

From Game Jam to Full Game: Super TIME Force & Other Shining Examples (*GDC Next 10*)

Nathan Vella

Co-founder & president, Capy





FROM GAME JAM TO FULL GAME

**SUPER TIME FORCE &
OTHER SHINING
EXAMPLES**

SUPER FAST INTRO



CO-FOUNDER & PRESIDENT AT **CAPY!**
PARTNER IN **INDIE FUND**

QUICK SETUP

- I AM **NOT AN EXPERT.**
- MIX OF **OPINION, EXPERIENCE & DISCUSSION**

KYLE PULVER, OFFSPRING FLING



ITAY KEREN, MUSHROOM 11



BEN ESPOSITO, KACHINA

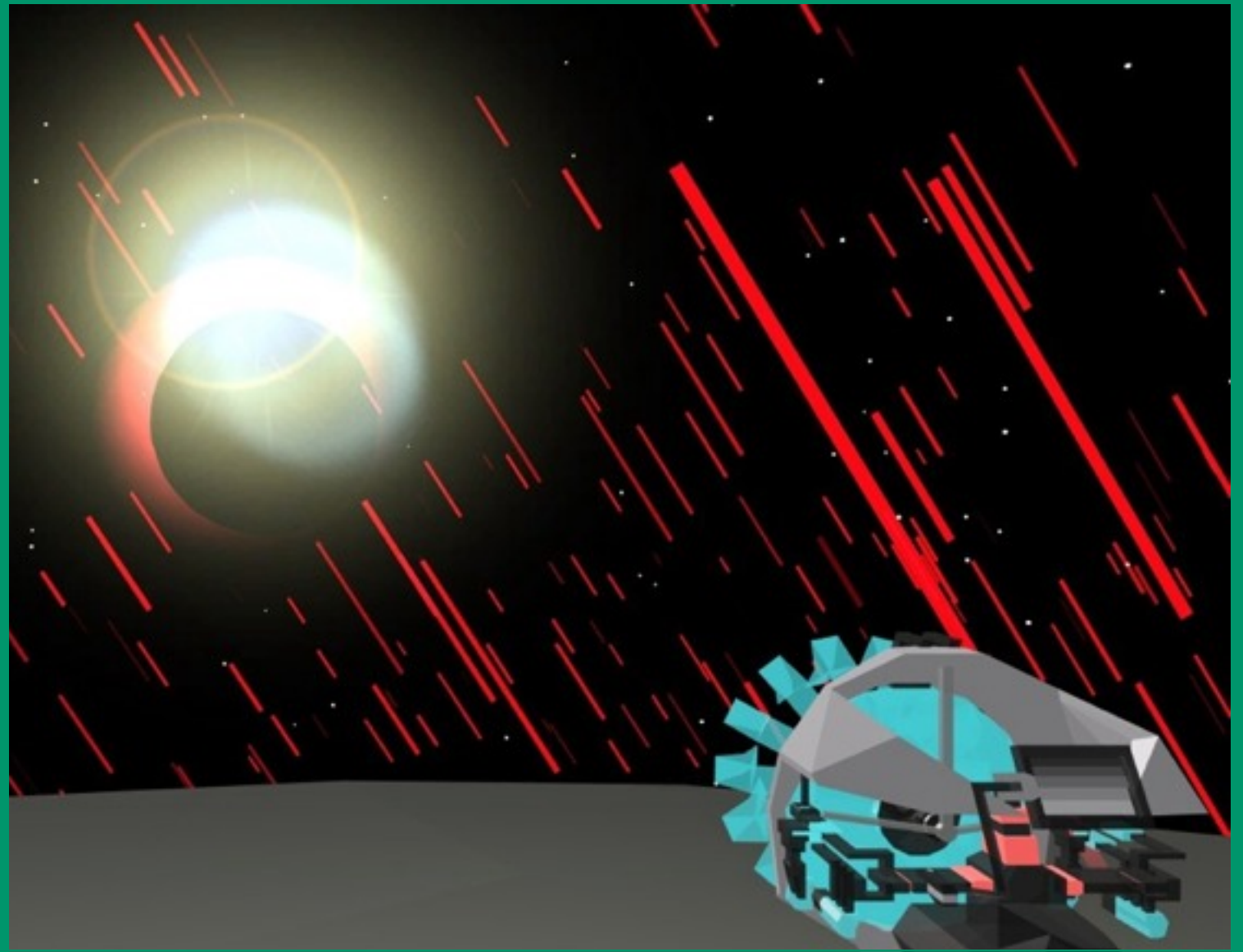


BEN ESPOSITO, **KACHINA**



WINNER: BEST HEADSHOT EVER.

