# ZombiU Creating an Undead Cult

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SAN FRANCISCO, CA
MARCH 25-29, 2013

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## Creating an Undead Cult

Gabrielle Shrager

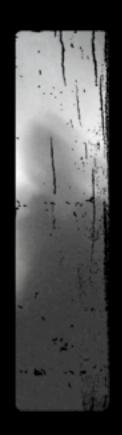
**Antony Johnston** 









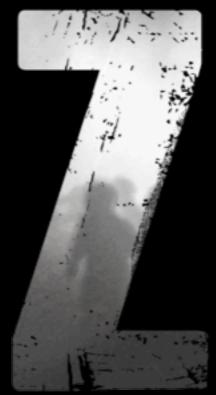




## ...in 25 minutes?!

Gabrielle Shrager

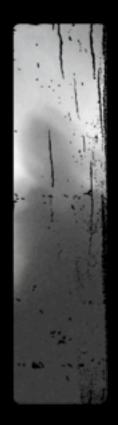
**Antony Johnston** 













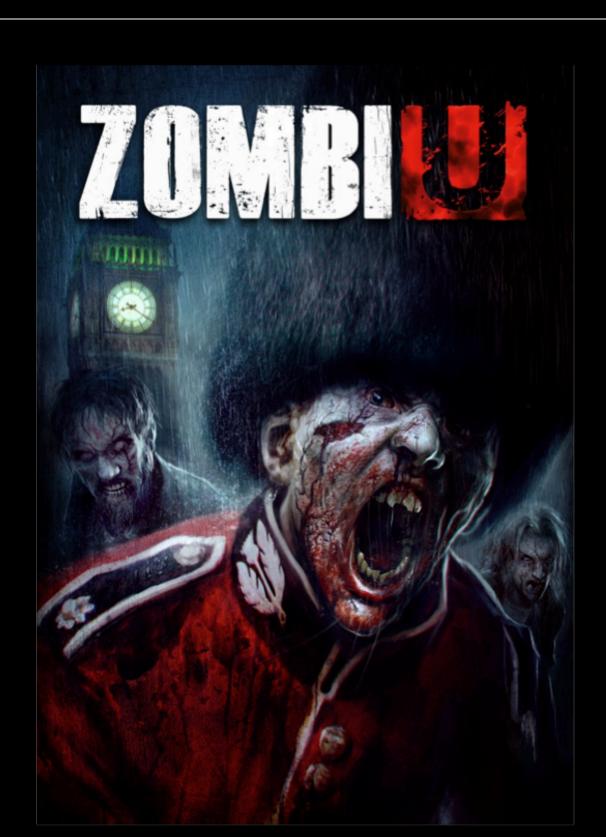
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#### Quiz of the Day: Who said...

"Believing you can drop a writer in at the end of a game project is akin to putting Neal Stephenson to work writing classified ad copy for your alternative weekly newspaper."

















































So far, so good... but we need something else...



How to Kill Players and Make Them Thank You For It



GDCONF.COM



Jon · 12 weeks ago

Rest in Peace, Oscar Marshall, my longest living survivor. When I bashed in your skull to get my guns back, I did so with great remorse and sadness, as you and I accomplished a lot. You will forever be remembered, kind sir.

