

“Creating Immersive Narrative Games Without Big Budgets or Resources”

Georg Backer

Developer, Hotsauce Interactive

@georgbacker

www.hotsauceinteractive.co.uk

IMMERSIVE & NARRATIVE GAMES

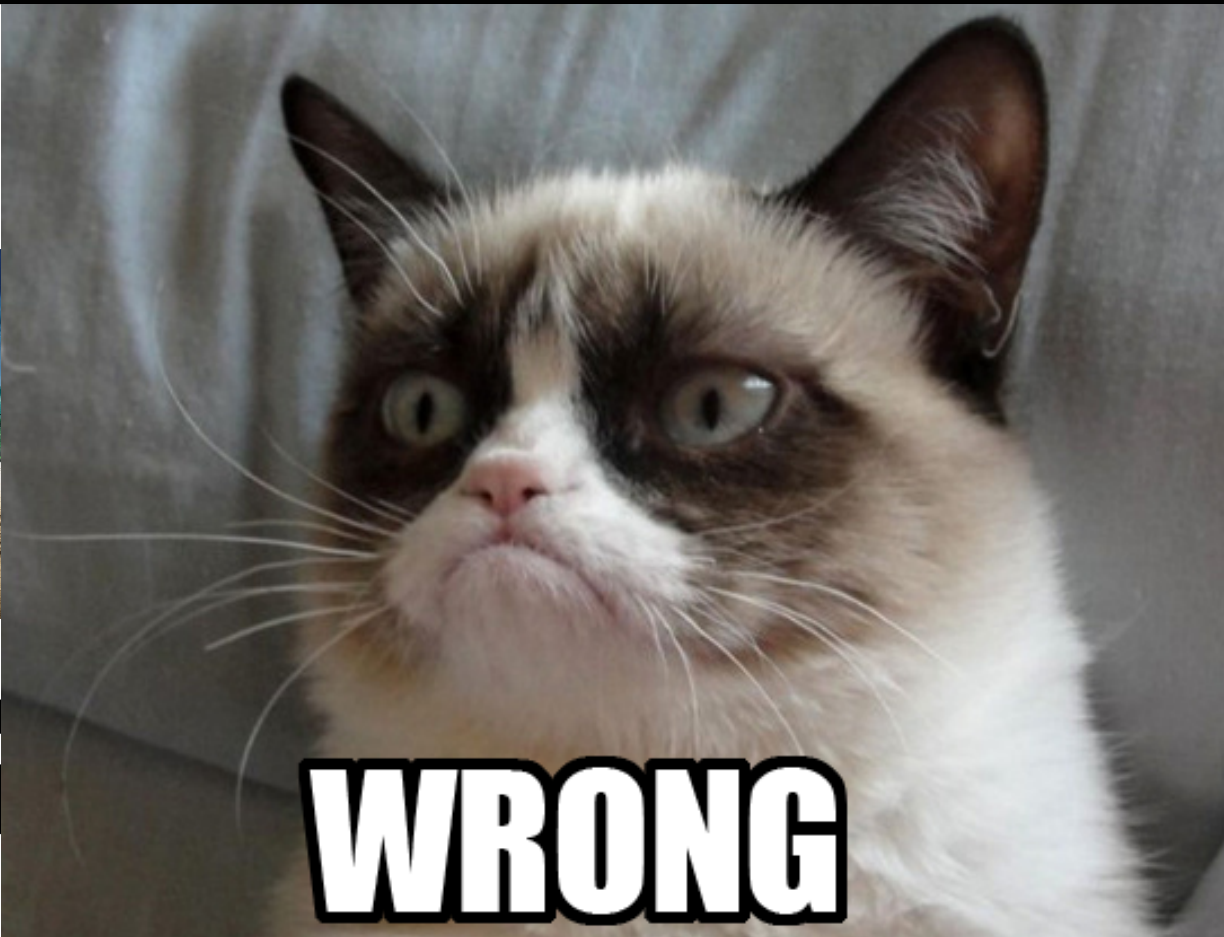


\$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$

IMME



