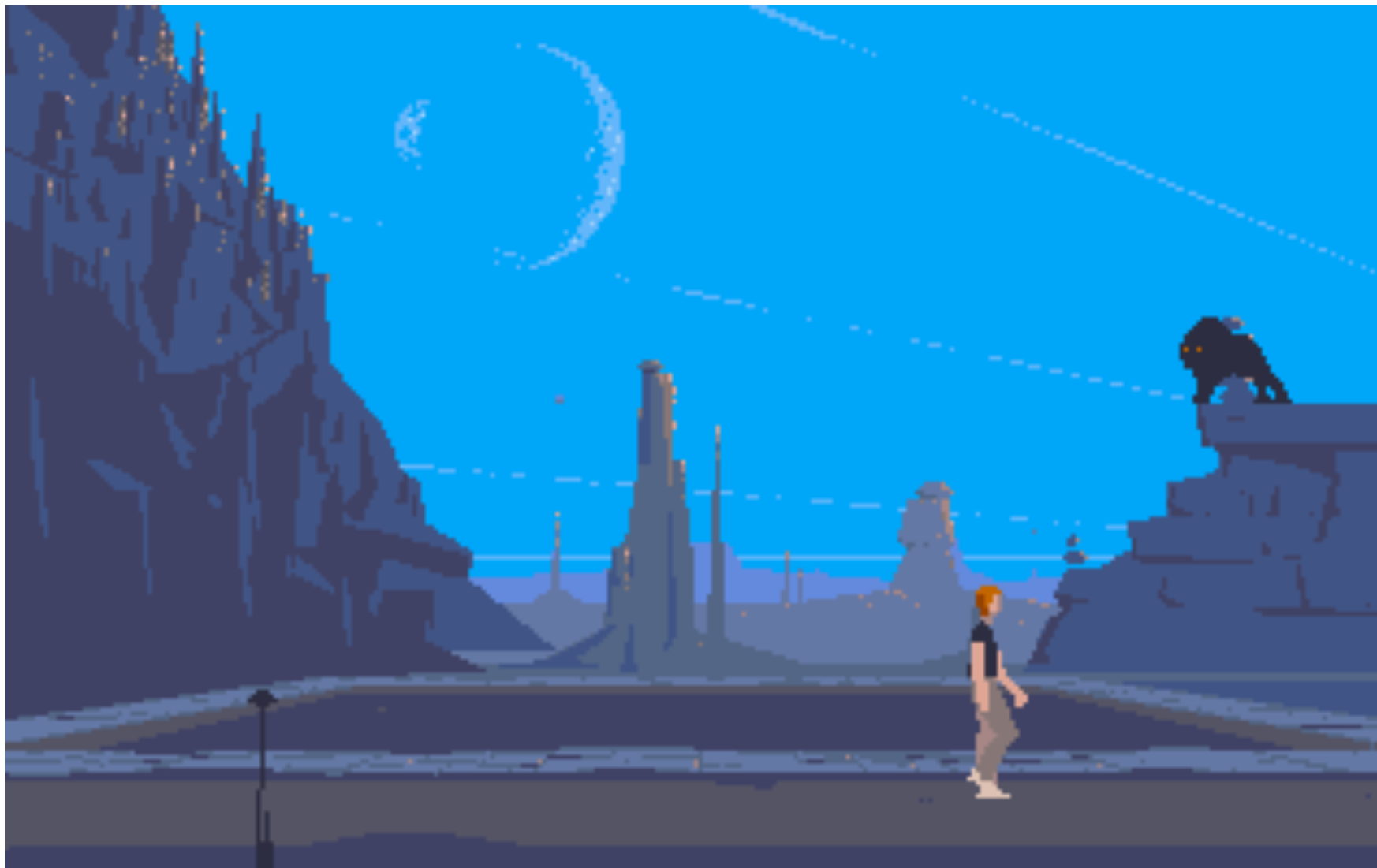
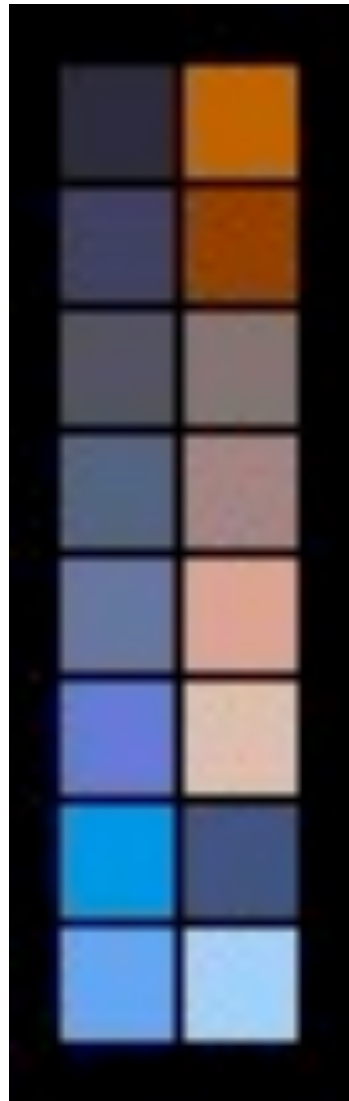
Creating the game