Reply

#### MAN vs NATURE

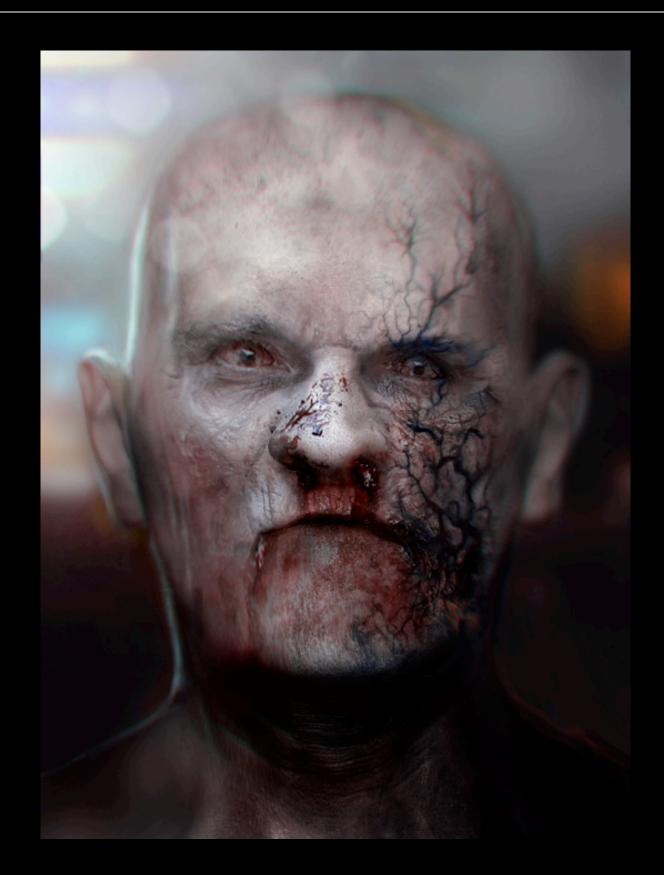
MAN vs MAN

MAN vs HIMSELF

# MAN vs NATURE Fight zombies

MAN vs MAN

MAN vs HIMSELF



#### MAN vs NATURE

Fight zombies

MAN vs MAN

Fight each other

MAN vs HIMSELF







#### MAN vs NATURE

Fight zombies

MAN vs MAN

Fight each other

MAN vs HIMSELF

Fight hopelessness







#### WithOut the Rule of Law















How can the player relate?

## No Player Character Lines

(The dreaded silent protagonist)









## YOU are the protagonist

Cutting out the middleman











## History!







# "An Englishman thinks a hundred miles is a long way;

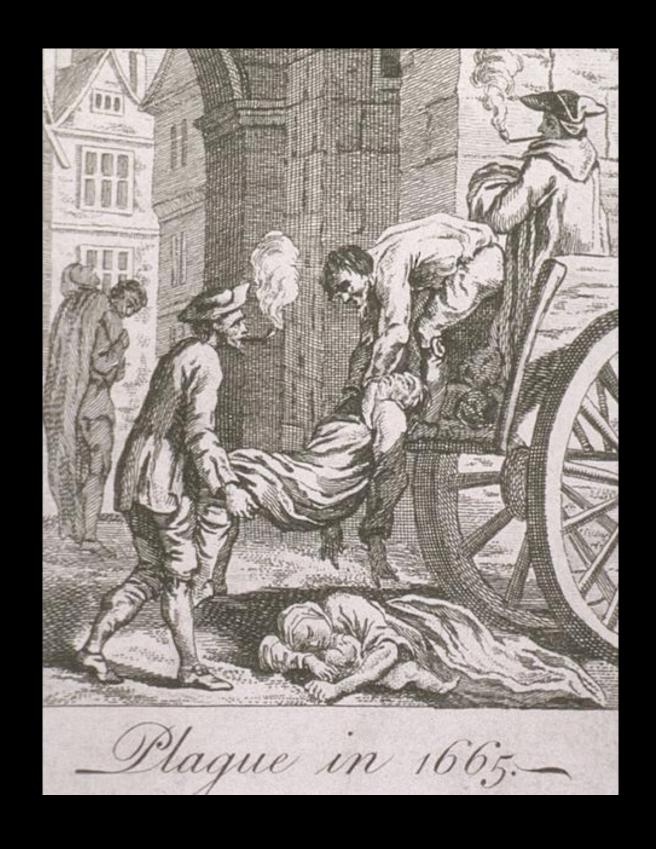
# An American thinks a hundred years is a long time."

