



BROKEN AGE

Rethinking a Classic Genre for a Modern Era


GDC Next 2013

The Situation

LIVE **DOUBLE FINE ADVENTURE** Broadcast started 1 hour ago

Double Fine Adventure!

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87,138
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\$3,335,265
PLEADED OF \$400,000 GOAL
0
SECONDS TO GO

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I'm sorry to do this to you
little fella, but it's for the
future of the whole planet.



Walk to

GIVE PICK UP USE
OPEN LOOK AT PUSH
CLOSE TALK TO PULL







Look at helium surgical glove

Give	Pick up	Use	↑				
Open	Look at	Push					
Close	Talk to	Pull					



Walk to

Push

Pull

Give

money (90 Marks)

old book

manual

Open

Close

Look

Walk to

Pick up

What is

Use

Turn on

Turn off

small key

whip

pass

Talk

Travel

To Henry





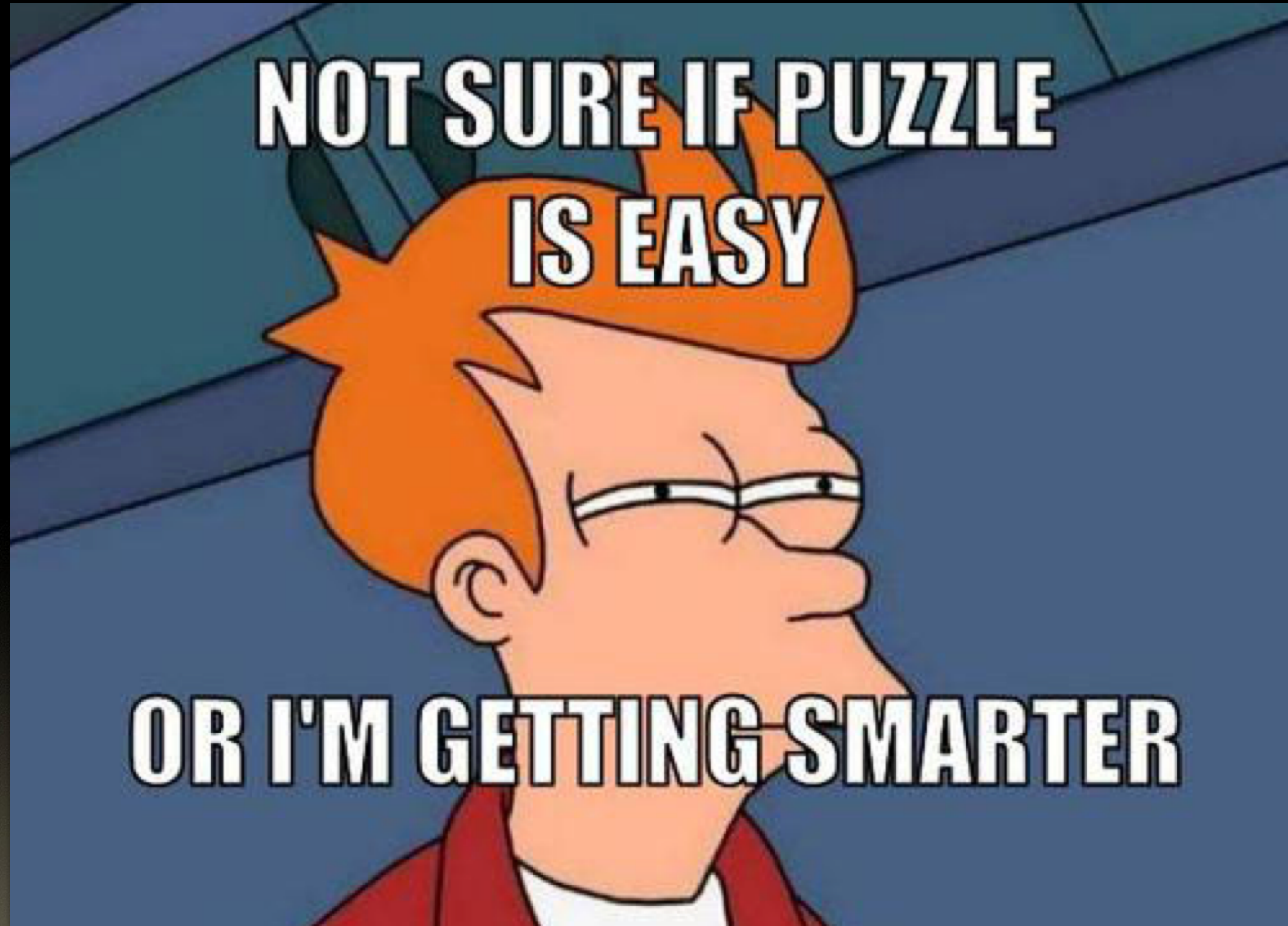






**NOT SURE IF PUZZLE
IS EASY**

OR I'M GETTING SMARTER



“Good Puzzle” theory:



“Good Puzzle” theory:

- **A clear obstacle**



“Good Puzzle” theory:

- **A clear obstacle**
- **A clear motivation**



“Good Puzzle” theory:

- **A clear obstacle**
- **A clear motivation**
- **Responses for failed solutions, with hints**



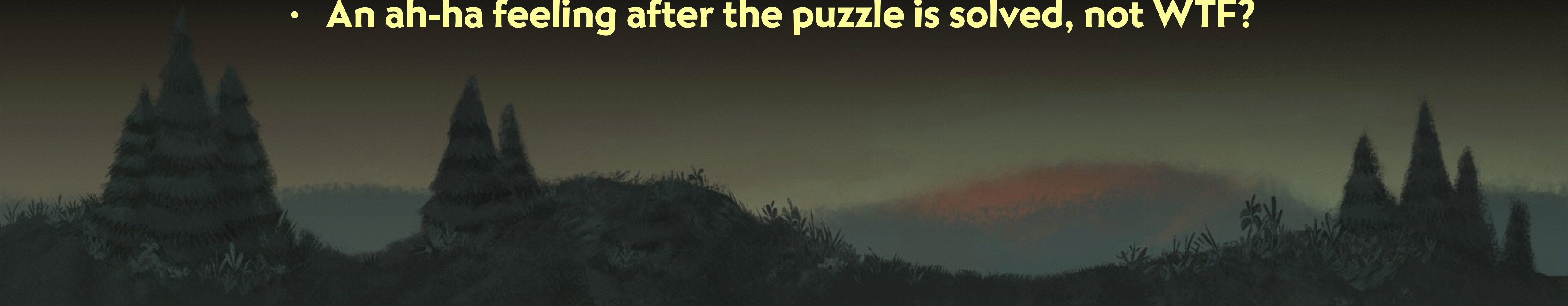
“Good Puzzle” theory:

- **A clear obstacle**
- **A clear motivation**
- **Responses for failed solutions, with hints**
- **Rewards for getting close**



“Good Puzzle” theory:

- **A clear obstacle**
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- **Rewards for getting close**
- **An ah-ha feeling after the puzzle is solved, not WTF?**



“Good Puzzle” theory:

- **A clear obstacle**
- **A clear motivation**
- **Responses for failed solutions, with hints**
- **Rewards for getting close**
- **An ah-ha feeling after the puzzle is solved, not WTF?**
- **An appreciation for the puzzle in retrospect that makes you tell people about it**





1. Point where obstacle is discovered



- 1. Point where obstacle is discovered**
- 2. Point where solution is realized**



- 1. Point where obstacle is discovered**
- 2. Point where solution is realized**
- 3. Point where solution is executed**



What We Got Rid Of



What We Got Rid Of

But we simplified the interface. Why?





Walk to

Push

Pull

Give

key

chainsaw

Open

Close

Read

Walk to

Pick up

What is

Unlock

New kid

Use

flashlight

cheese

Turn on

Turn off

Fix



Walk to

Give	Pick up	Use					
Open	Look at	Push					
Close	Talk to	Pull					







Walk to

Use

Use

Use



Use

Use

Use



Use

Use

Use









Hi my name is Lee Petty and I love adventure games.



Hi my name is Lee Petty and I love adventure games.

Why do I love adventure games?



Hi my name is Lee Petty and I love adventure games.

Why do I love adventure games?



Hi my name is Lee Petty and I love adventure games.

Why do I love adventure games?