- Basic interaction

30s



Defining the color palette



Red hair

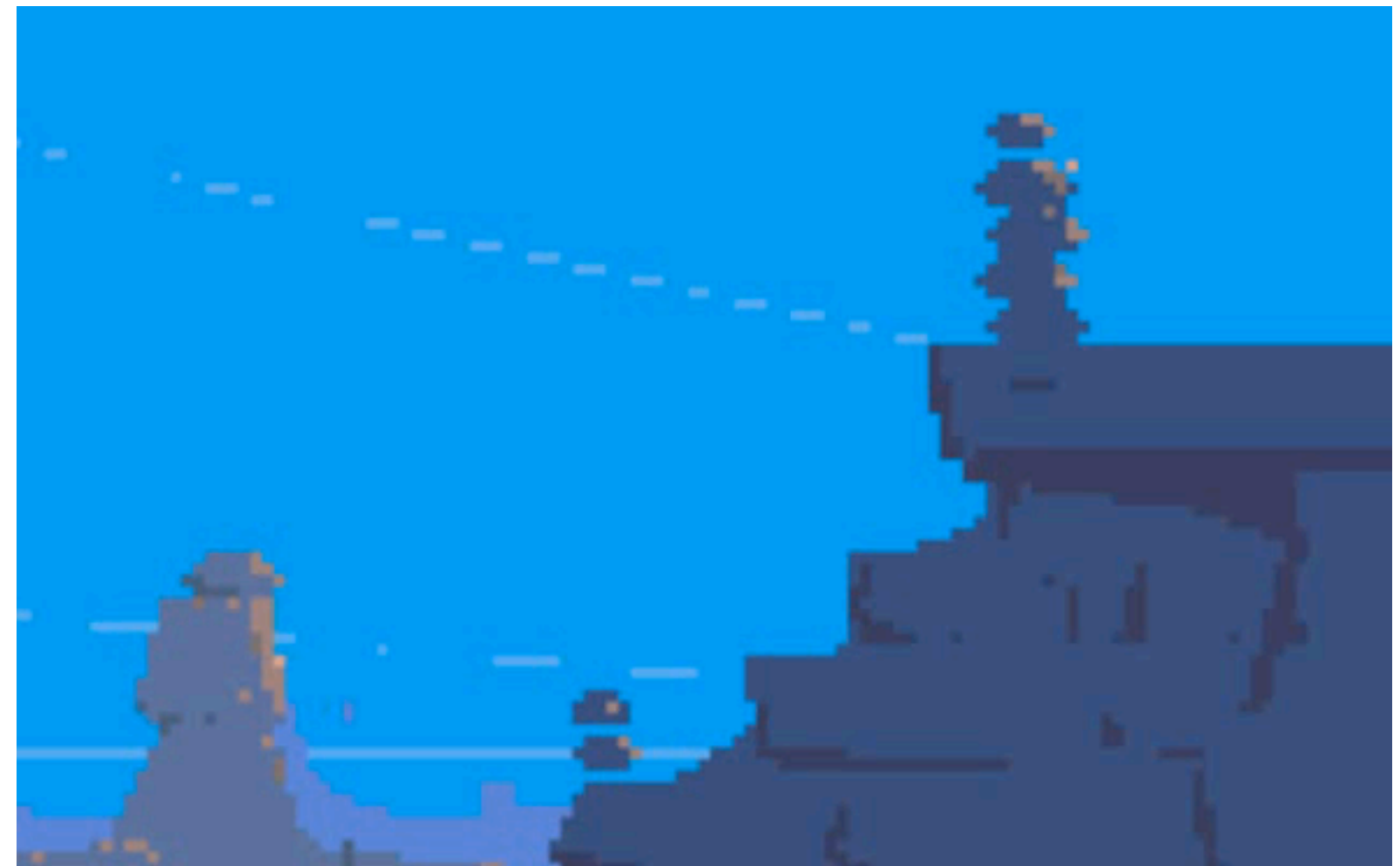
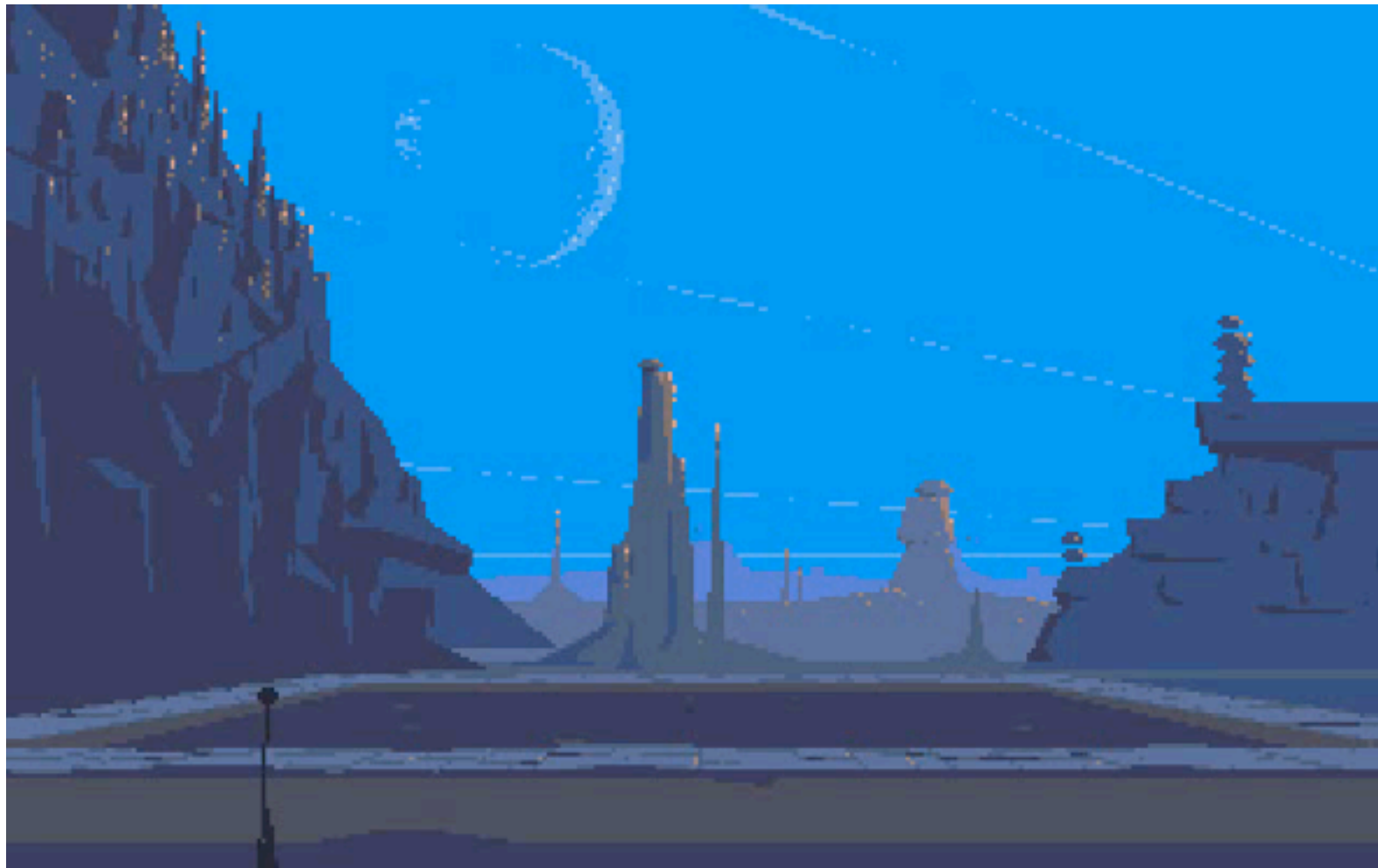