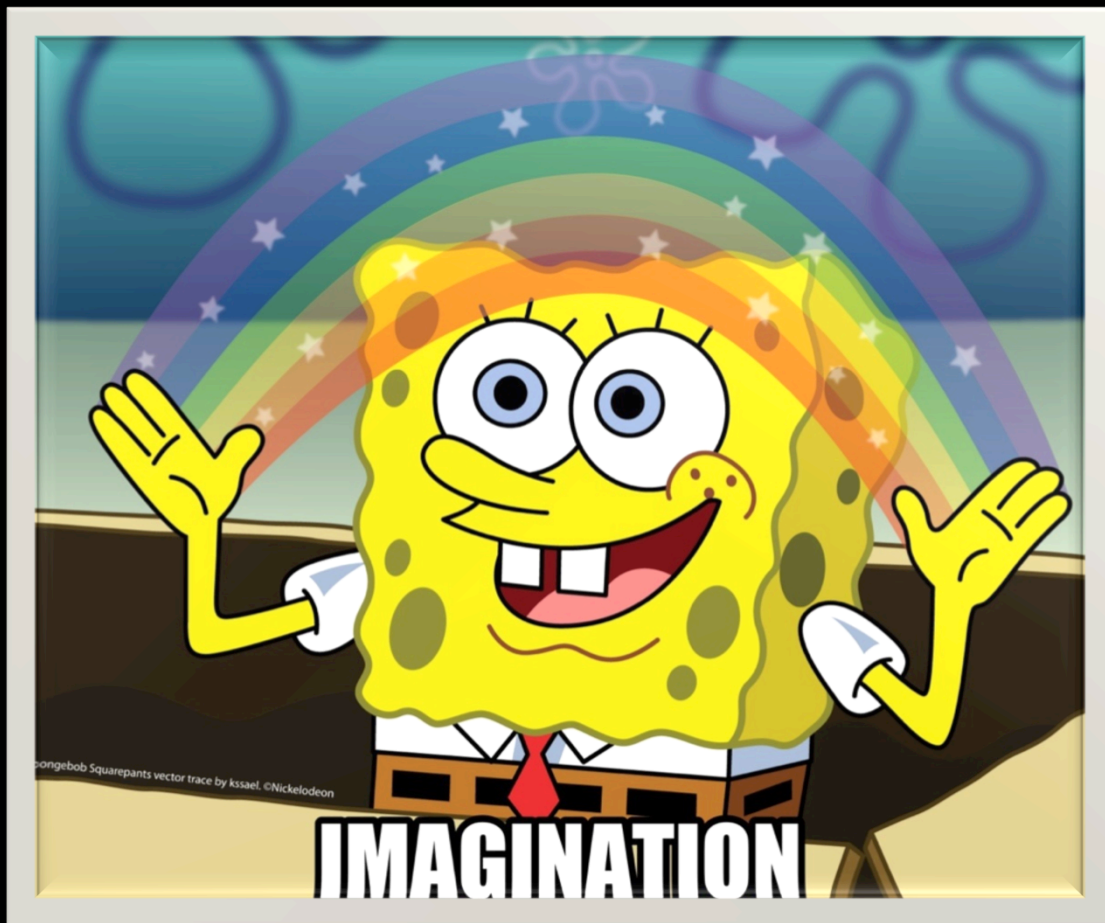
\$ \$



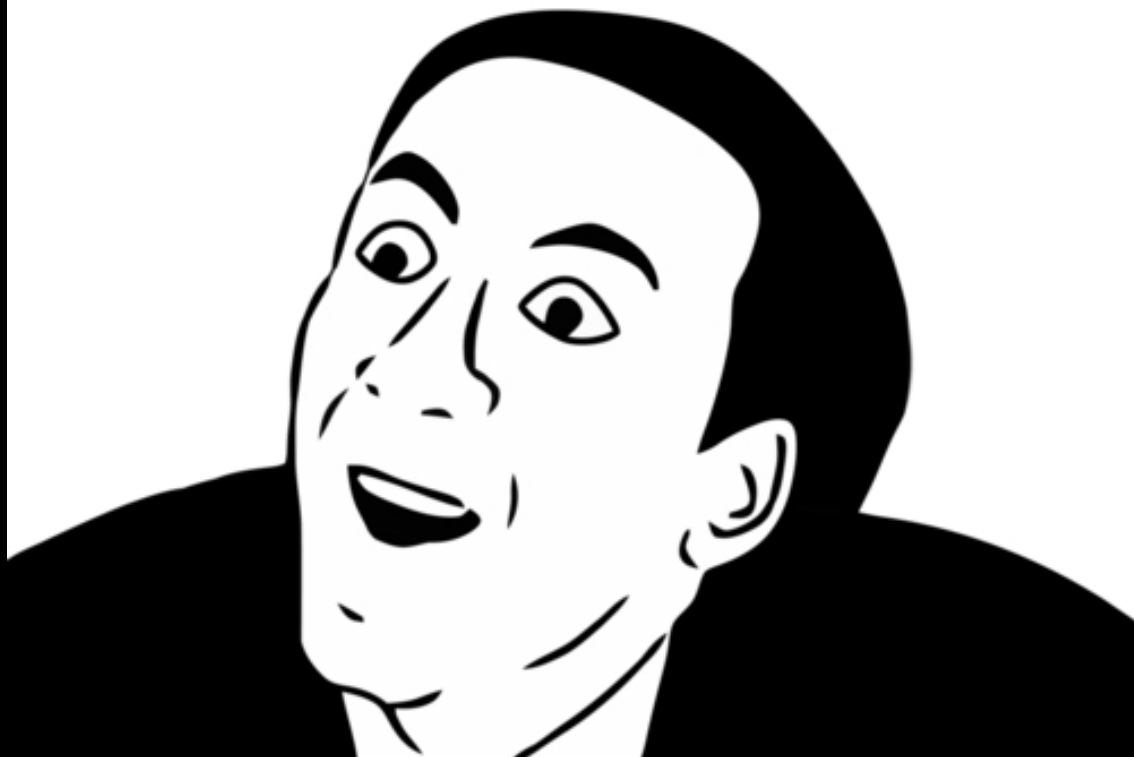
AMES

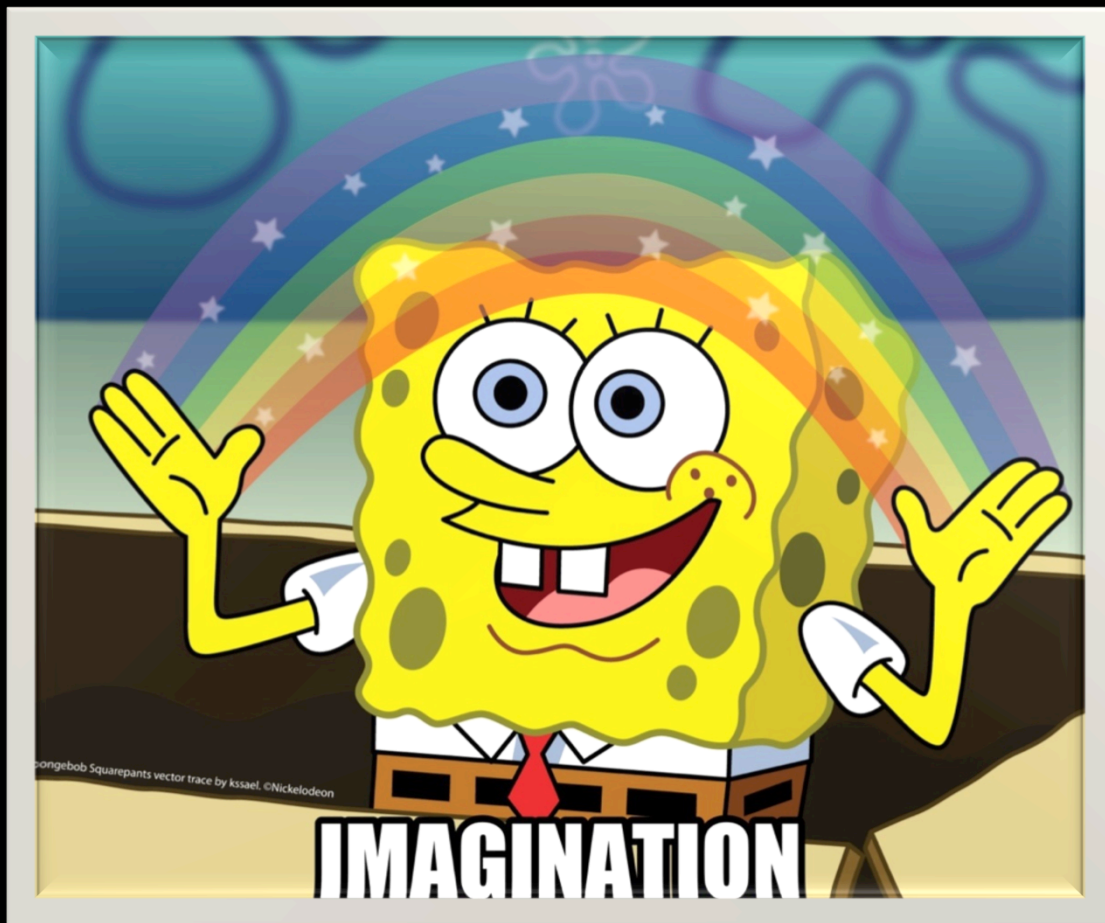


\$ \$



YOU DON'T SAY?