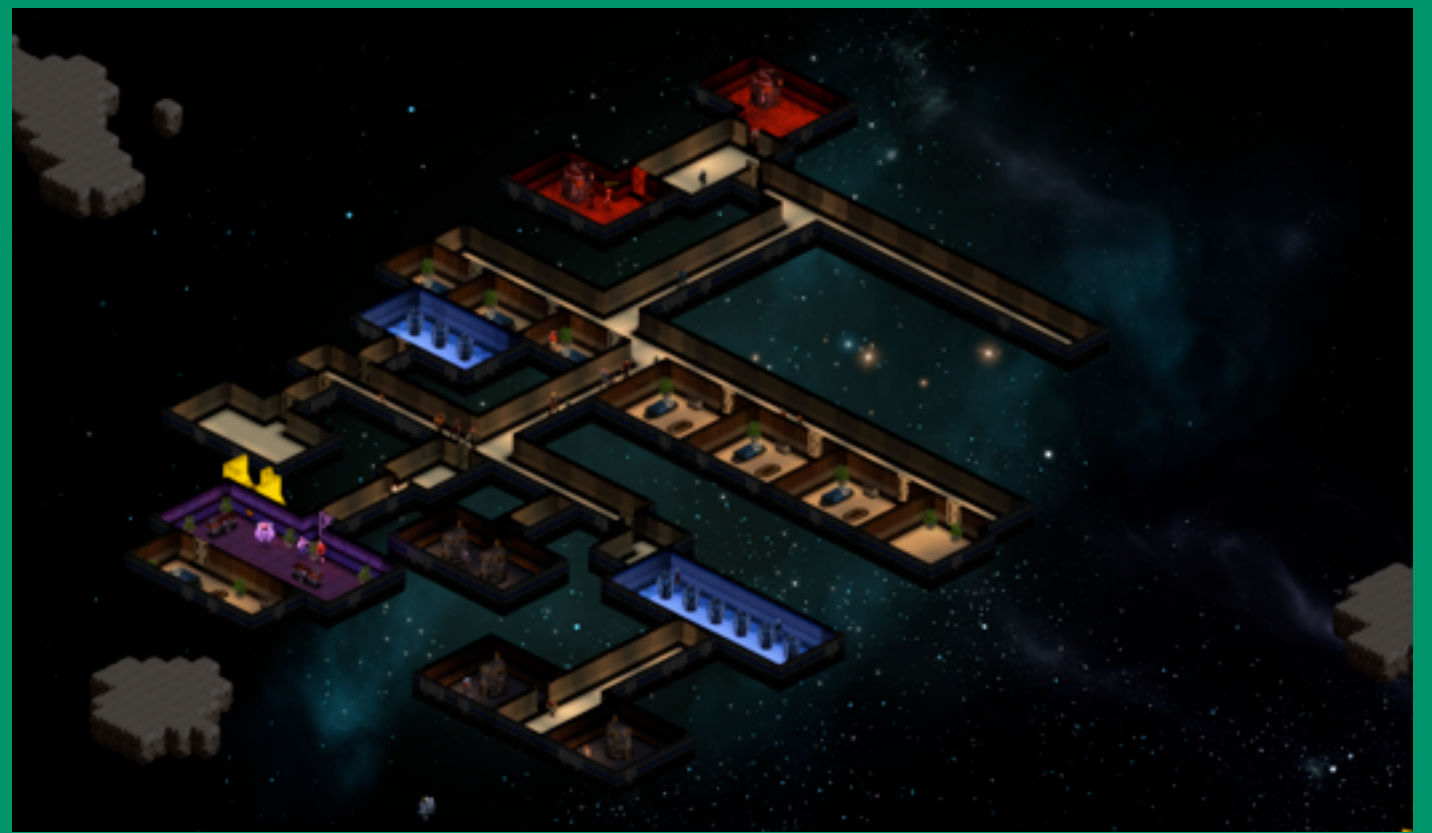
PIETRO RIGHI RIVA, **MIRRORMOON**



GREG RICE, VARIOUS DF GAMES



SPACEBASE ^{DF}₉



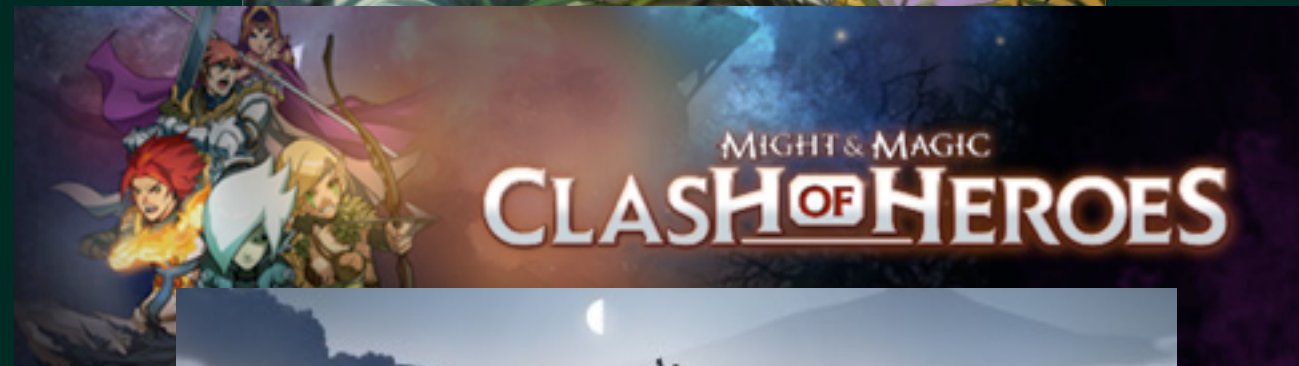