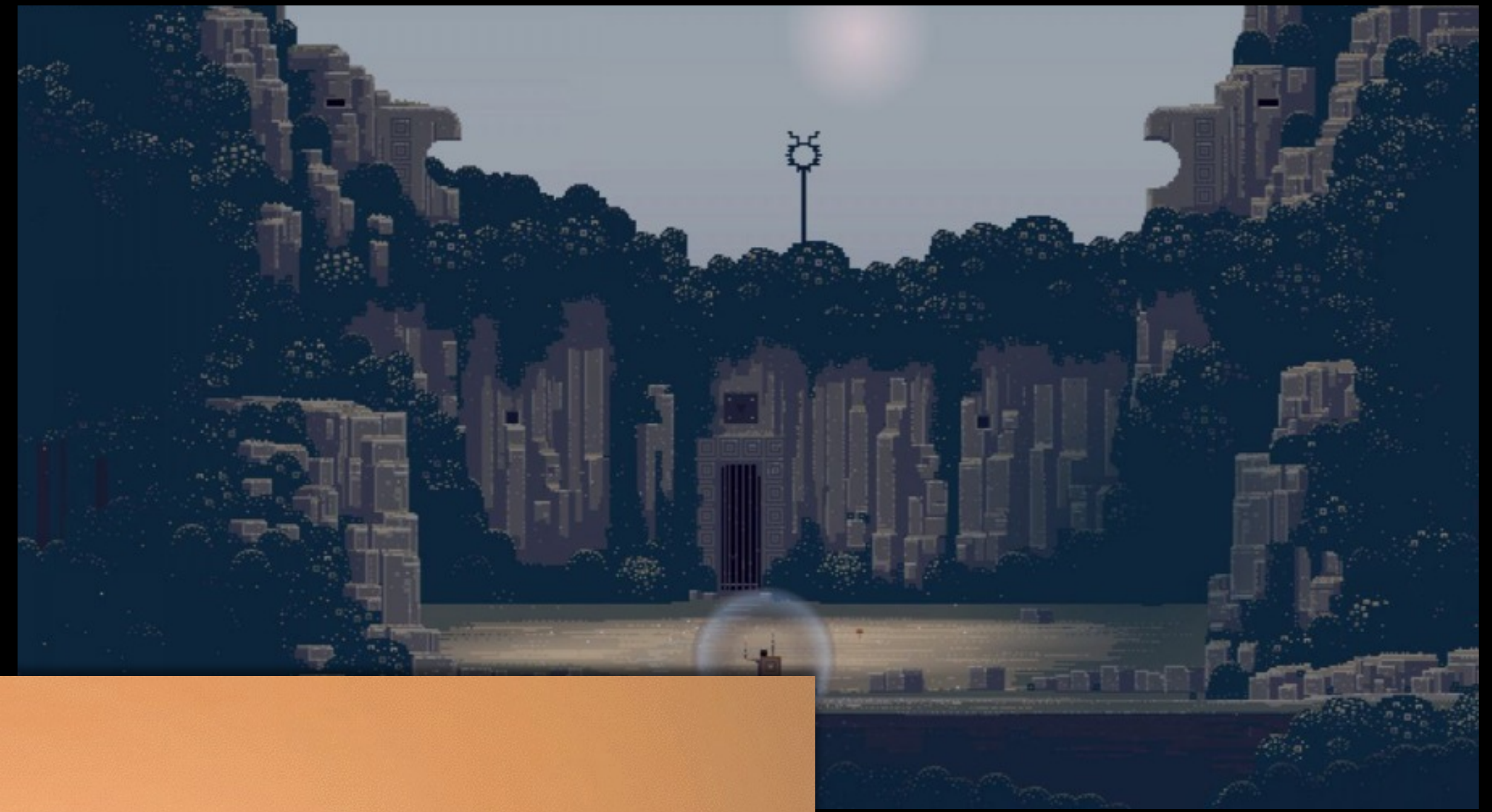


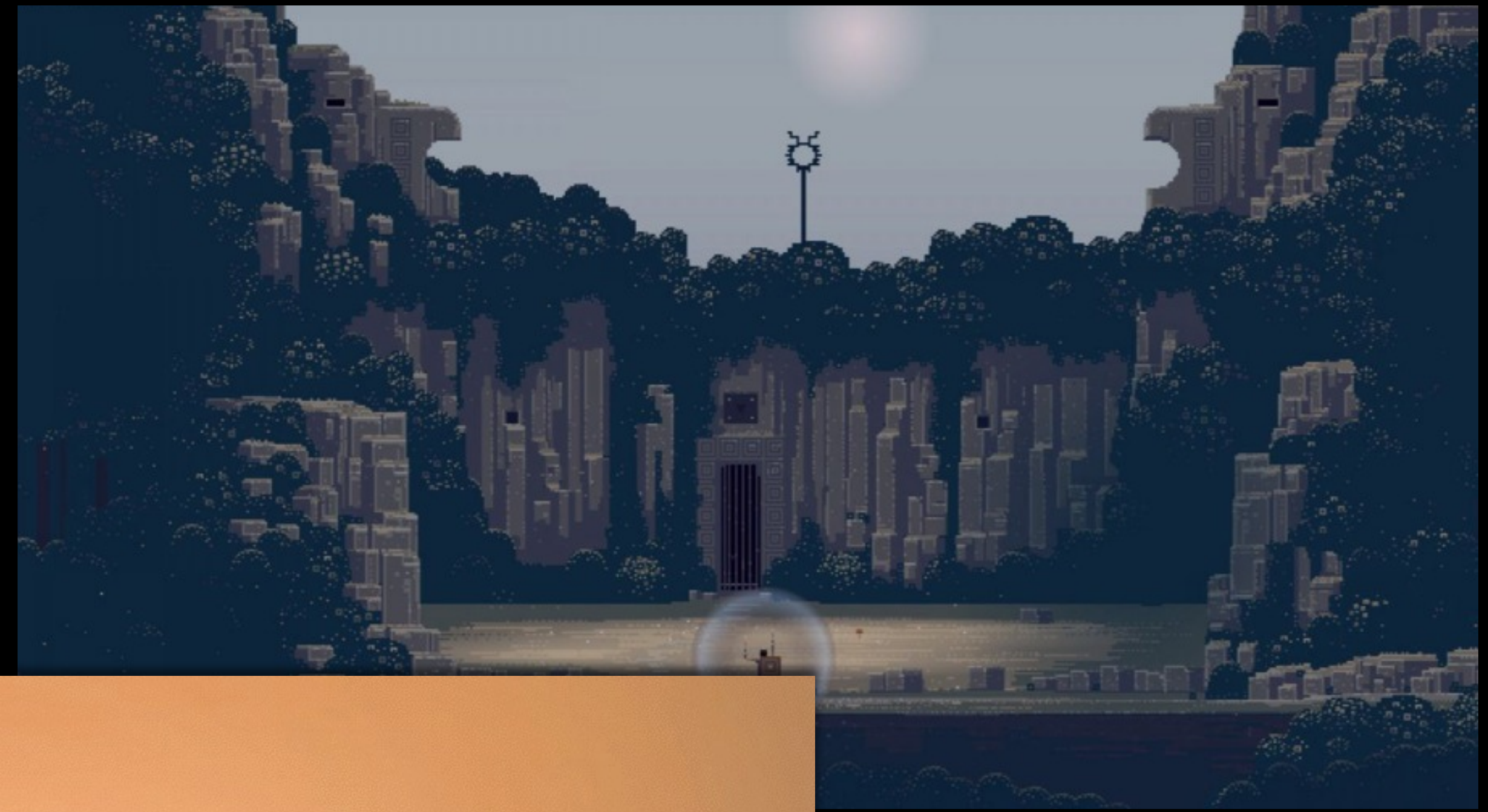
Give	Pick up
Open	Look at
Close	Talk to

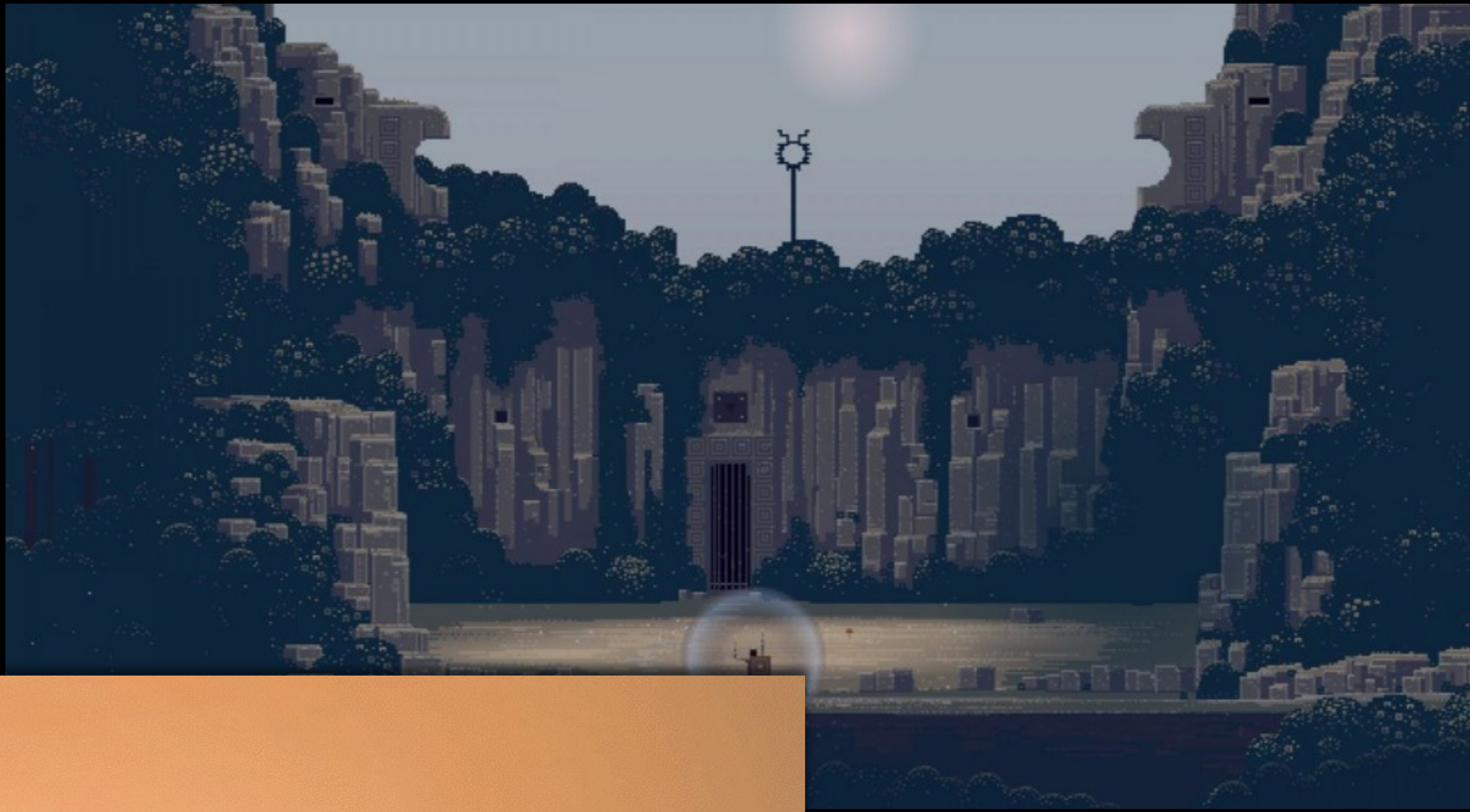


Who are you?
How's it look?
I gotta get out of this town, fa
Well, I'll let you get back to wo











**I love exploring and interacting with an original,
beautiful world at my own pace.**



BROKEN AGE





Walk to

Give

Pick up

Use

Open

Look at

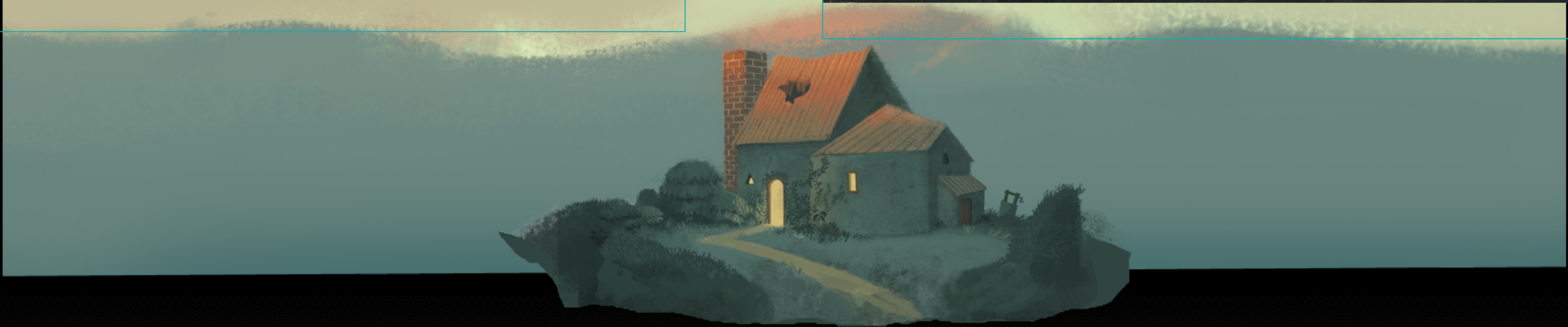
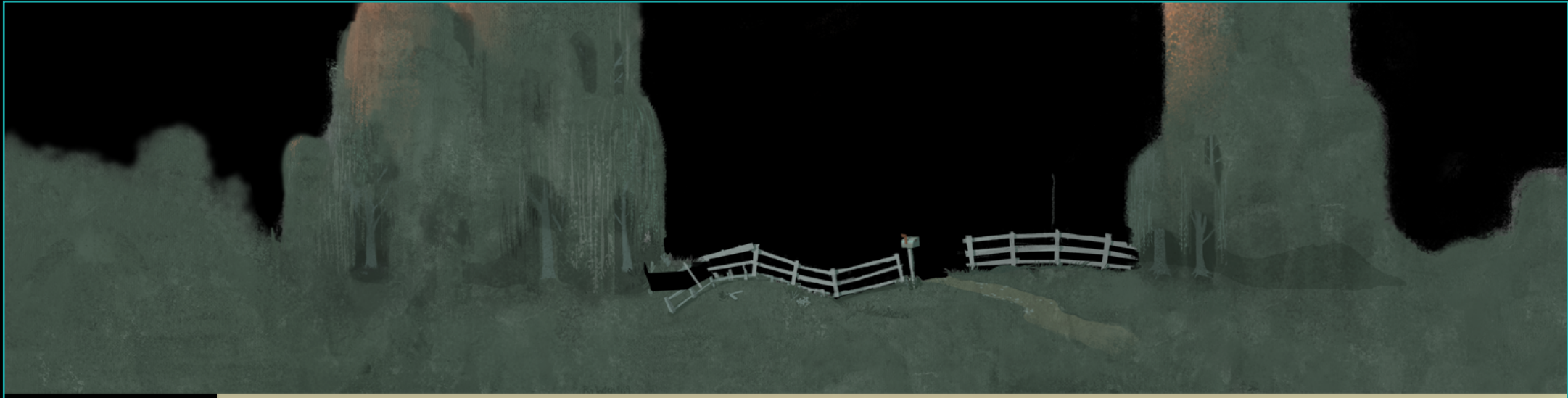
Push