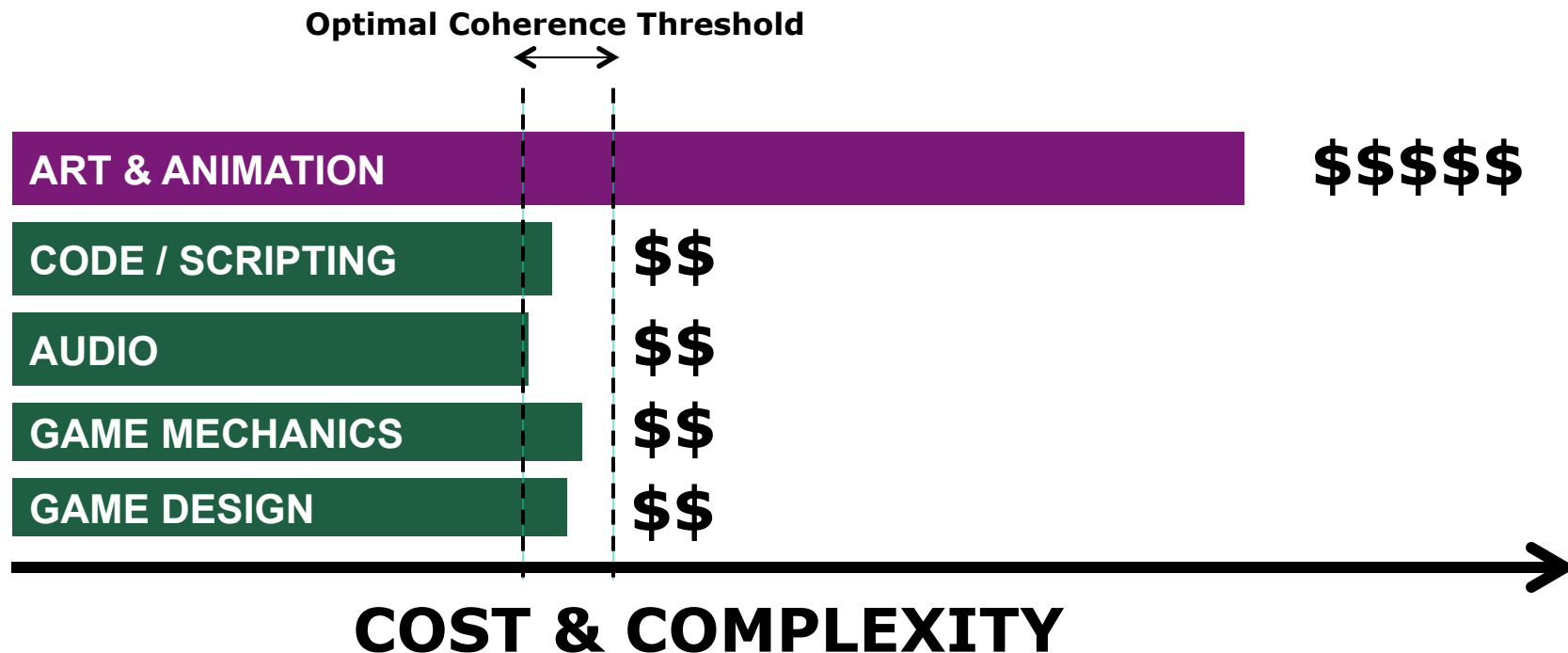
COHERENCE



COHERENCE



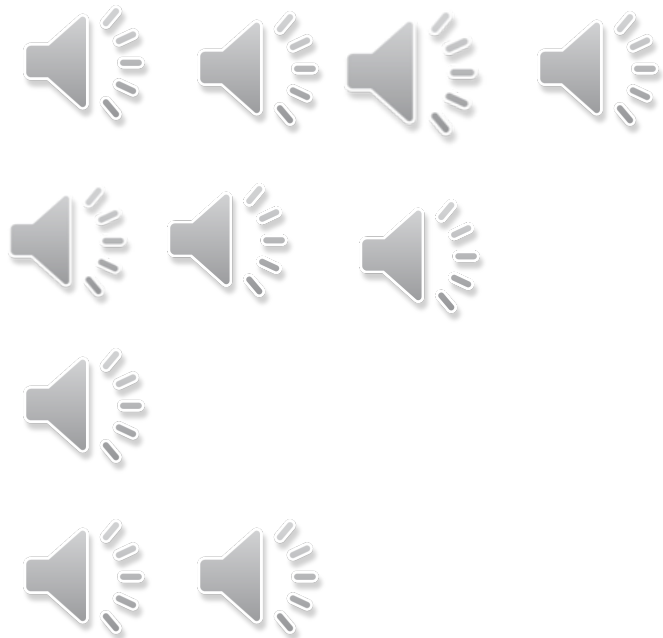