WHAT IS A JAM?



THIS IS US

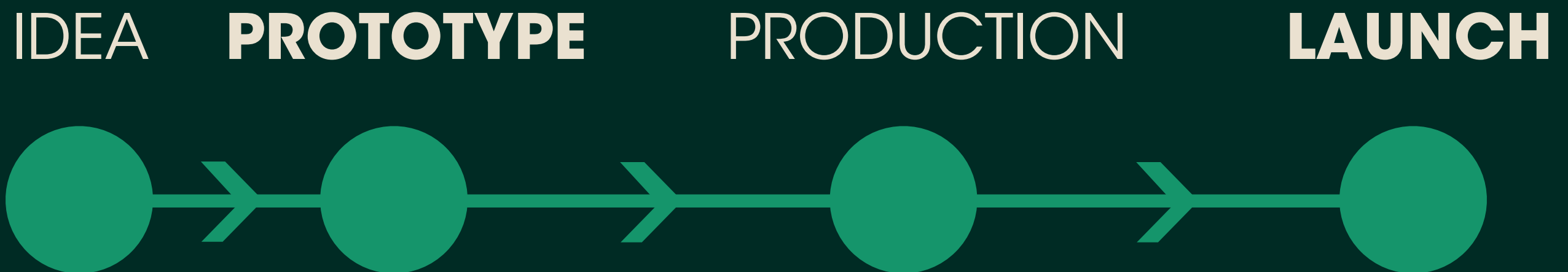


16 GAMES YOU'VE NEVER HEARD OF



sound
shapes™

WHY IS THIS IMPORTANT?



UNTIL...