Close

Talk to

Pull















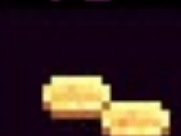


Walk to

Give

Pick up

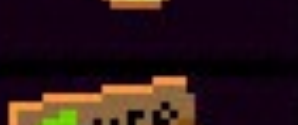
Use



Open

Look at

Push



Close

Talk to

Pull



Walk to

Give

Pick up

Use

Open

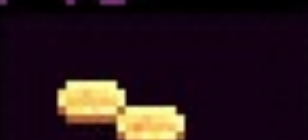
Look at

Push

Close

Talk to

Pull



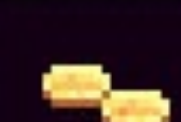


Walk to

Give

Pick up

Use



Open

Look at

Push



Close

Talk to

Pull



Walk to

Give

Pick up

Use

Open

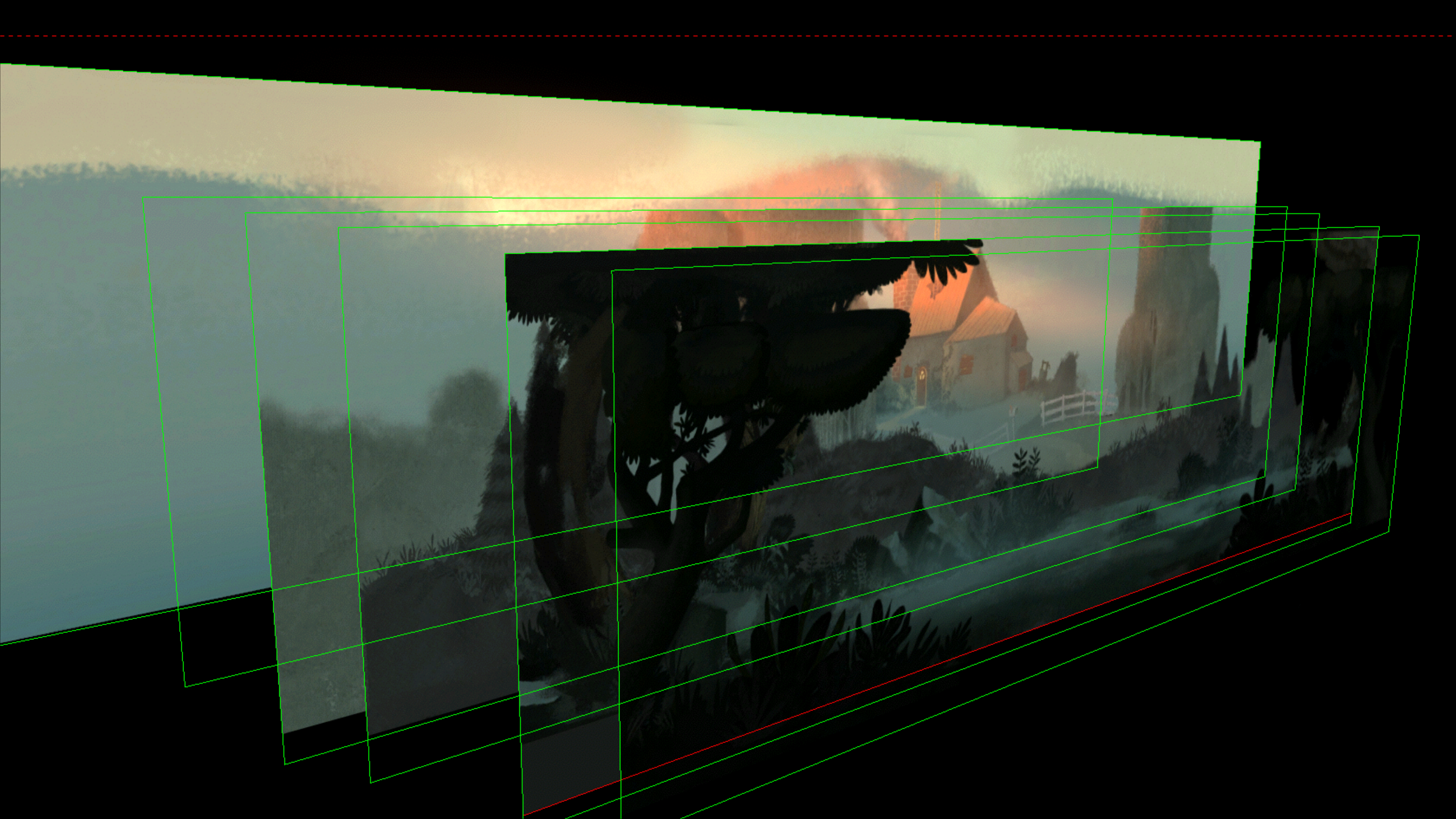
Look at

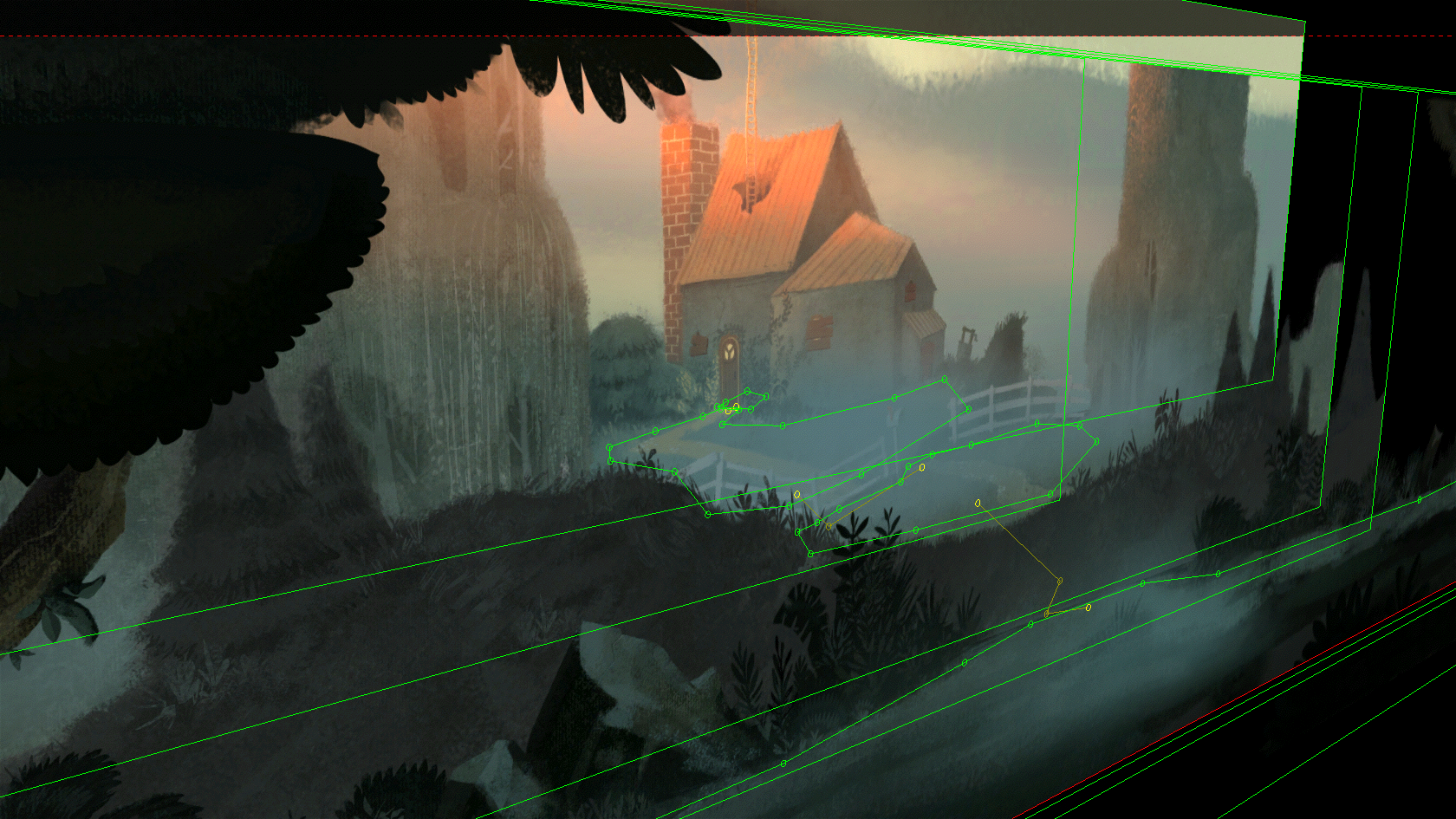
Push

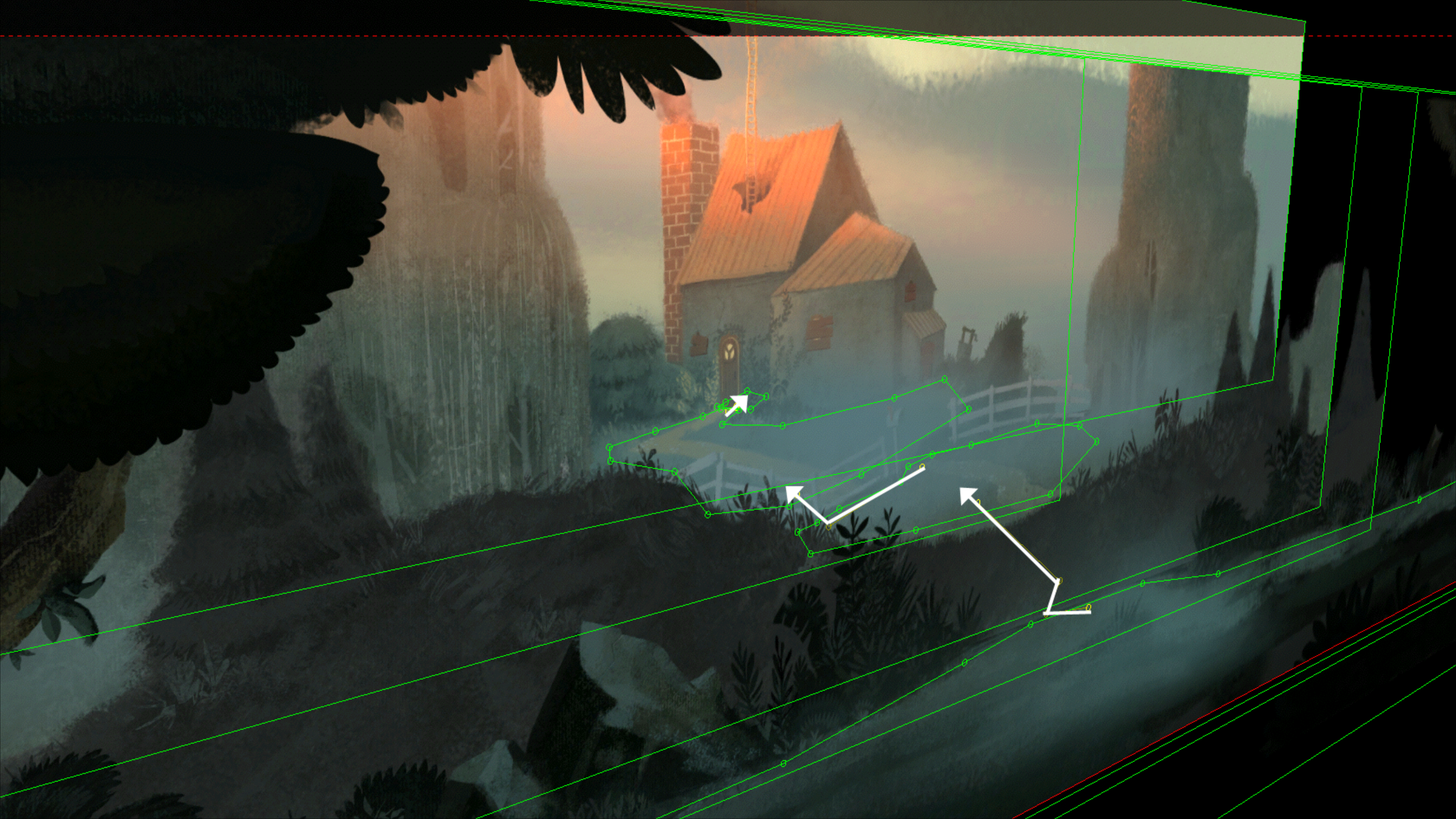
Close

Talk to

Pull