— Diana Gabaldon, Drums of Autumn

**GAME NARRATIVE SUMMIT** 

MARCH 25-29, 2013

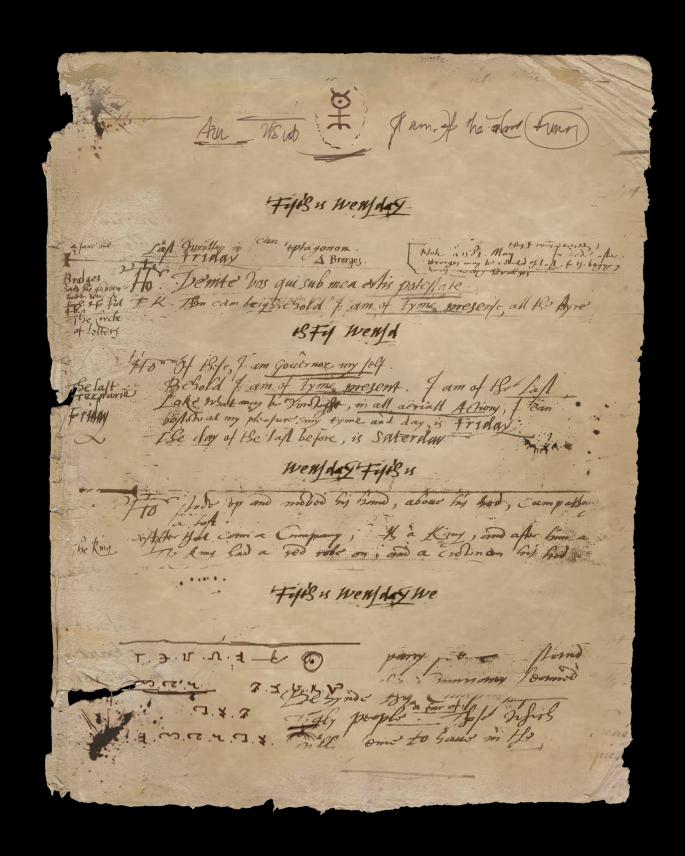








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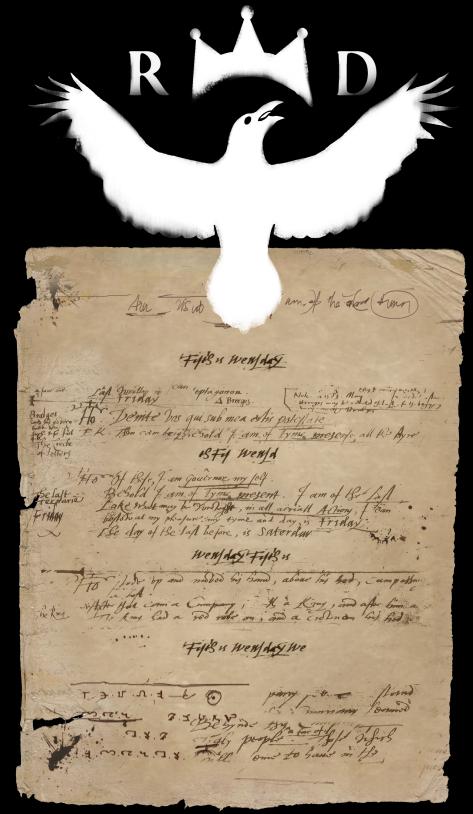