Suggesting a story

- Using parallel action
- Cinematic punctuation
- Fluctuating the pacing

Using parallel action

Using parallel action



Cinematic punctuation

Cinematic punctuation



Fluctuating the pacing

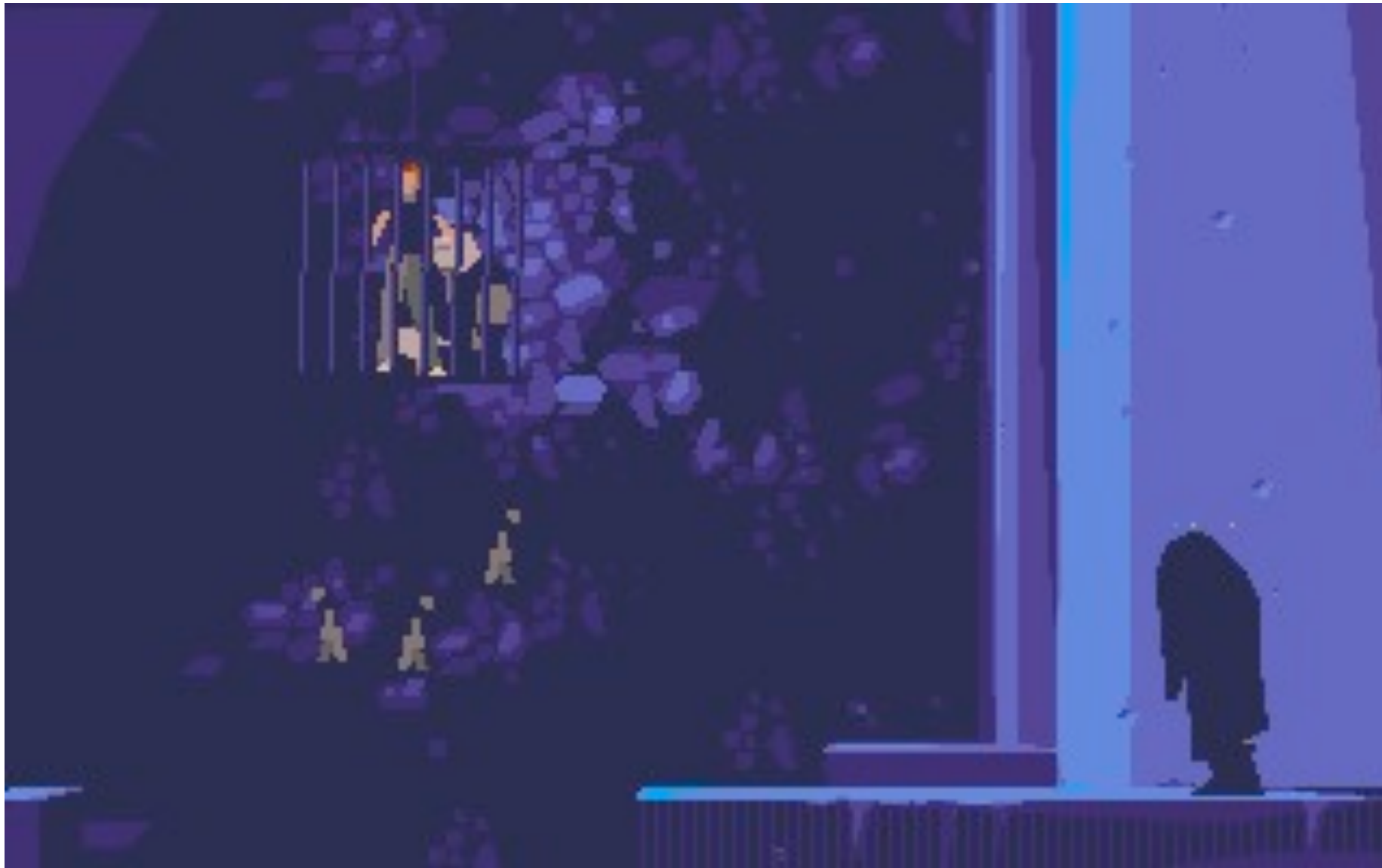
Fluctuating the pacing



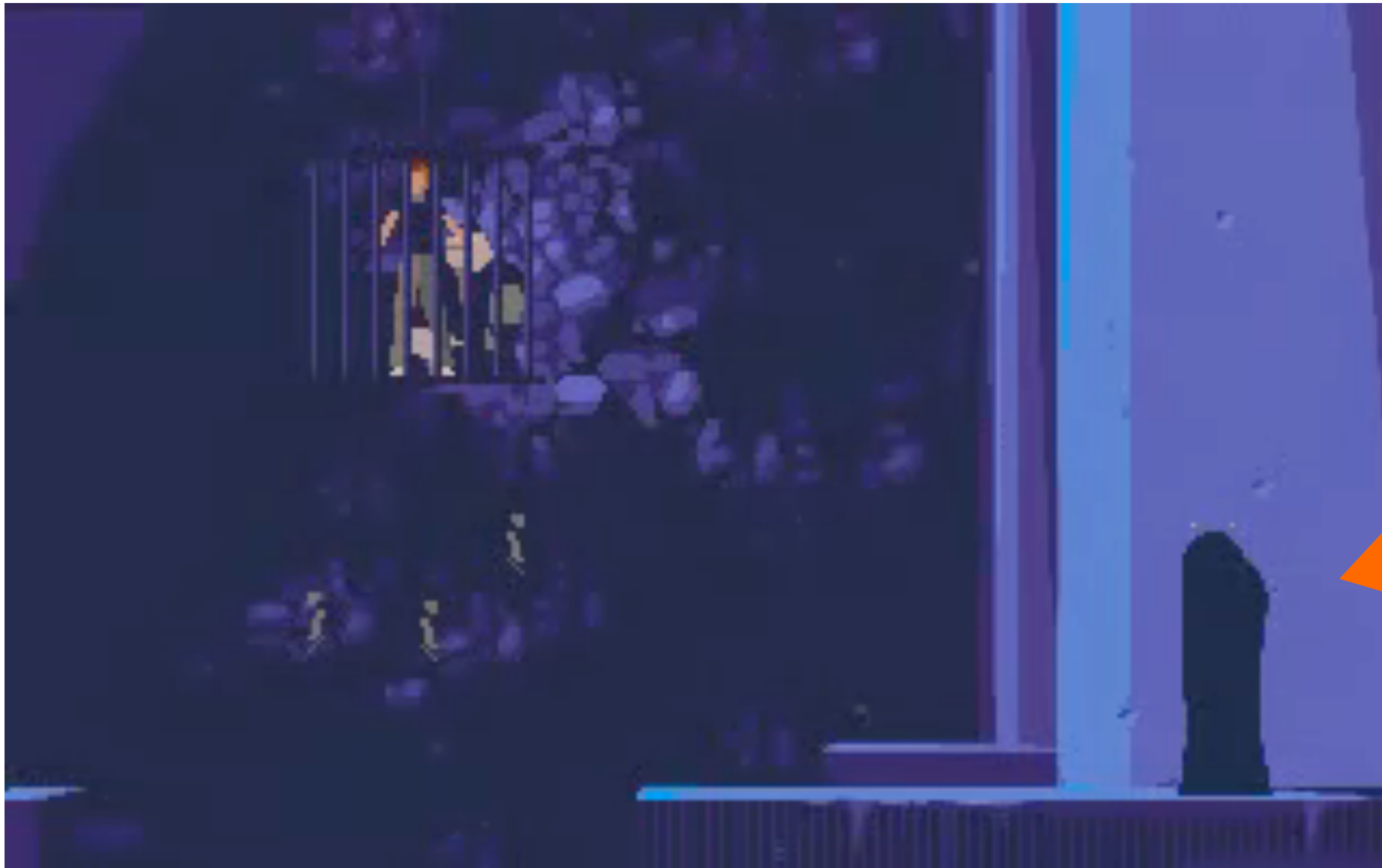
End of part 1



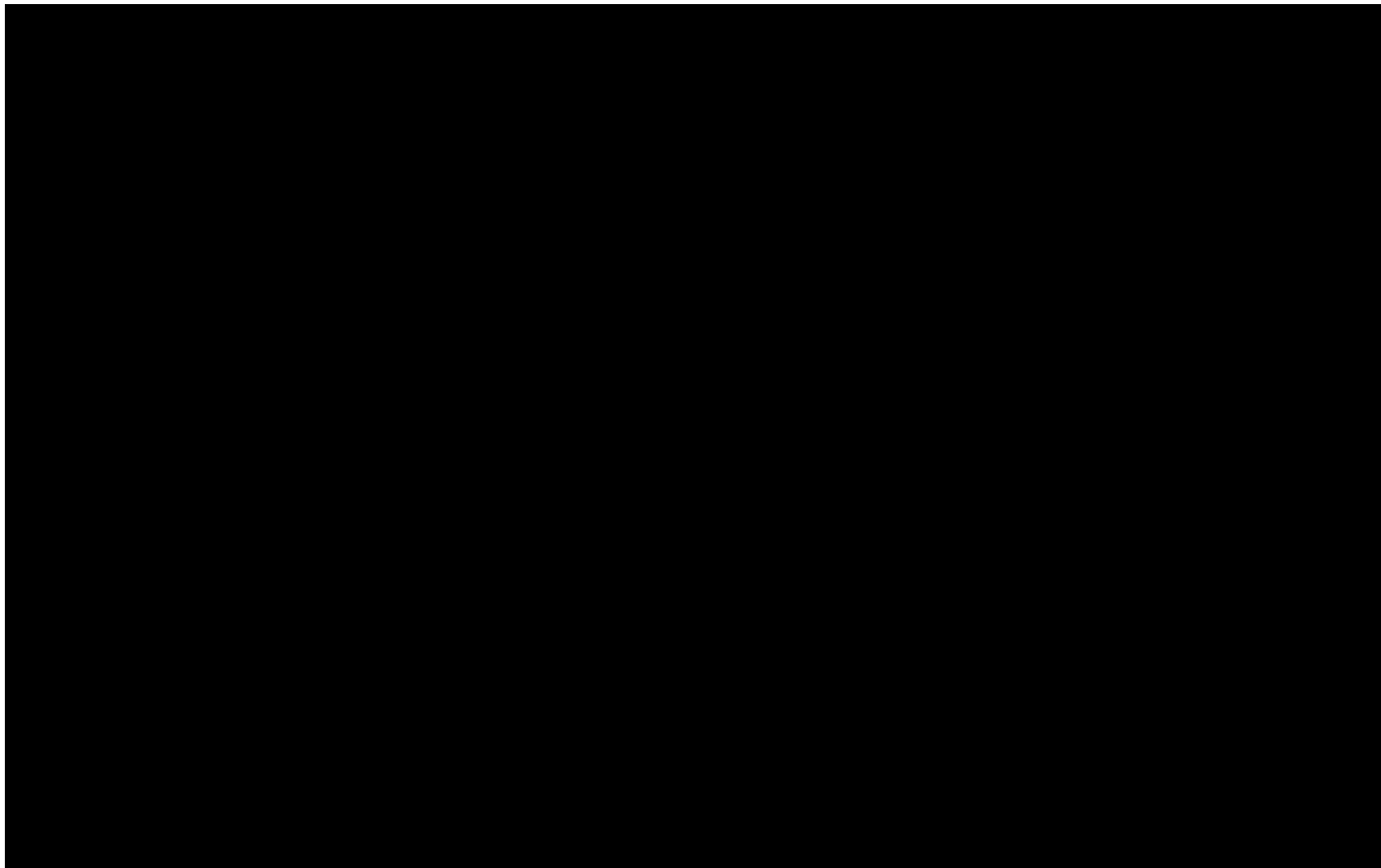
Part 2: Jail



Part 2: Jail