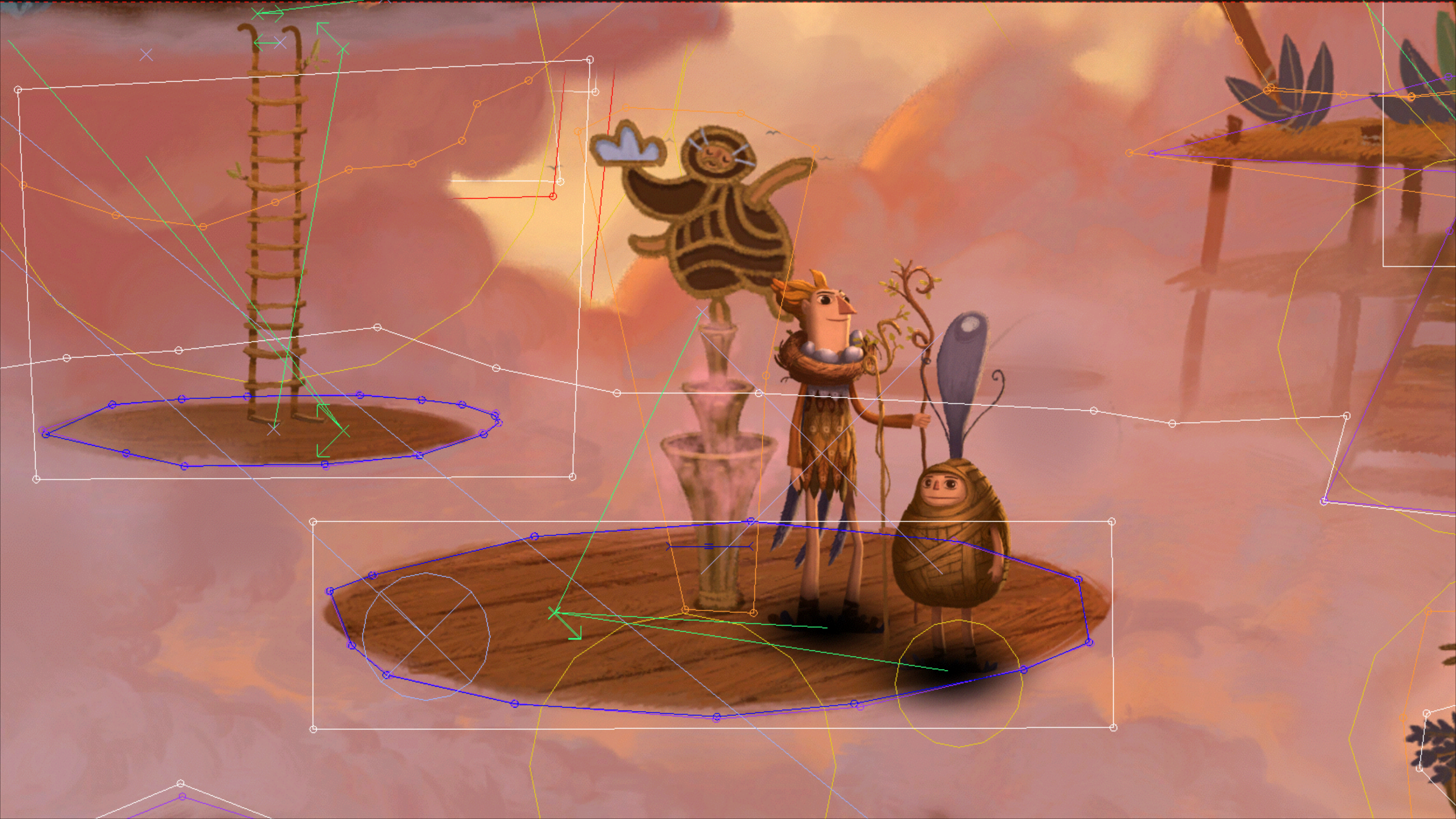






My name's Guybrush Threepwood. I'm new in town.
Are you a pirate? Can I be on your crew?
Who's in charge here?
Nice talking to you.

Dialog Tree Interactions?









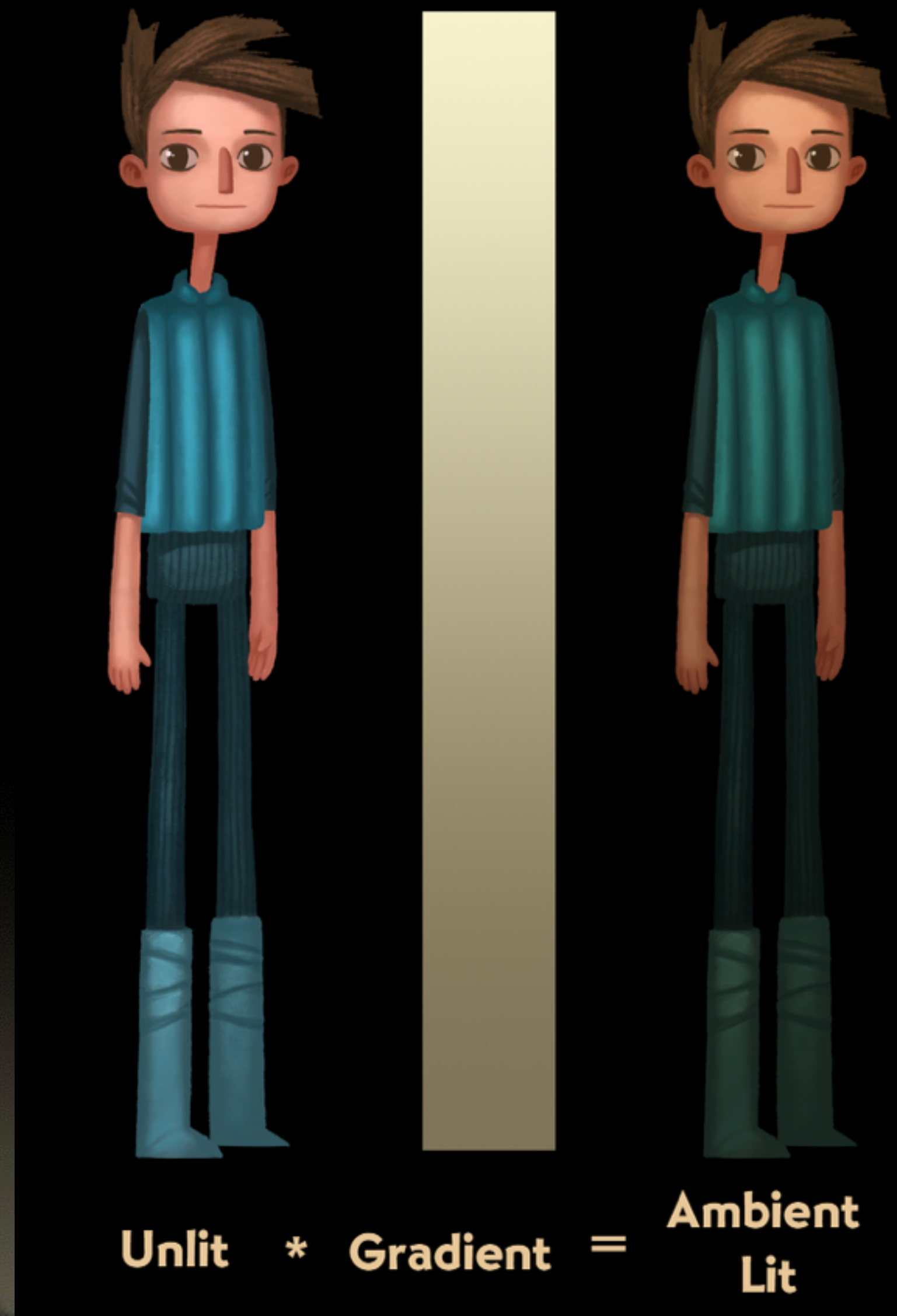
Lighting?



Lighting?



Ambient Gradient Lighting



Ambient Gradient Lighting



Rim Lighting



Unlit + Rim Term = Rim Lit

Rim Lighting



Gradient Lighting Setup





No Lighting







Something Wicked This Way Comes!

**I'm Oliver Franzke and I've been playing and
programming adventure games for a long time!**

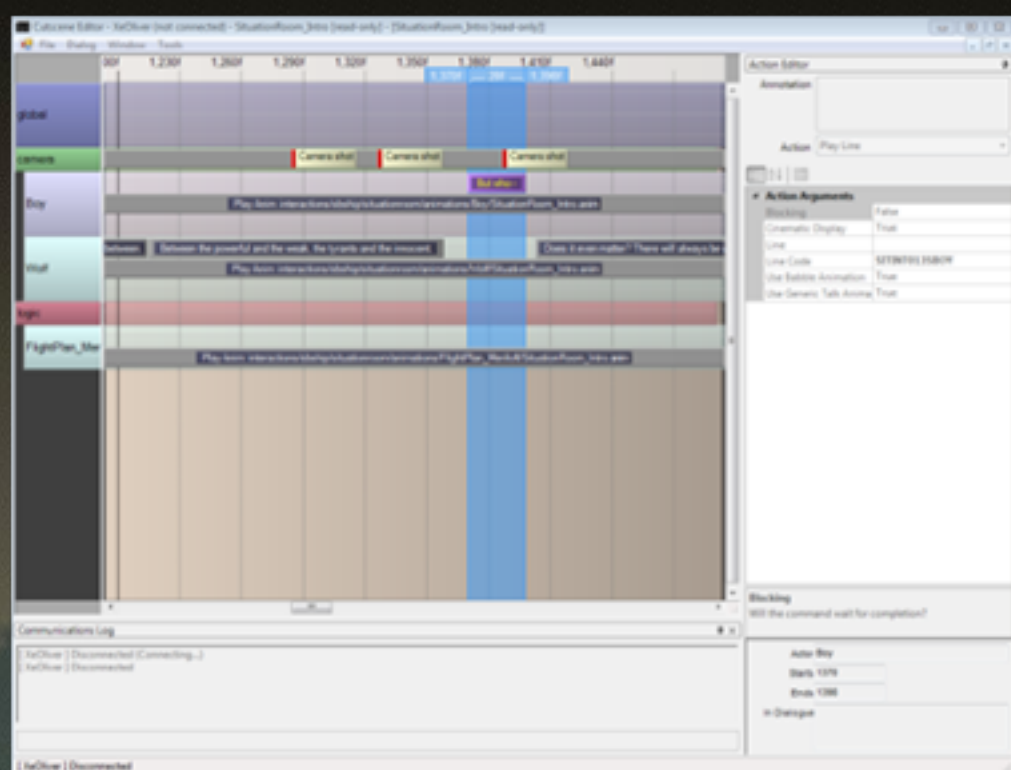
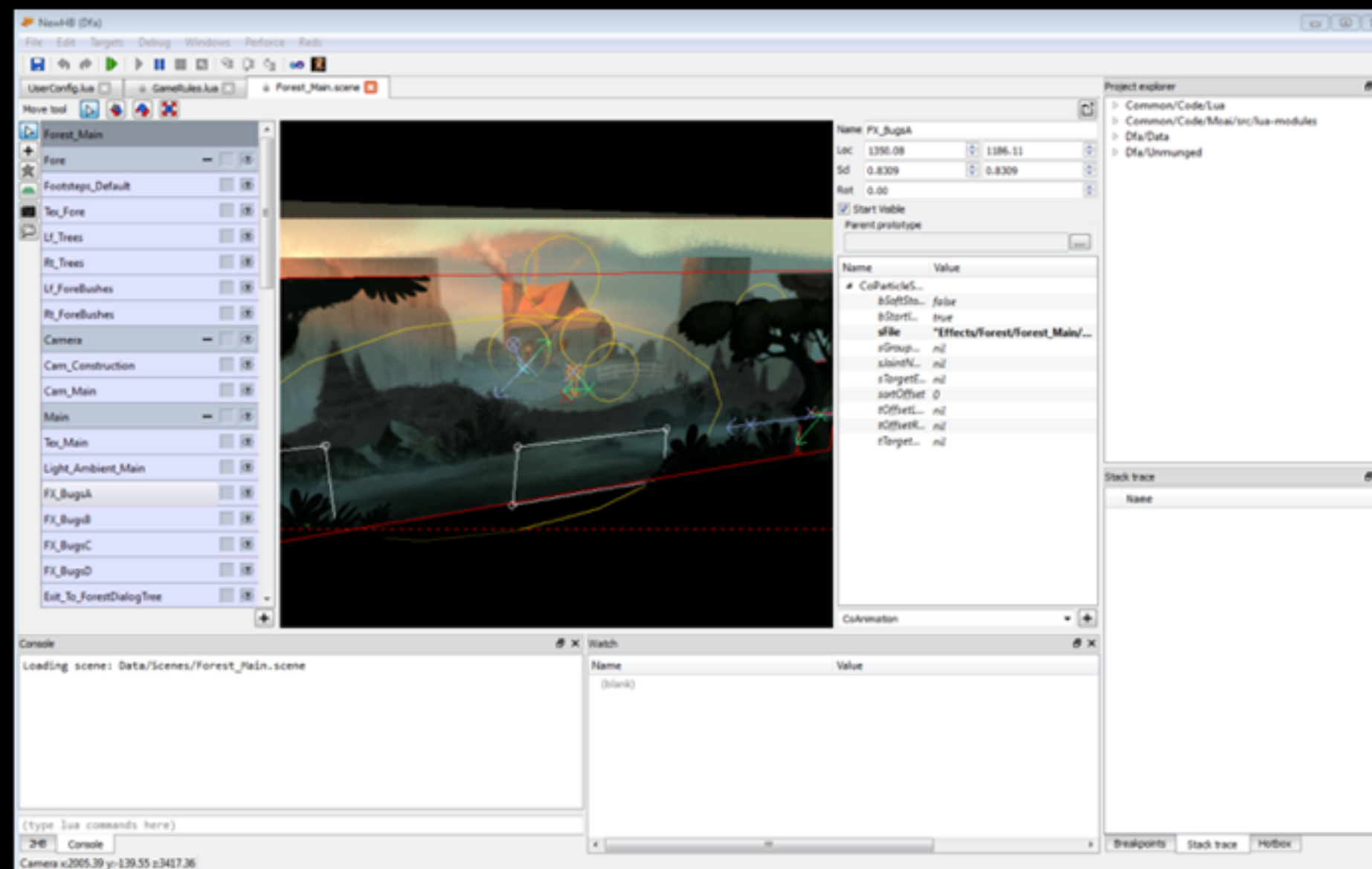