COHERENCE AND COST

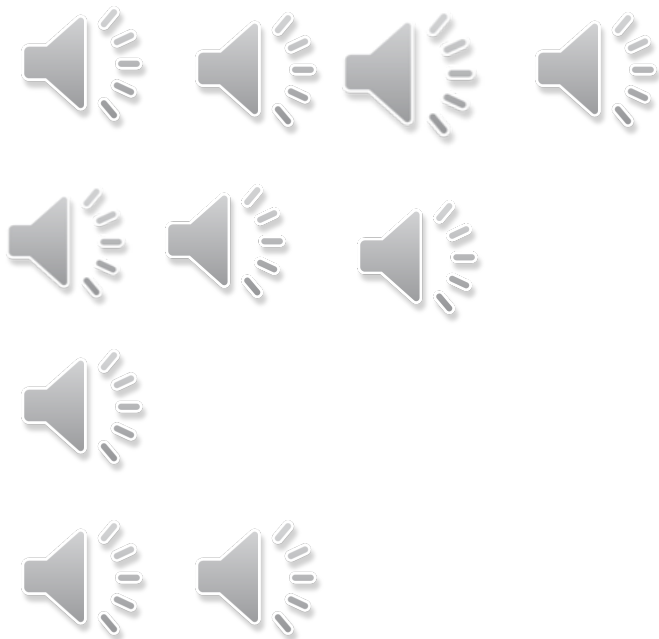