Friend



Friend



Introducing weapon

a core gameplay element

Introducing weapon

- Laser gun



Introducing weapon

- Shield

Introducing weapon

- Shield

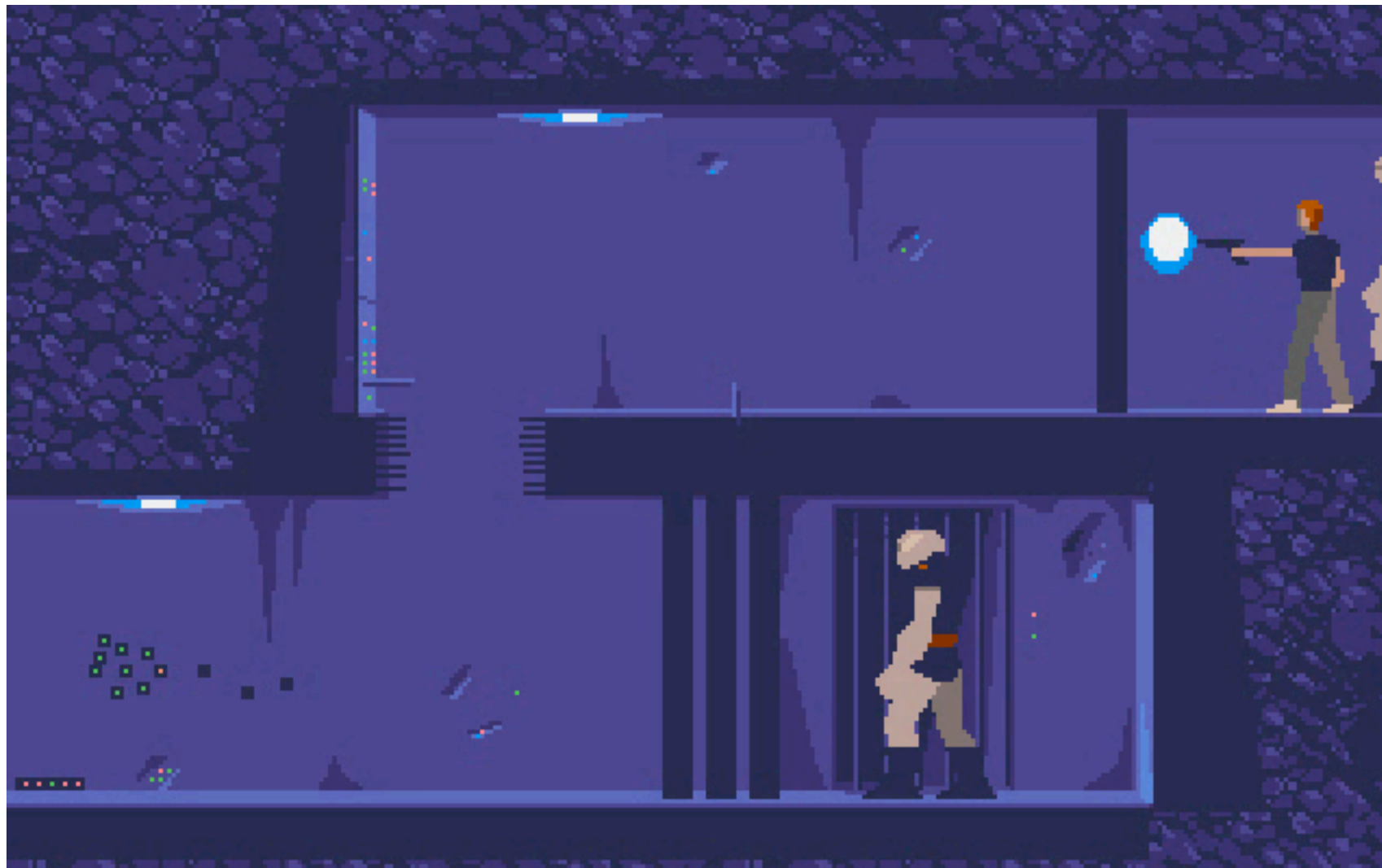


Introducing weapon

- Plasma ball

Introducing weapon

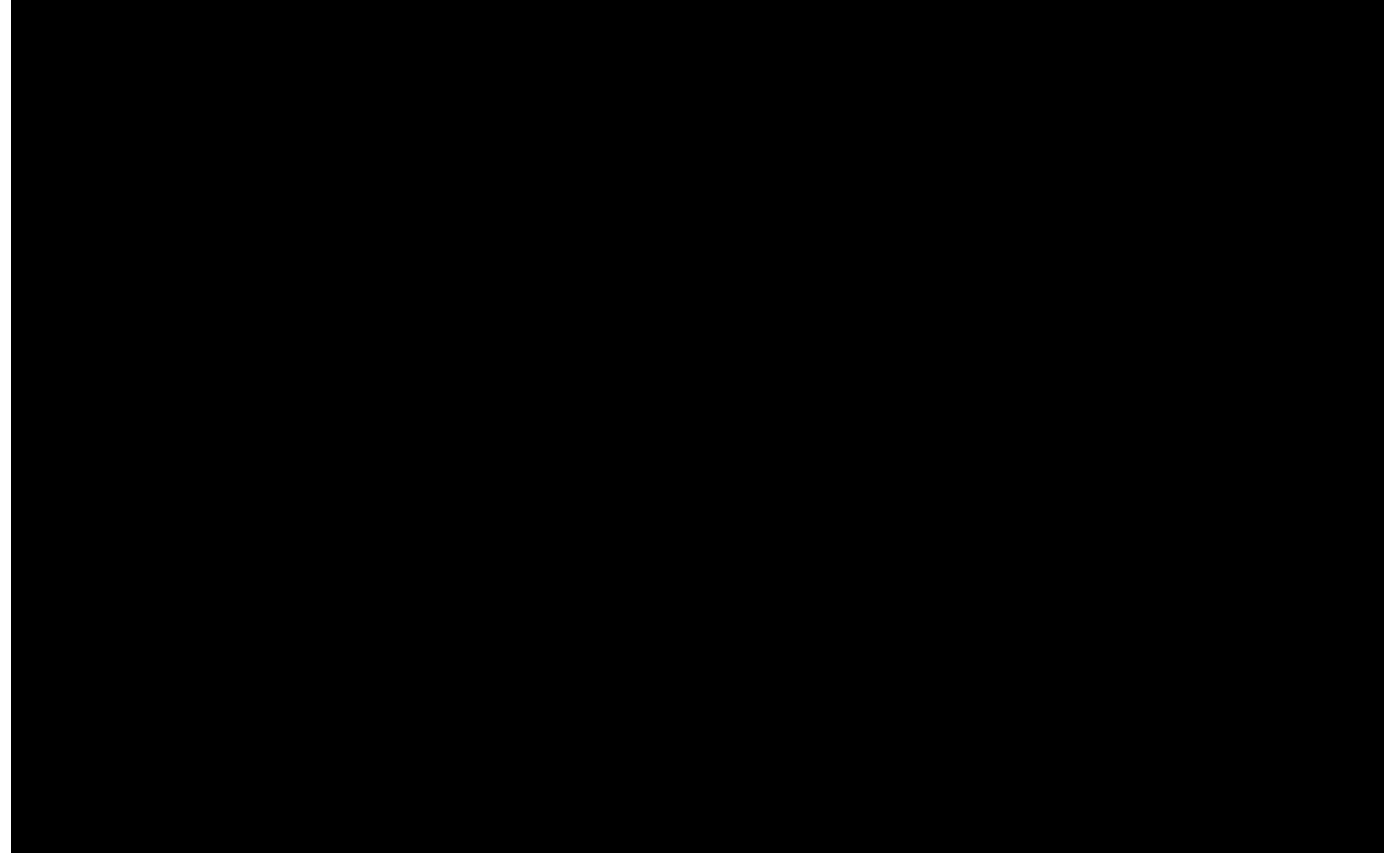
- Plasma ball



Teleporter



Teleporter



Friend



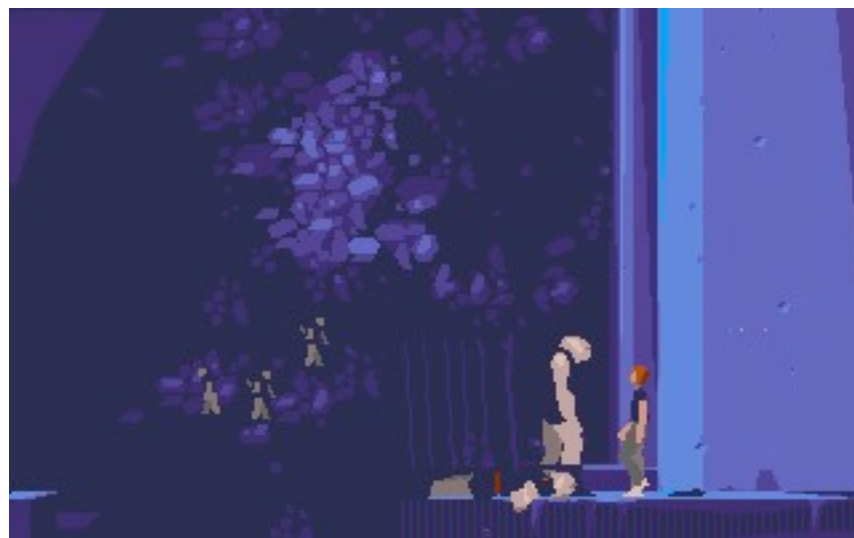
December 1990 (17 months)