Tech Challenges

- **Run-time and authoring**
- **Target platforms**





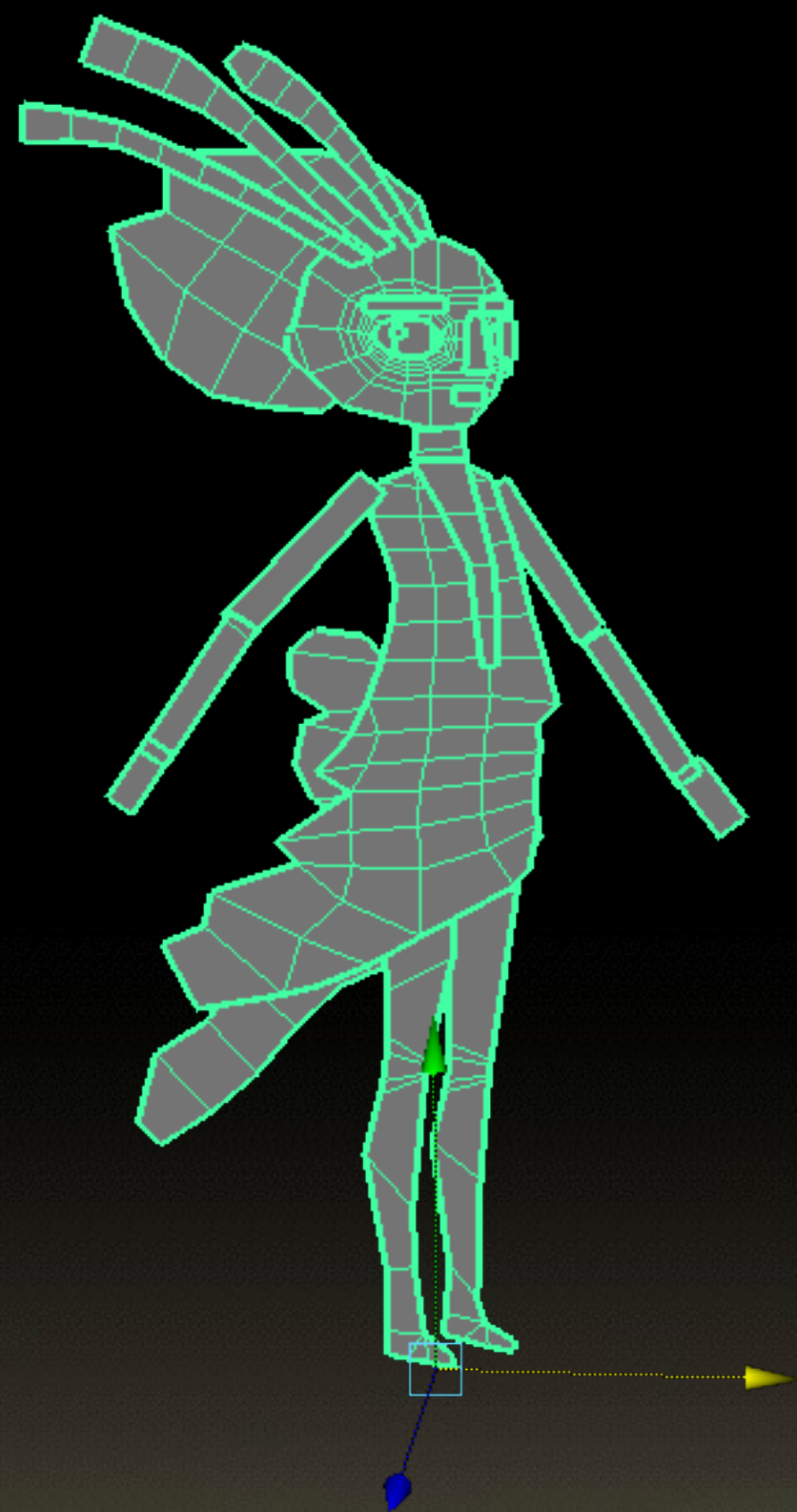








=



+



Hybrig Rigs Vs. Flipbooks

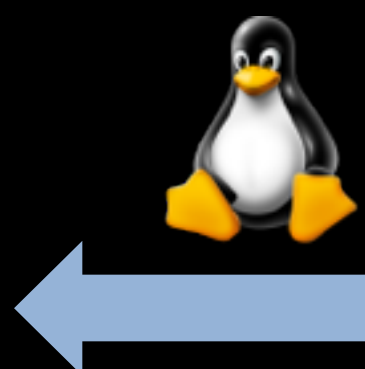
Boy: ~23MB vs. ~5.5GB (1 : 244)

Hybrid rig + all animations:
5.8MB = 68810 frames (215 anims)
150KB = rig
17.4MB = textures (DXT5)

Flipbook estimation:
Frames = 34405 (anims @ 15fps)
Sprite size = 256 x 512 (DXT5)