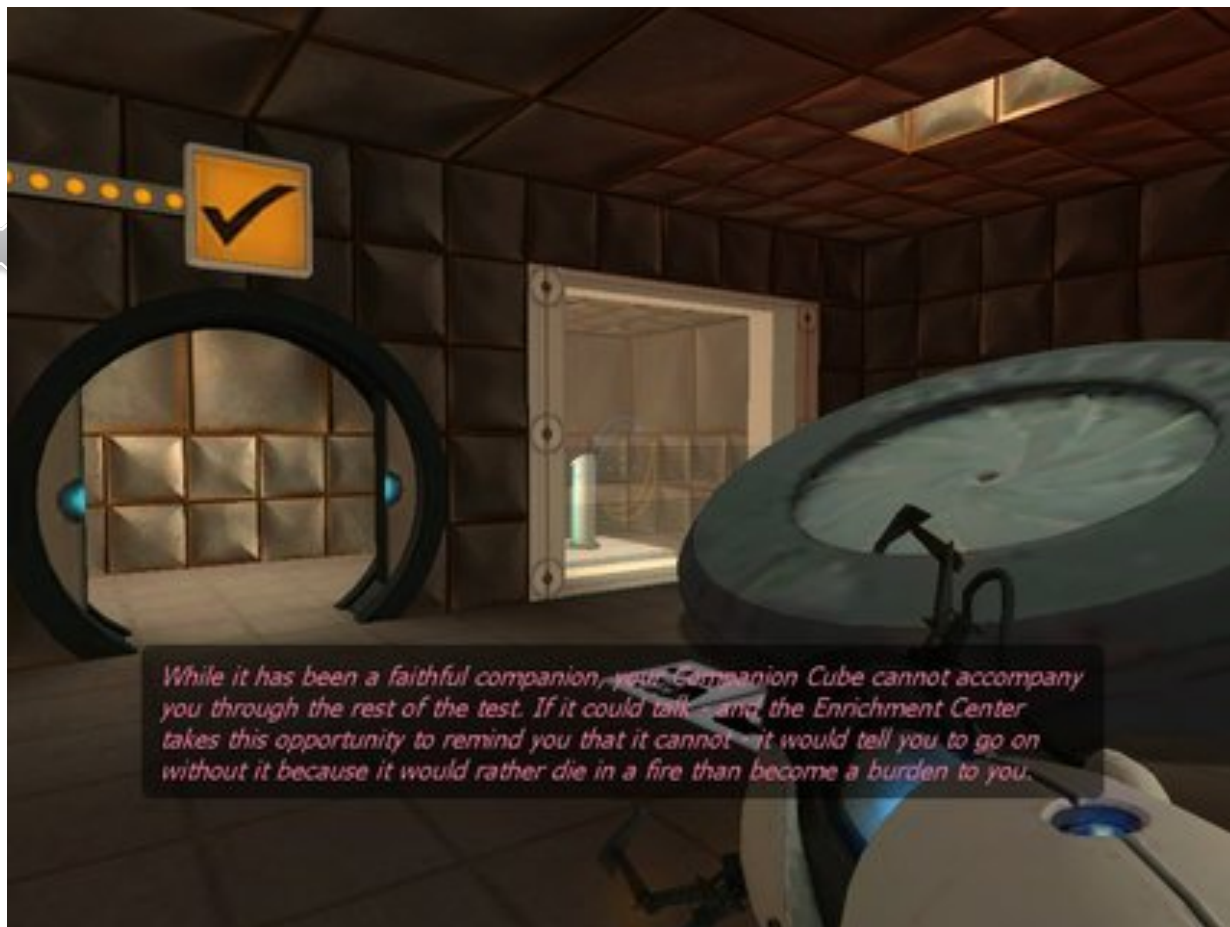
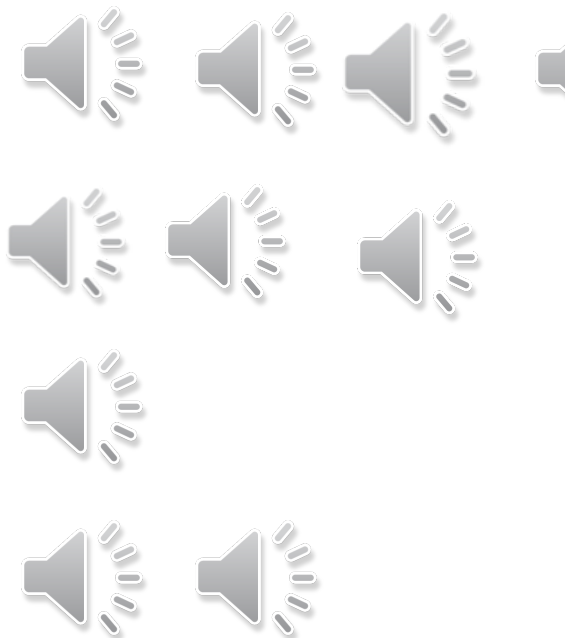
CHARACTERS