SUPER TIME SQUAD



1 PLAYER
2 PLAYERS
HELP
CREDITS

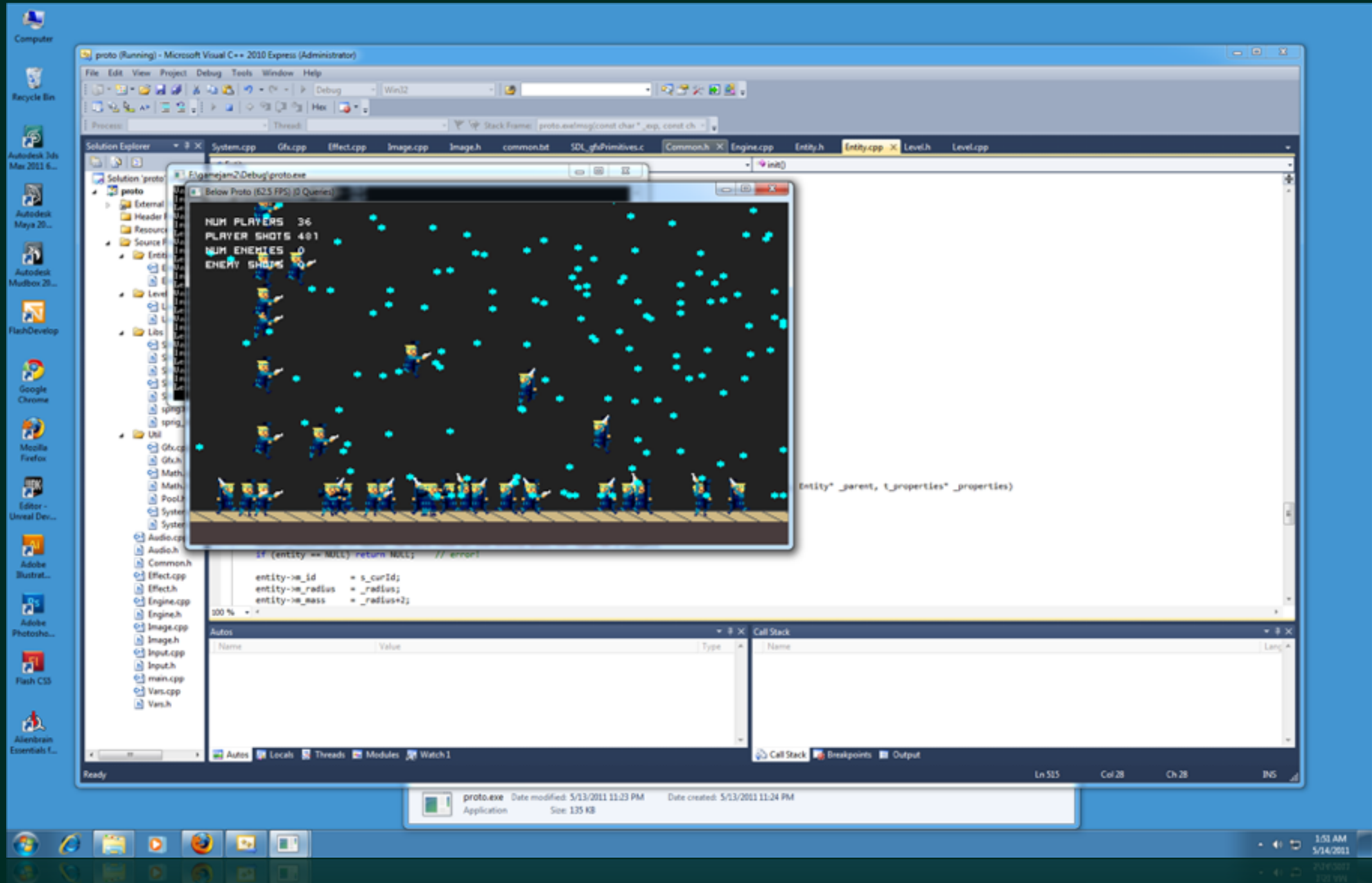
THESE GUYS!