Disclaimer: Pre-alpha numbers



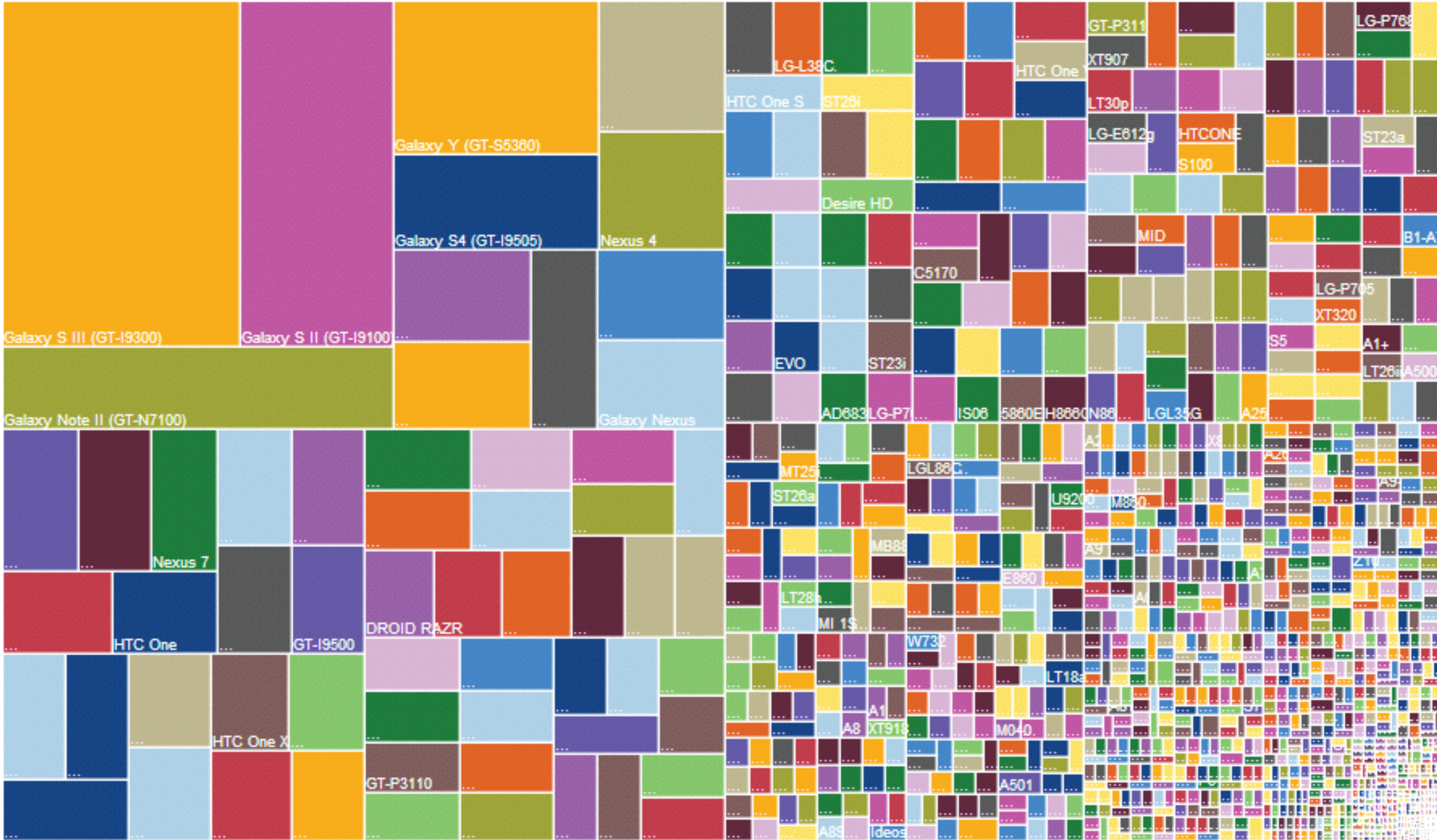


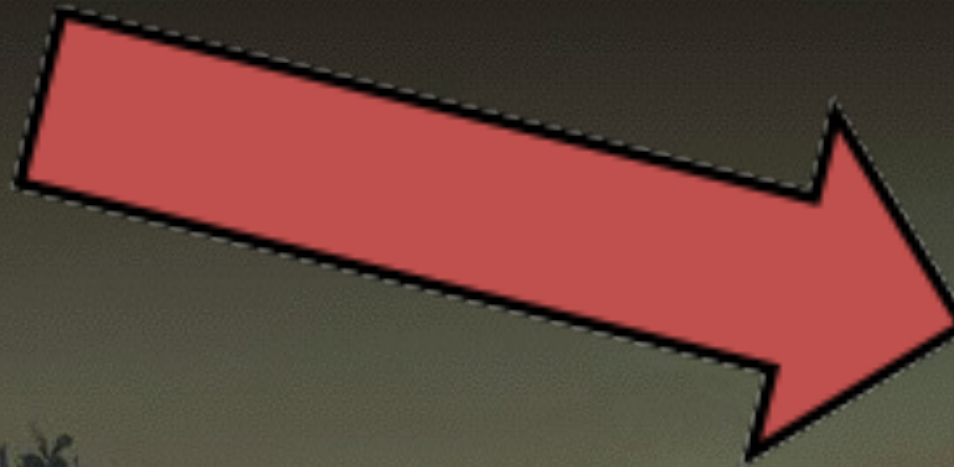
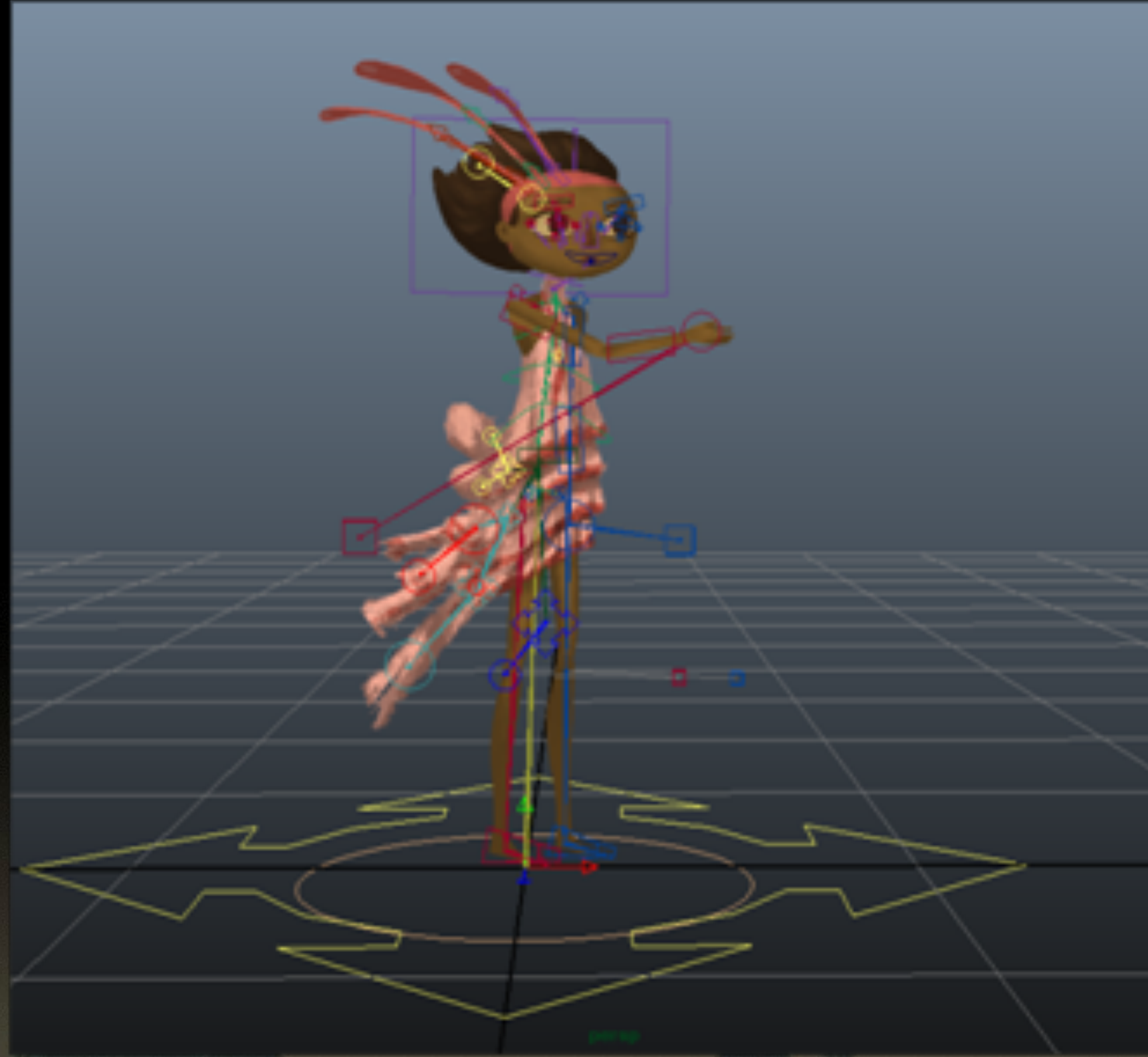
iOS

OUYA



<http://opensignal.com/reports/fragmentation-2013/>







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Funded! This project successfully raised its funding goal on Mar 13, 2012.

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An adventure game from Tim Schafer, Double Fine, and YOU!

87,142

backers

\$3,336,371

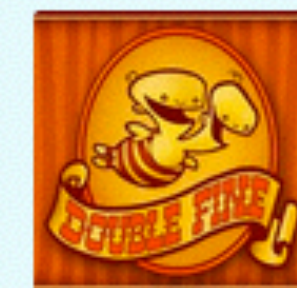
pledged of \$400,000 goal

0

seconds to go

Funding period

Feb 8, 2012 - Mar 13, 2012 (33 days)



Project by

Double Fine and 2**Player****Productions**

San Francisco, CA

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DOUBLE FINE
ACTION FORUMSLogged in as: **DF Greg**
[List](#) · [Log-Out](#)Private Messages
Unread: 0[Your Public Profile](#) · [Your Control Panel](#) · [Member](#)You have posted 276 times
Your last visit: 11-03-2013 12:41 PM[Home](#) > [Forum Home](#) > [Broken Age Private Backers-Only Area](#) > **DFA: From Double Fine and 2 Player Productions**

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Announcement	Views	Date
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HOW TO CONTACT DF SUPPORT	22041	Posted: 03-14-2012 09:25 AM

DFA: From Double Fine and 2 Player Productions

Topic Title	Replies	Views	Latest Post Info
Sticky: Episode 12: A Whole Different Game Experience (1 2 3 ... 5) Author: DF Chris Remo	103	7585	Posted: 11-04-2013 04:05 PM Author: Layla
Sticky: Documentary Production Status Author: Levering_2pp	0	74185	Posted: 05-09-2012 11:47 PM Author: Levering_2pp
Sticky: DFA Development Update Table of Excellent Contents (1 2 3 ... 5) Author: DF Chris Remo	111	168057	Posted: 11-01-2013 03:38 PM Author: DF Chris Remo
A Place for Voice Production Questions Author: DF Khris Brown	23	1066	Posted: 11-04-2013 10:15 AM Author: bobrocks95
Project Update 16: 11/1/13 Author: DF Greg	21	1380	Posted: 11-04-2013 09:32 AM Author: ClapBedon
An Early Peek at Some Broken Age News! (1 2) Author: DF Chris Remo	47	3031	Posted: 2 minutes ago Author: danfri
Sidequest: "What I Wish I Could Have Done Then..." [Peter McConnell] (1 2) Author: asif2pp	27	2500	Posted: 11-04-2013 01:00 PM Author: TheJHam88
Project Update 15: 10/9/13 (1 2 3) Author: DF Greg	70	4548	Posted: 11-01-2013 05:34 PM Author: DF Chris Remo
Programming Update 10: Broken Age's Approach to Scalability (1 2 3 4) Author: DF Oliver	80	6225	Posted: 10-18-2013 03:33 PM Author: bdjones
Audio Update 2: The Sounds of Broken Age (1 2) Author: DFCamdensound	36	3593	Posted: 10-30-2013 01:07 PM Author: vikebone
Project Update 14: 9/13/13 (1 2 3 ... 6)	127	6644	Posted: 10-09-2013 07:34 PM

LATEST UPDATE

Episode 12: A Whole Different Game Experience

2 Player Productions (November 1, 2013) [READ ON THE SITE](#) - [DISCUSS ON THE FORUMS](#)

DOCUMENTARY UPDATES

2 PLAYER PRODUCTIONS

» Episode 12: A Whole Different Game Experience

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2 Player Productions (November 1, 2013)

» Sidequest: "What I Wish I Could Have Done Then..."

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2 Player Productions (October 30, 2013)

» Episode 11: Ship It

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2 Player Productions (August 30, 2013)

» Sidequest: "Look, the Clocks..."

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2 Player Productions (August 26, 2013)

» Episode 10: Part One of Something Great

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2 Player Productions (July 2, 2013)

» Sidequest: "I Would Have Absolutely Laughed"

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2 Player Productions (May 17, 2013)

» Episode 9: "Broken Age"

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2 Player Productions (April 23, 2013)

» The Making of the Teaser Trailer

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Chris Remo (April 16, 2013)

» Sidequest: "You Don't Step in the Same River Twice"

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2 Player Productions (March 27, 2013)

» Week of Double Fine on GameTrailers

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Paul Levering (March 24, 2013)

» Episode 8: "Adventure Games Are Not Dead"

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2 Player Productions (March 7, 2013)

» Sidequest: "I Think It's Okay That I'm Still Here"

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2 Player Productions (February 8, 2013)

» Sidequest: "There Could Possibly Be Some Legal Issues"

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2 Player Productions (January 15, 2013)

PROJECT UPDATES

» Update 16: 11/1/13

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Greg Rice (November 1, 2013)

» Update 15: 10/9/13

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Greg Rice (October 9, 2013)

» Update 14: 9/13/13

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Greg Rice (September 13, 2013)

» Update 13: 8/27/2013

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Greg Rice (August 27, 2013)

» Update 12: 8/7/2013

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Greg Rice (August 7, 2013)

» Update 11: 7/19/13

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Greg Rice (July 19, 2013)

» Update: Broken Age Release Plan

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Tim Schafer (July 2, 2013)

» Update 10: 7/2/13

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Greg Rice (July 2, 2013)

» Update 9: 6/25/13

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Greg Rice (June 25, 2013)

» Update 8: 6/7/13

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Greg Rice (June 7, 2013)

» Update 7: 5/28/13

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Greg Rice (May 28, 2013)

» Update: Help us Help Broken Age

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Chris Remo (May 22, 2013)

» Update 6: 5/17/13

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Greg Rice (May 17, 2013)



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Writing Update #3: Let's brainstorm Locations together!

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Tim Schafer

Posted: 29 May 2012 03:37 PM

Private IP: 173.8.73.70 [[Close Thread](#)] [[Ban Member](#)] [[Report](#)] [[Ignore](#)]

Administrator



Total Posts: 217
Joined: 2007-08-31

Hello brave travelers!

Let's talk about exciting environments! Place you've never gone to but always wanted to visit. Places you're so afraid of that you know you'll never actually see in your life. Places you can't go to because it's physically impossible. I'm making a big list of places like this to pull ideas from for our game, and I want your help.

I like to include settings and locations in our games that feel new, or at least new to games. For instance, when I was given a set of black velvet matador paintings for my birthday one year I thought, hey, now a world made of black velvet—that's something I haven't seen done much in games yet. We've all seen fire levels, ice levels, etc. But not black velvet.

No, you don't have to send me a black velvet painting (although I wouldn't complain if you did). What I want from you is simply all your location ideas, please! You never know what might inspire a new puzzle or chapter in the story. I have some ideas, but I'm going to need a lot of them so please throw some of your extras my way.

I know you don't have enough information about the game yet to know what kind of environments it needs. But that's the whole point. You are not limited by any preconceived notions of where a story like this should go. I want crazy ideas from unchained brains!

What I can tell you about the story is that, similarly to Psychonauts, it's a very flexible world that can include almost everything. So go nuts! Here. I'll start.

Fire level (no, been done)
Ice Level (definitely not)
Inside Tori Spelling's nose (probably some construction work going on)
A snake farm
Cat Breeders' Show
Squid prom
Place where everyone walks on the ceiling
Mosaic tile world
Ice Level (damn, why are these things so tempting?)
Hamburg
World of talking thimbles
Jell-o Maze

Now you talk.