"Beyond: Two Souls", Quantic Dream









How to save the Companion Cube

by **manateeman1** • 4 years ago • 327,855 views



Portal: SAVING THE WEIGHTED COMPANION CUBE IN CHAMBER 17

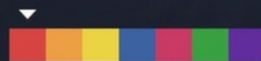
by **swordzzzzz** • 5 years ago • 149,338 views



Companion Cube

- About 20 lines of Dialogue
 - VO delivery = cheap
- Clever / Relevant Narrative Level Design
 - Game has levels anyway = hardly no extra cost
- “Simple” 3D Art
- First Person View
 - Already has a more personal “feel”

thomas was alone



A minimalist game about friendship & jumping
COMBINE their strengths
OVERCOME their weaknesses

As the water began to rise, Claire vowed to save this little rectangle, in as many restarts as it took.



This would not do. John needed room to show off his exceptional skills. As it was, he was trapped, on the wrong side of these little dot things.

a game by
mike bithell

“It's also a triumph of narrative's ability to convincingly superimpose human qualities onto nonhuman objects, telling the audience what's what (who's what?) and letting the imagination take over. It proves that you don't need tens of millions of dollars and hundreds of staff to make a game story worth telling, just a good hook, an engaging vision, and a whole lot of heart.”

-- Destructoid Review



THOMAS WAS ALONE



thomas was alone

lubidul @ tumblr





fresh-pixel.blogspot.com

Thomas was alone

- Beautifully COHERENT (but not expensive)
 - VO delivery = cheap
- 3rd Person Perspective
- Used free engine (Unity3D free version)
- Used indiegogo to raise \$2,500
- Mike (creator) , David (music), Danny (VO) and friends