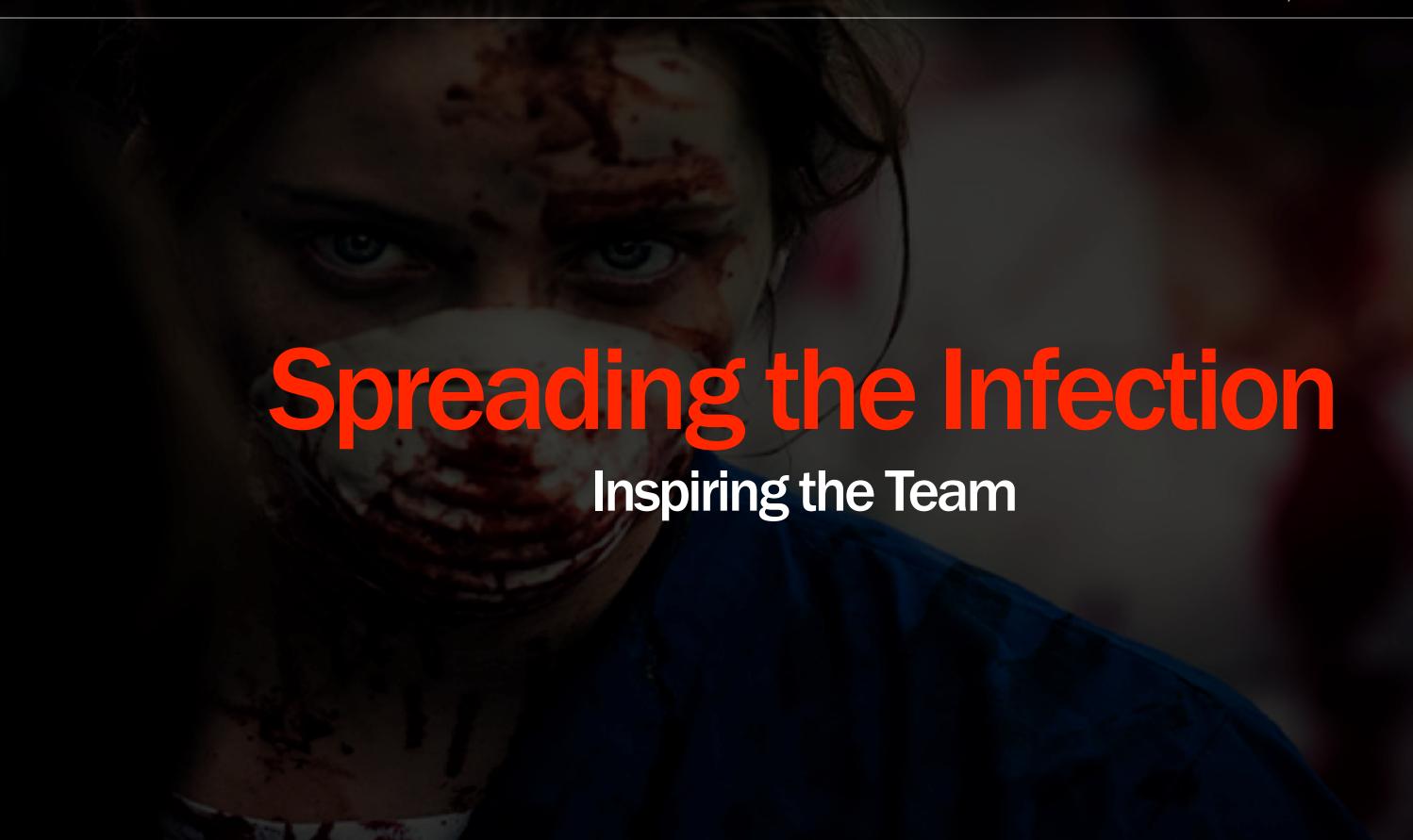












#### Not "IF", but...

# "HOW LONG will you survive?"







## Mythology



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## Marketing



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### Not "IF", but...

# "HOW LONG will you survive?"

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#### Marketing gets:

- Deep, involving story
- Novel mechanics
- Compelling setting

#### Dev team gets:

- Solid in-game systems
- Clearly defined goals
- Credible environments
- Strong new IP

GAME DEVELOPERS CONFERENCE® 2013











You've Been Lovely. We've Been:

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