[Edited: 20 June 2012 03:23 PM by [DF Chris Remo](#)]

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Nalster

Posted: 29 May 2012 03:47 PM

Private IP: 92.232.36.126 [[Ban Member](#)] [[Report](#)] [[Ignore](#)] [# 1]

Straight Flush



Set it during a revolution! Greece or Egypt seem like the best setting given what's happening there at the moment. You touch on the workers struggle in a lot of your games, which I love, but set it during a revolution in this world in the near future. It'd be awesome!

Situation - Revolution

Location - Egypt
- Greece

[Edited: 29 May 2012 03:58 PM by [Nalster](#)]

- Signature -



Art Update 7: Searching for Sacrifice Girl

[Subscribe to this thread](#)

Tim Schafer

Posted: 06 September 2012 05:54 PM

Private IP: 173.8.73.70 [[Close Thread](#)] [[Ban Member](#)] [[Report](#)] [[Ignore](#)]

Administrator



BROWN AGE **MASSIVE CHALICE**

Total Posts: 217
Joined 2007-08-31

Hello Backers of Adventure!

Here are some early sketches from Scott of Sacrifice Girl! (She will have a real name later, I promise.) Well, I take that back. They're not really pictures of her, but explorations of many different girls, all in the hopes of finding her.

Sacrifice Girl (or SG) is one of our game's two leading characters. She is a small-town girl chosen for a great honor by her village: To be eaten alive by a horrific monster! Congratulations! Well, what did you expect with a name like Sacrifice Girl? You can't say we didn't warn you!

I haven't written any dialog for her yet, and that's when a lot of the more nuanced bits of personality will emerge for her. But right now, in my head, she is an independent, spirited, brave young girl in the vein of Miyazaki heroes like Nausicaä of the Valley of the Wind, or Kiki's delivery service. A little older than Kiki. Maybe fourteen or fifteen years old.

So like I said, these are early, explorative drawings. Remember: there are no bad ideas in brainstorming. (Remember that if I told you that before. If I never told you that before, please just learn it for the first time.) This is just an explosion of ideas by the great artist Scott Campbell, to see if anything tickles our fancy. Or to see if anything sharpens our axe, for you lumberjacks out there.

I definitely have my favorites in these drawings, but first, I'd love to hear what you think! Please comment and let me know what aspects you like of which drawings!



Programming Update 2: Engine Choice Comparisons

Oliver Franzke • 05/01/2012

```
greeting:
print "Hello friends of 13h! (http://en.wikipedia.org/wiki/Mode\_13h)
```

Welcome to the second programming update. First of all I would like to thank you guys for showing so much interest in what the engineering team is up to! It is great to see that there are so many people out there who are interested in coding.



A lot of you have been asking about which technology we are using to make the game, so this post will hopefully answer questions about whether we are writing a new engine from scratch or using some pre-existing codebase. In fact this was one of the hardest decisions we had to make during the initial planning stage. Obviously Double Fine already has a proprietary engine which was used to make many of our previous games such as Brütal Legend, Costume Quest, Stacking, Iron Brigade and Once Upon a Monster. For this project, however, we decided not to use it and I will explain why.

Taking the gathered requirements into account our options realistically looked like this:

- 1) Write a completely new engine from scratch
- 2) License an existing adventure game engine (e.g. Adventure Game Studio, Wintermute, ...)
- 3) Use the Brütal Legend engine (BLE)
- 4) Use and modify an existing open source engine

option1:

```
print "Starting completely from scratch may sound inviting as first, since you have full control over every aspect of the technology. You can
program the engine so that it perfectly fits the needs of the project. As a programmer it makes you feel smart to design complex systems
like this, so why did we decide not to implement a new engine from scratch?"
```

For us it was mostly a question of timing and money. Writing new technology takes up a lot of time and we really want to concentrate on the game instead. This might be different when you are planning to create a 3D game with photo-realistic graphics, because in this case it is very important to fully use the power of the underlying hardware. The art style for the Double Fine Adventure will be quite different though and our main focus isn't to make the GPU sweat but to create a awesome looking 2D world and release it on desktop as well as mobile devices.

Also there are many low-level systems that are important to get right (e.g. memory management) and there is almost never a good reason to reinvent the wheel unless you are doing something very, very different and difficult.

option2:

```
print "Using an existing adventure game engine would have the advantage that you already have all the features you'll need like an inventory,
character animations, scripting and so on. So why did we decide not to go for this option?"
```

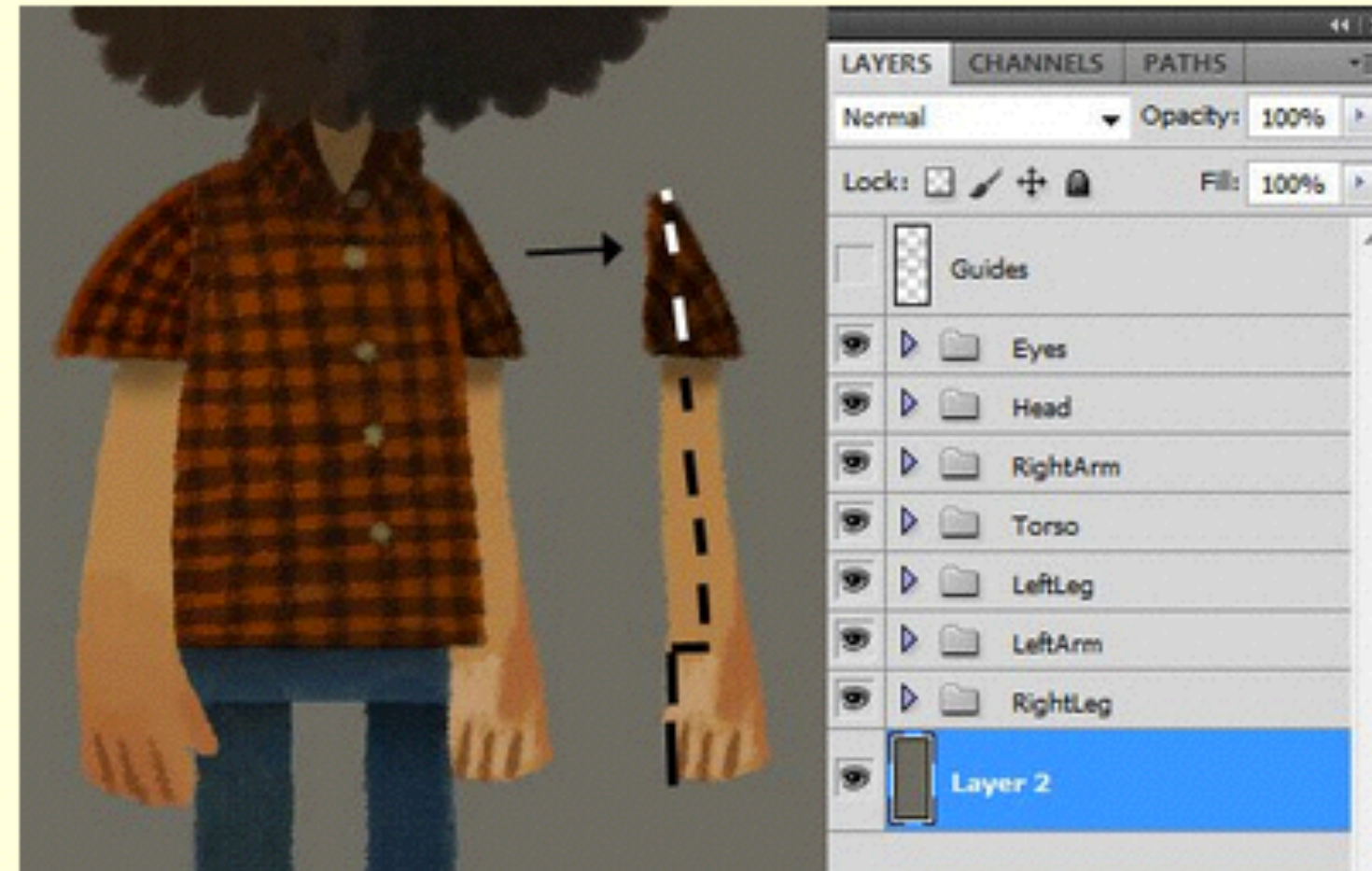
Many of these engines support only a limited amount of platforms, which is obviously a huge problem. In addition to that for a lot of these projects the source code isn't available. For us however it is very important to have full control over the source, so that we can fix bugs, implement new (and awesome) features and to make the game run on all the different devices. But even if the source code is available the license terms are very often too restrictive (or undefined), which isn't good for us.

option3:

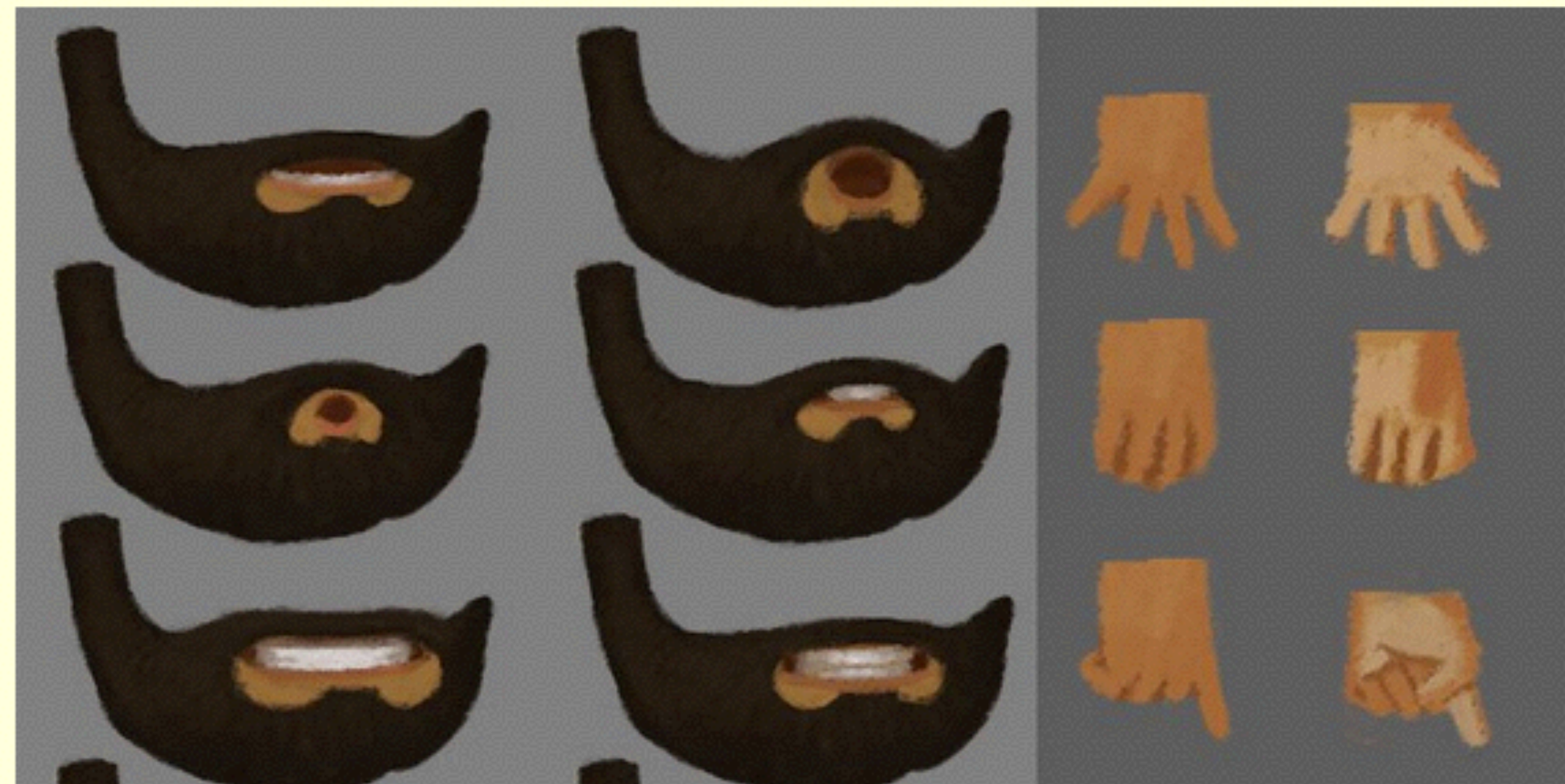
```
print "I already mentioned above that we chose not to use BLE. Let's look at some of the reasons for this decision. BLE is a great piece of
technology that supports many advanced features such as an open-world environment, multi-player support, eye gouging 3D graphics and
great authoring tools to name just a few benefits."
```

A 2D adventure really isn't what BLE was built for however. In fact its focus is on complex 3D games and it is fantastic for this kind of game. Unfortunately the third dimension always adds a lot of overhead when you want to create a (much lighter) 2D game. Another problem is that it hasn't been ported to mobile platforms yet.