WWW.GRY-ONLINE.PL

HULL   2

SHIELDS  16  7  5

EVASD 0 
OXYGEN 75 

WARNING!
SHIELDS CRITICAL

FTL Drive

JUMP

PILOT
ENGINE

STORE

Improve the Kestral

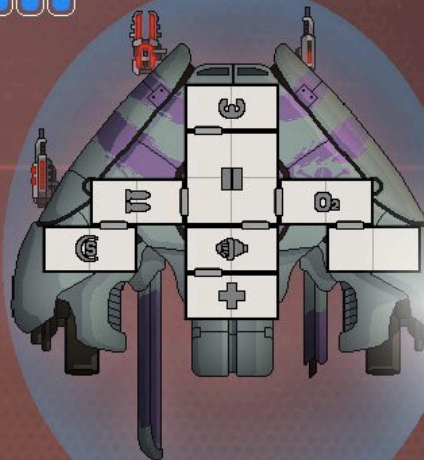
UPGRADES

WARNING!
ENGINES CRITICAL



TARGET

HULL 
SHIELDS 
Class: Truffle Wreckage
Relationship: Hostile







Weapons
Burst Laser II 1  **Artemis** 2  **Fire Beam** 3  **S. Bomb** 4 

WEAPONS

AUTOFIRE


SUBSYSTEMS 

Faster-Than-Light

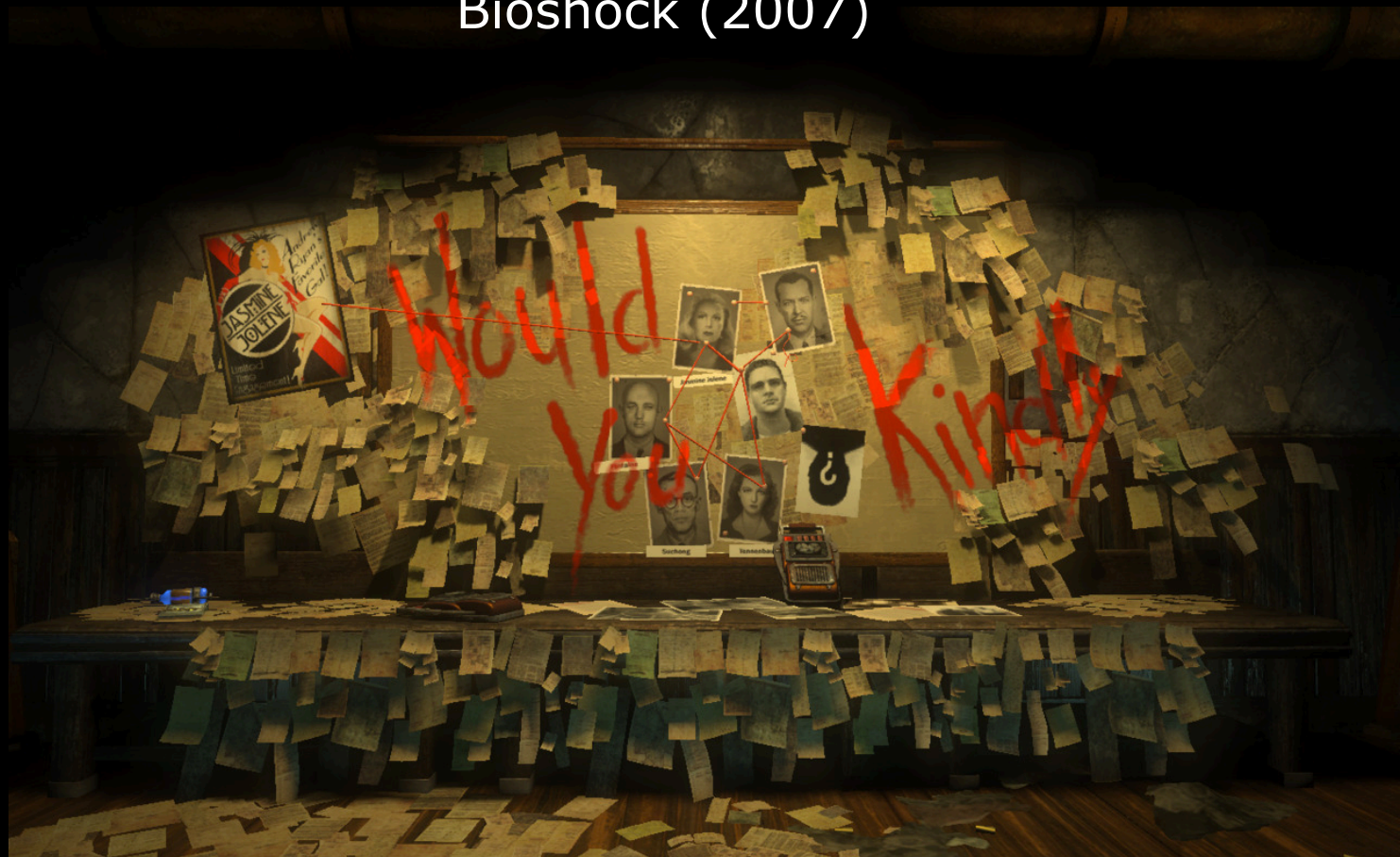
- Common Culture Knowledge
 - Think WW, Fairytales, Cultural References
- Clever Game View
- Simple but effective Story Arc
- Kickstarter: Wanted \$10,000. Got over \$200K.

POWERFUL MOMENTS



System Shock 2 (1999)

Bioshock (2007)



Summary

- Player's imagination = your best friend (saves money)
- Coherent experiences matter the most
- Create powerful level design still moments from systems / assets that you already have / need
- Most powerful moments = player's interaction
- Tools are not a problem any more



THE END
THANK YOU!

@georgbacker

georg.backer@hotsaucetv.co.uk

www.hotsauceinteractive.co.uk