- Only 1/3 of the game was done

December 1990 (17 months)

- Only 1/3 of the game was done

1990



December 1990 (17 months)

- Only 1/3 of the game was done

Less detail

1990



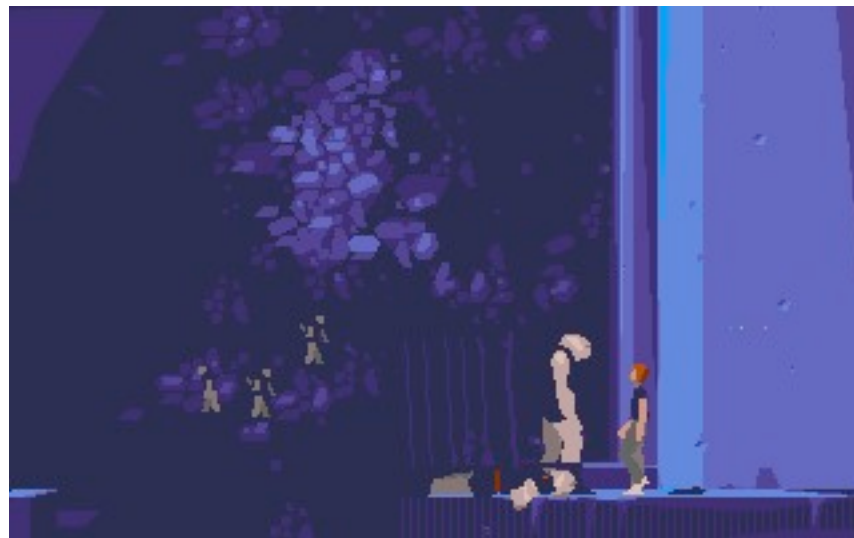
1991



December 1990 (17 months)

- Only 1/3 of the game was done

1990

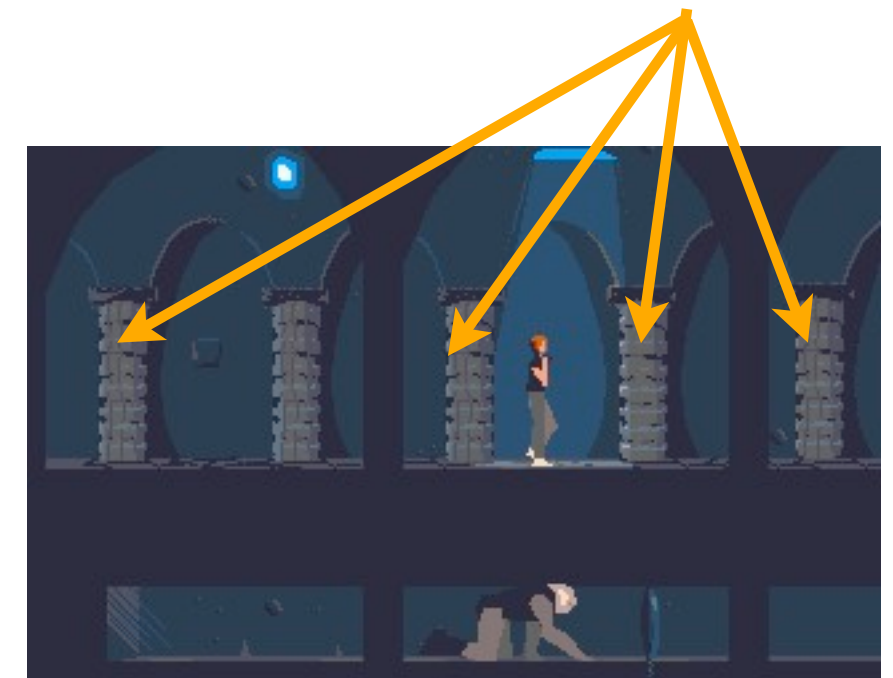


Less detail

1991

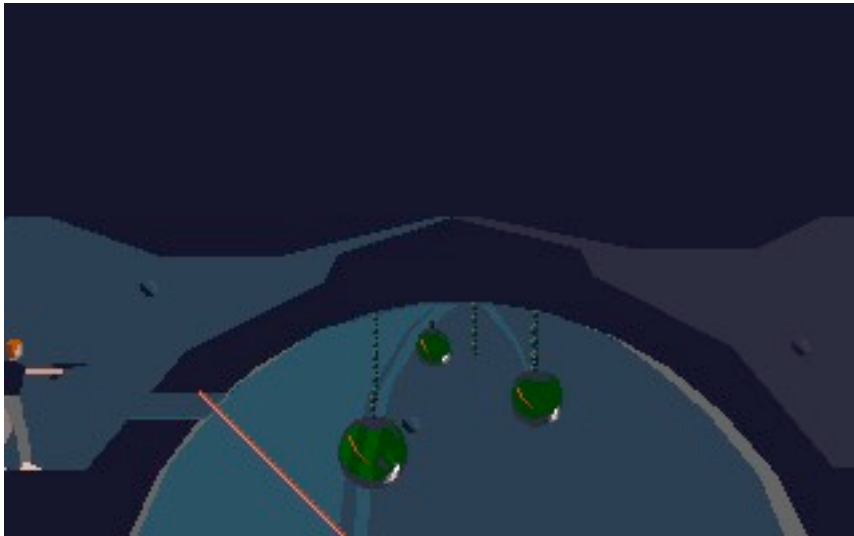


example of
graphic block



1991

- Focus on puzzling.



The friend became the center of the story.



Succession of twists with meetings and separations

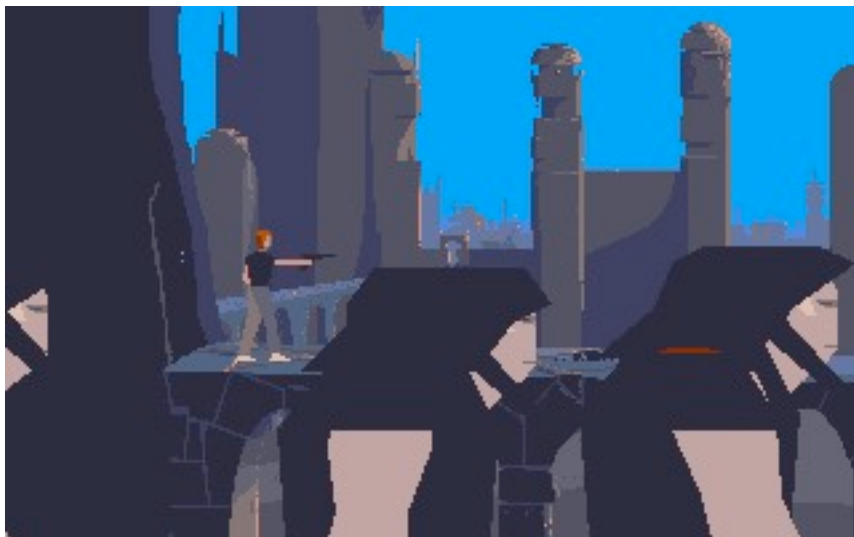
The friend became the center of the story.