- **Layers.** All of the characters are painted in Photoshop using layers so that the animators can easily separate the parts for the 3D model in the next phase. In addition, many of the animated parts are "over-painted" so that they extend further under adjacent layers. This ensures that when some part of the character rotates or deforms in an animation, the model doesn't create any holes or breaks. In the image below you can see that although the left arm is layered behind the torso, the entire arm is painted so that as it moves, the rest of the arm can be revealed.



- **Hands and mouth.** Because we also use flipbook style textures as part of our animation process, we will commonly create additional textures for elements that we don't use skeletal animation for. Although this varies per character, it usually includes hand poses and mouth shapes (visemes). These elements would simply be too complex to do with skeletal animation and are much better represented with flipbook textures.



Rewards

The next step of this process was figuring out how much it would cost to make and ship all of the physical rewards we offered. It was important that we set aside all this money up front so we could deliver products that live up to our high standards (holy cow you guys are going to be so stoked when you see this stuff). We also wanted to make sure the process of getting this all shipped out had as little impact on the team as possible, so we hired the amazing folks over at Fangamer to handle manufacturing, storing, packing, and shipping all of the rewards. Here's the breakdown on where it landed:

Manufacturing	\$246,375
Fulfillment	\$35,840
Shipping	\$191,016
Total	\$473,231

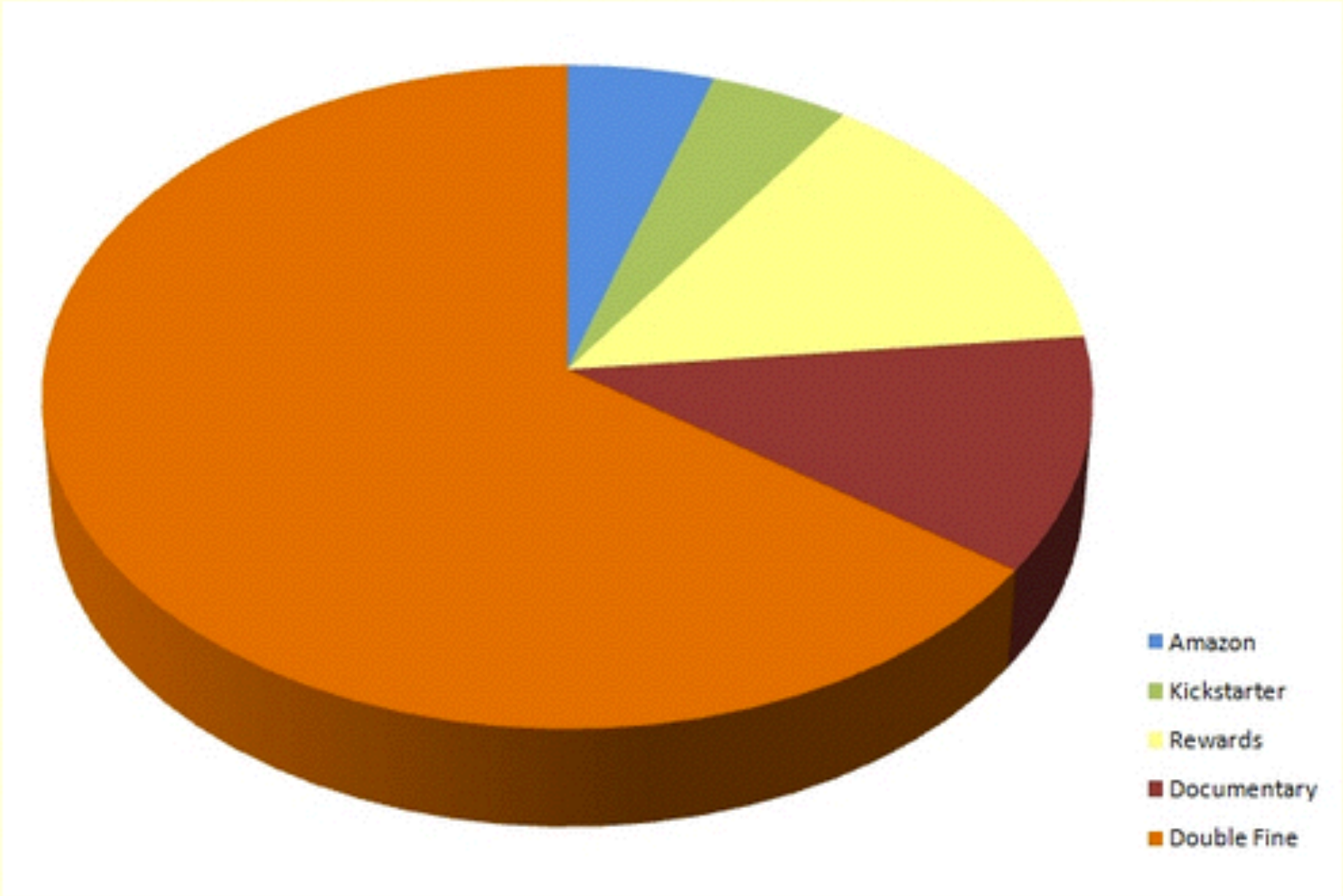
It may look like a lot of money, but hey it's a lot of rewards! These numbers were actually all being run while the Kickstarter project was still underway. Each time we prepared to add a new reward we ran the numbers to see how much it would cost to offer the new reward to existing backers. For each new reward, that amount was covered within hours of adding the item to the project, so this amount paid for itself and then some by enticing more of you lovely backers to sign up.

Documentary

After Kickstarter, Amazon, and rewards had been accounted for, we were left with **\$2,626,429**. At this point we were ready to split the money with 2 Player Productions. Originally, 2PP was asking for \$100,000, but just like us they were asking for a bare bones budget and their production has expanded quite a bit in reaction to the unexpected amount of support and interest in the project. It meant not just following us for 6 months, but for an entire year. It also meant covering a lot more travel (they're in Portland, we're in SF), buying new equipment, and paying for an amazing score from Terrance Lee. Taking this all into account, we agreed that a fair split would be to give 2PP 15% of the money after fees and rewards. This put the documentary budget at **\$393,964**.

Game

Using the modern miracle that is math, that means we can now deduce that our game budget is **\$2,232,465**. That's way higher than \$300,000! And will most definitely ensure that this game is suuuuuuuuper awesome! Here's a neat lil' pie graph to help visualize the breakdown:





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Project Update: Broken Age Release Plan

Tim Schafer • 07/02/2013

Hello, Backers of Adventure!

Those of you who have been following along in the documentary know about the design vs. money tension we've had on this project since the early days. Even though we received much more money from our Kickstarter than we, or anybody anticipated, that didn't stop me from getting excited and designing a game so big that it would need even more money. I think I just have an idea in my head about how big an adventure game should be, so it's hard for me to design one that's much smaller than Grim Fandango or Full Throttle. There's just a certain amount of scope needed to create a complex puzzle space and to develop a real story. At least with my brain, there is.

So we have been looking for ways to improve our project's efficiency while reducing scope where we could along the way. All while looking for additional funds from bundle revenue, ports, etc. But when we finished the final in-depth schedule recently it was clear that these opportunistic methods weren't going to be enough.

We looked into what it would take to finish just first half of our game—Act 1. And the numbers showed it coming in July of next year. Not this July, but July 2014. For just the first half. The full game was looking like 2015! My jaw hit the floor.

This was a huge wake-up call for all of us. If this were true, we weren't going to have to cut the game in half, we were going to have to cut it down by 75%! What would be left? How would we even cut it down that far? Just polish up the rooms we had and ship those? Reboot the art style with a dramatically simpler look? Remove the Boy or Girl from the story? Yikes! Sad faces all around.

Would we, instead, try to find more money? You guys have been very generous in the tip jar (thanks!) but this is a larger sum of money we were talking about. Asking a publisher for the money was out of the question because it would violate the spirit of the Kickstarter, and also, publishers. Going back to Kickstarter for it seemed wrong. Clearly, any overages were going to have to be paid by Double Fine, with our own money from the sales of our other games. That actually makes a lot of sense and we feel good about it. We have been making more money since we began self-publishing our games, but unfortunately it still would not be enough.

Then we had a strange idea. What if we made some modest cuts in order to finish the first half of the game by January instead of July, and then released that finished, polished half of the game on Steam Early Access? Backers would still have the option of not looking at it, of course, but those who were sick of waiting wouldn't have to wait any more. They could play the first half of the game in January!



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Broken Age Needs *More* Money, Tries Steam Early Access

By [Nathan Grayson](#) on July 3rd, 2013 at 12:39 am.

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Suprise! Double Fine's *Broken Age* Over Budget and Delayed

Kickstarter is great, but it can't fix the creative person's inability to understand their own limitations.

By [Victoria McNally](#) ()

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By Ben Gilbert posted Jul 3rd, 2013 at 2:30 PM

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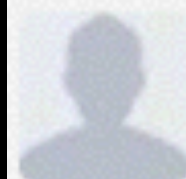
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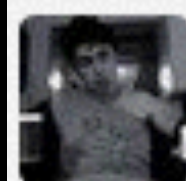
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Jul 3, 2013

To quote the finale of the original Double Fine Adventure Kickstarter video, "What's going to happen? No one can say for sure. But here's my promise to you: either the game will be great, or it will be a spectacular failure caught on camera for everyone to see. Either way, you win."

That's the only promise I ever heard, and I think Double Fine and 2 Player Productions have kept it beyond anyone's expectations. The documentary is transparently honest and incredible. Get over yourself, man.

6 Like Reply



JosephKochmann

Jul 3, 2013

(First of all, sorry for the bad english, I'm French.)

Woaw...You really have to calm down. The game is just a little bit delayed, that's all. And Tim Schafer has already said that, even if the game is split in two, the second part is gonna be free for those who bought the first part. I don't see any problem here. Tim Schafer is just ambitious and he's trying to make everything work. This isn't a rip off. We're gonna have an awesome game for exactly the same price we already paid. Also 2player is giving exclusive part to a documentary every month. I'm a backer. Since last summer I saw about 6H of documentary and I know that I'm gonna play an awesome game...for only \$25 !

I'm sorry, but I don't see why we shouldn't trust DoubleFine anymore. They are doing everything for their fans.

1 Like Reply



KazuyaDarklight

Jul 3, 2013

I'm sorry what's the problem here? This article is written as if the game is not going to release all. The reality is its simply been delayed and that's not really unusual for any Kickstarter or even a lot of normally funded games. For that matter the reason that it's being delayed is because they've decided to make the game bigger and better than originally expected, this compared to a lot of games that manage to get delayed while maintaining their original specs.

1 Like Reply

double fine productions presents

MASSIVE CHALICE



FILTER:

All Teamstreams Art game design



Forums Youtube Ask

Oct. 31, 2013

6:24 PM

9 notes



By Brad



Here's a spooooooooky Halloween MASSIVE CHALICE screenshot for you! Chad created a bug that made some Headless Heroes, seen here on our new test forest map!

Happy Halloween everyone! :D!

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