Succession of twists with meetings and separations

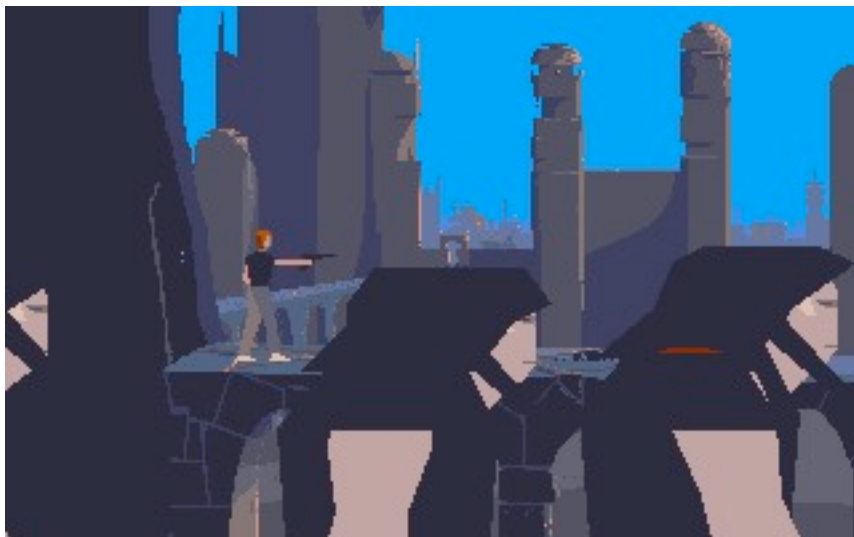
Playing with space

- foreground animations



Playing with space

- foreground animations

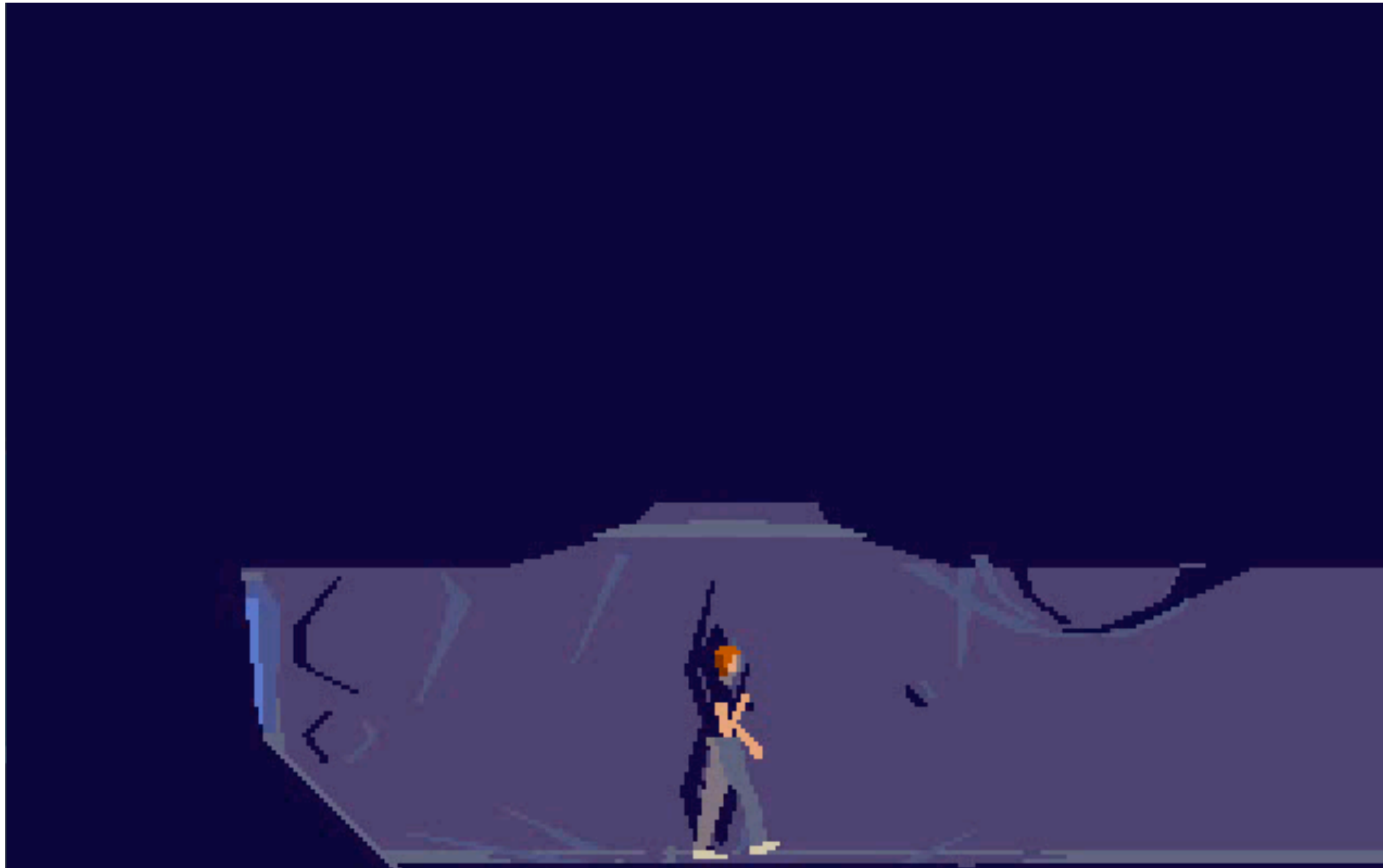


Playing with the pacing

Playing with the pacing

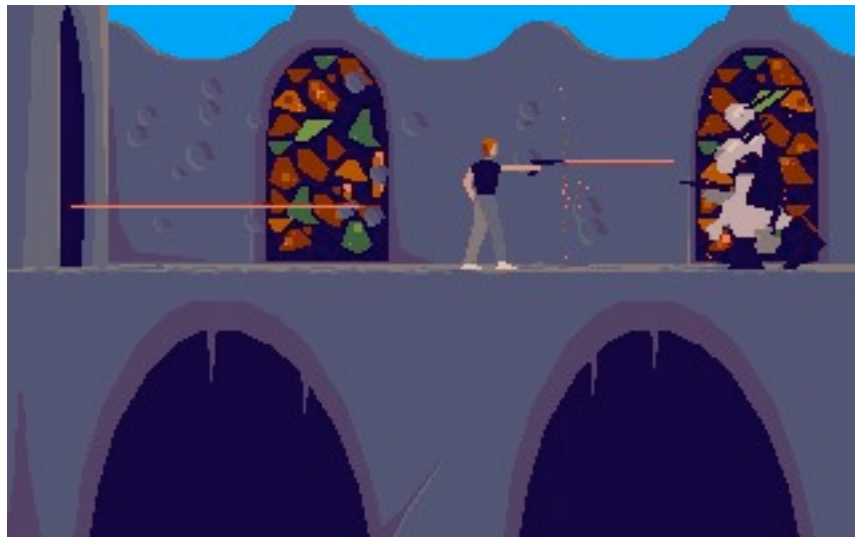


Playing with the pacing



Playing with the pacing

1



2



3



4



5



Playing with the pacing



Publishing

Publishing

Virgin Games?

Point & click

Point & click



Point & click



Publishing

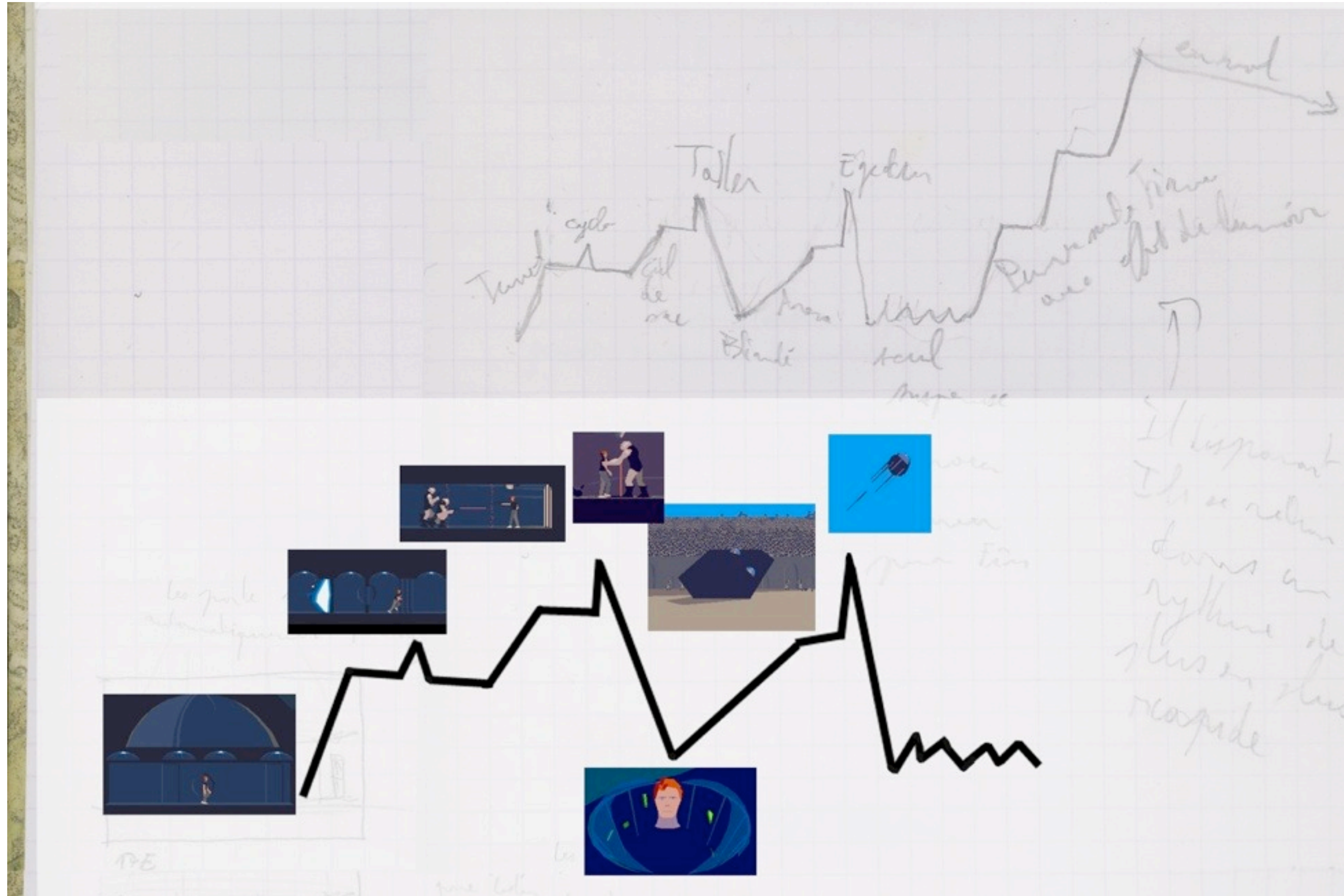
Delphine Software!

Full creative support

June 1991

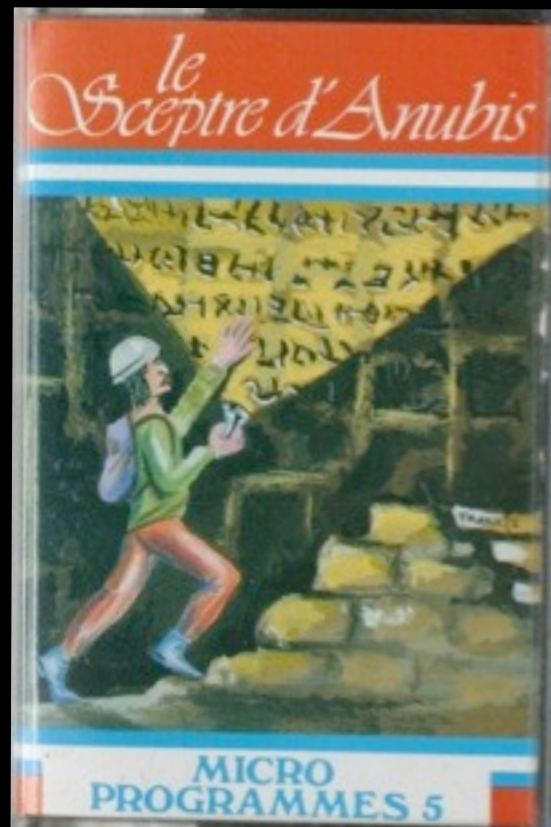
The game was not yet finished!
Time was running out.

how to finish the game?

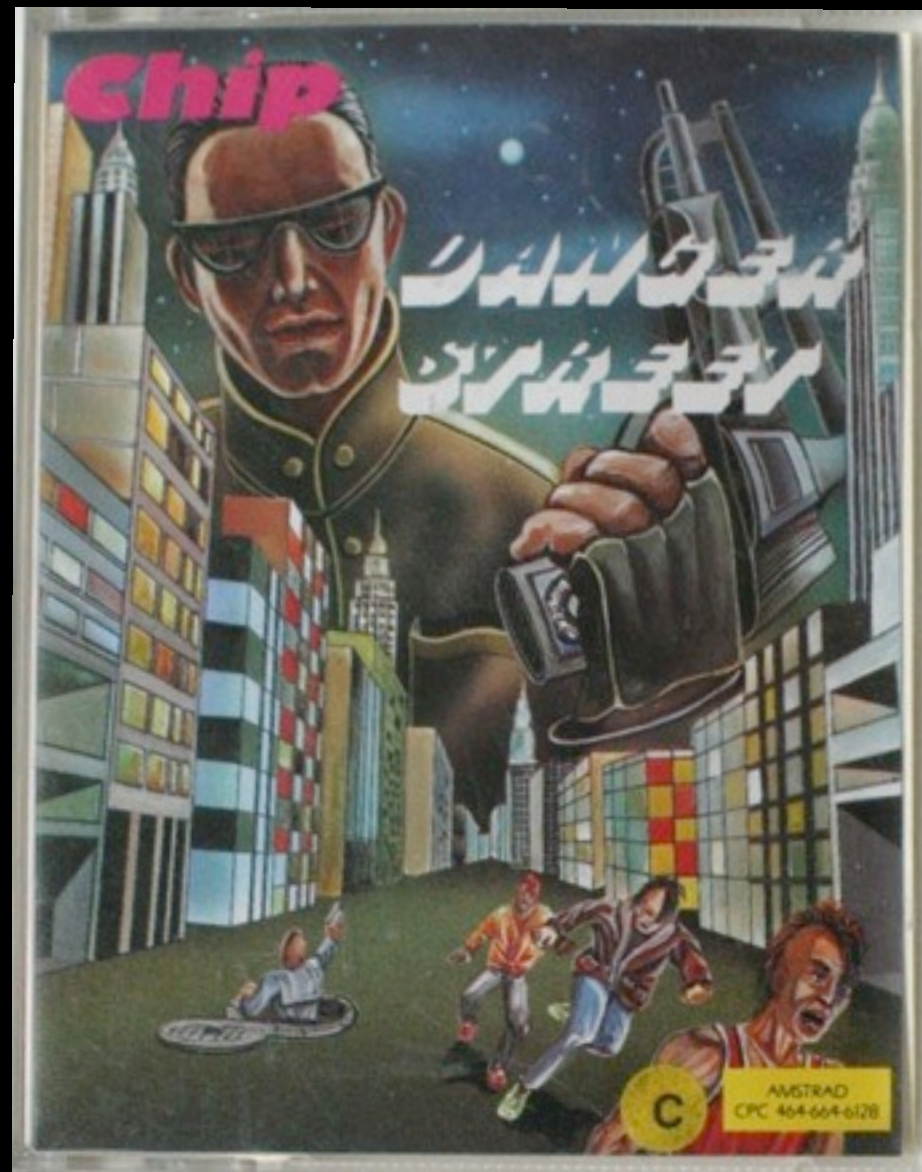
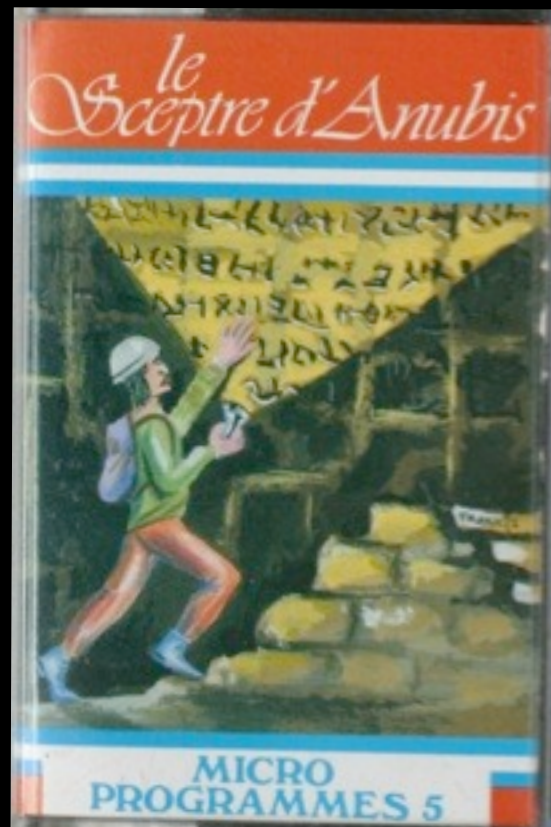


Cover illustration

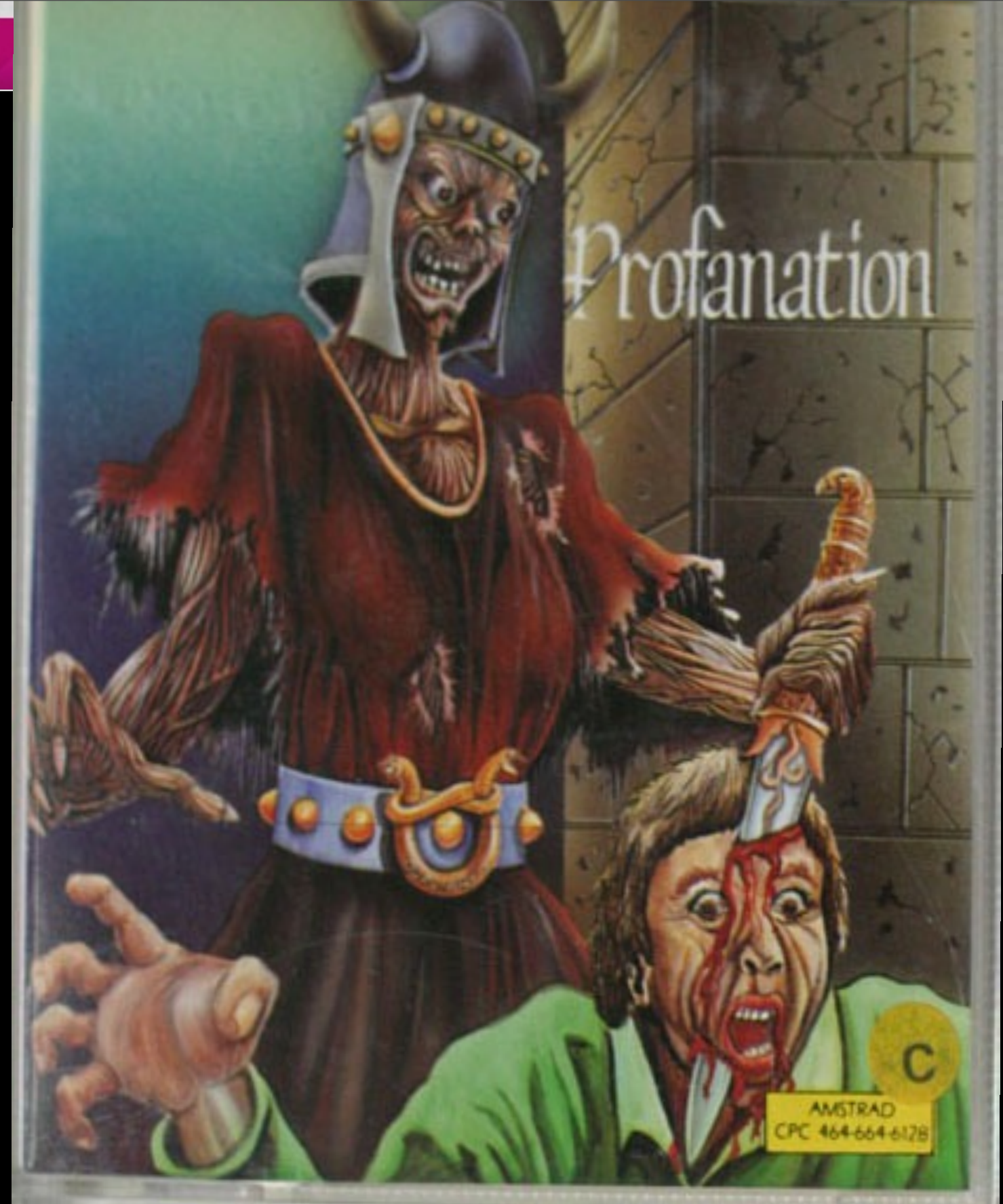
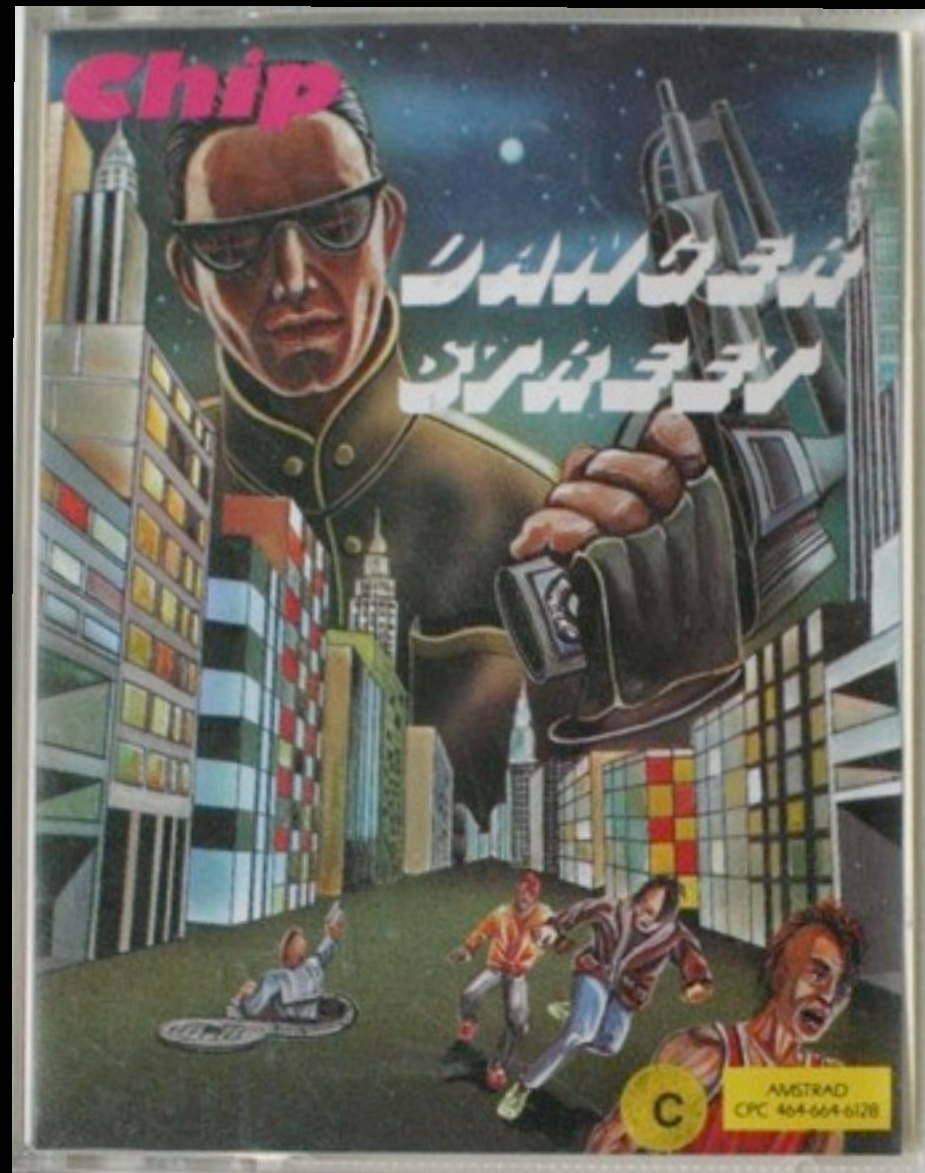
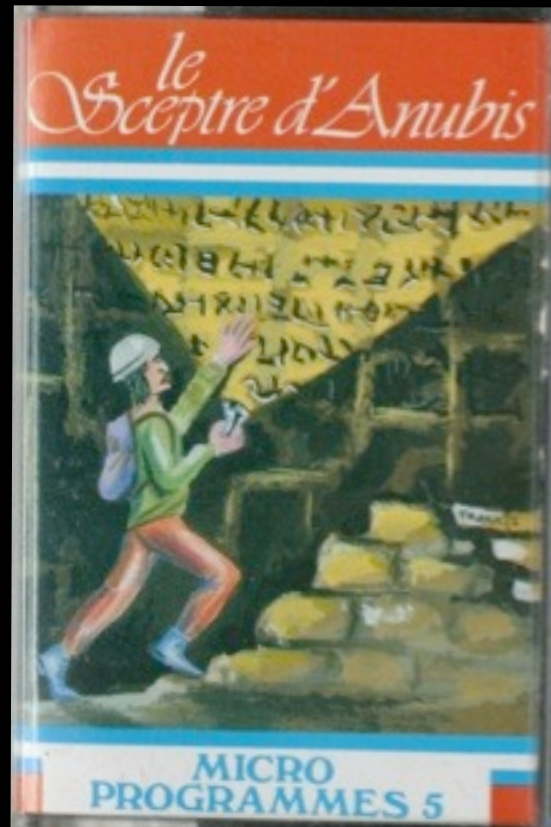
Cover illustration



Cover illustration



Cover illustration





Software Failure. Press left mouse button to continue.
Guru Meditation #81000005.00000676

Software Failure. Press left mouse button to continue.
Guru Meditation #81000005.00000676

PLAYTEST: MISSING!

Publishing: Console porting

- Interplay was in charge of publishing and porting the game to Super Nintendo & Sega Genesis

Publishing: Console porting

Issue with the music

«Keep the original intro music»

Software Failure. Press left mouse button to continue.
Guru Meditation #81000005.00000676

Software Failure. Press left mouse button to continue.
Guru Meditation #81000005.00000676

CENSORSHIP

Publishing: Console porting

- Censorship



Publishing: Console porting

- Censorship



Publishing: Console porting

- Censorship