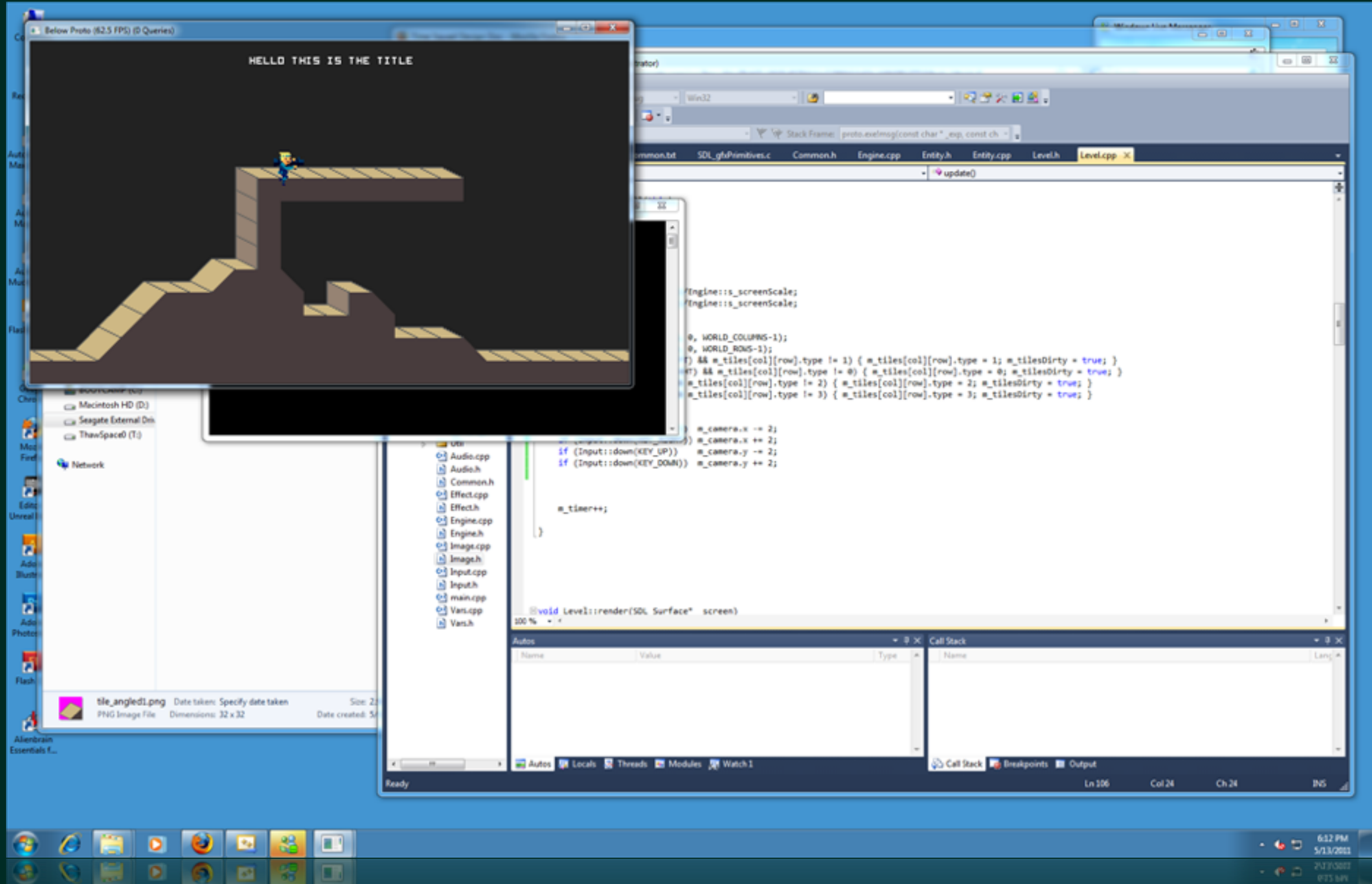


THESE GUYS!

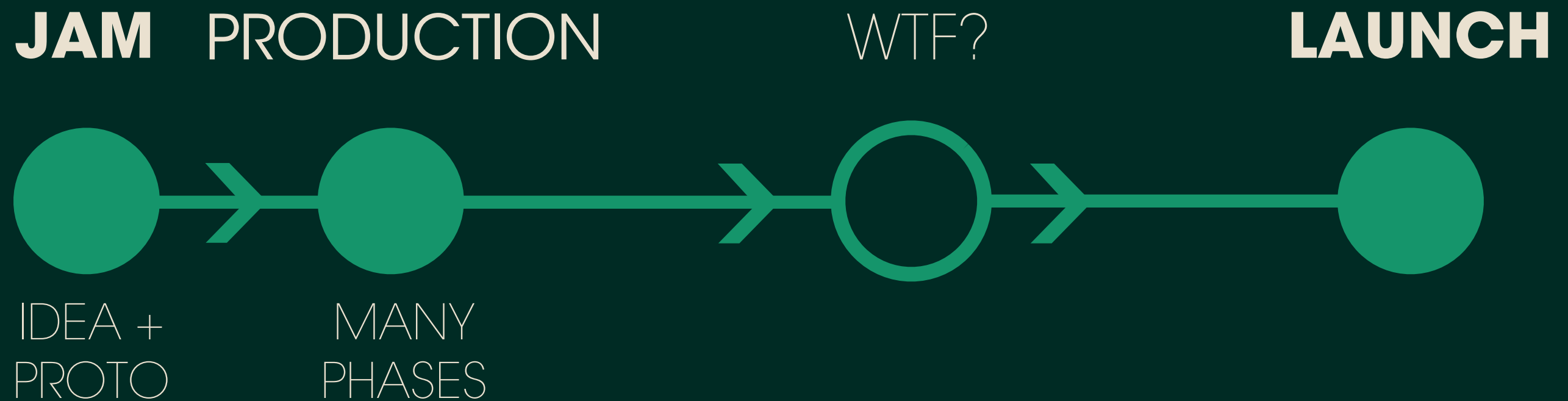
<< HARDCORE








WHY IS THIS IMPORTANT?





1 CHALLENGES

JAM VS. PROTOTYPE

- 
- **FUNCTIONALLY** SIMILAR
 - DIFFERENT **MENTAL STATE**
 - DEVELOPER **EXPECTATIONS**

JAM

FINISH
SOMETHING



PROTO

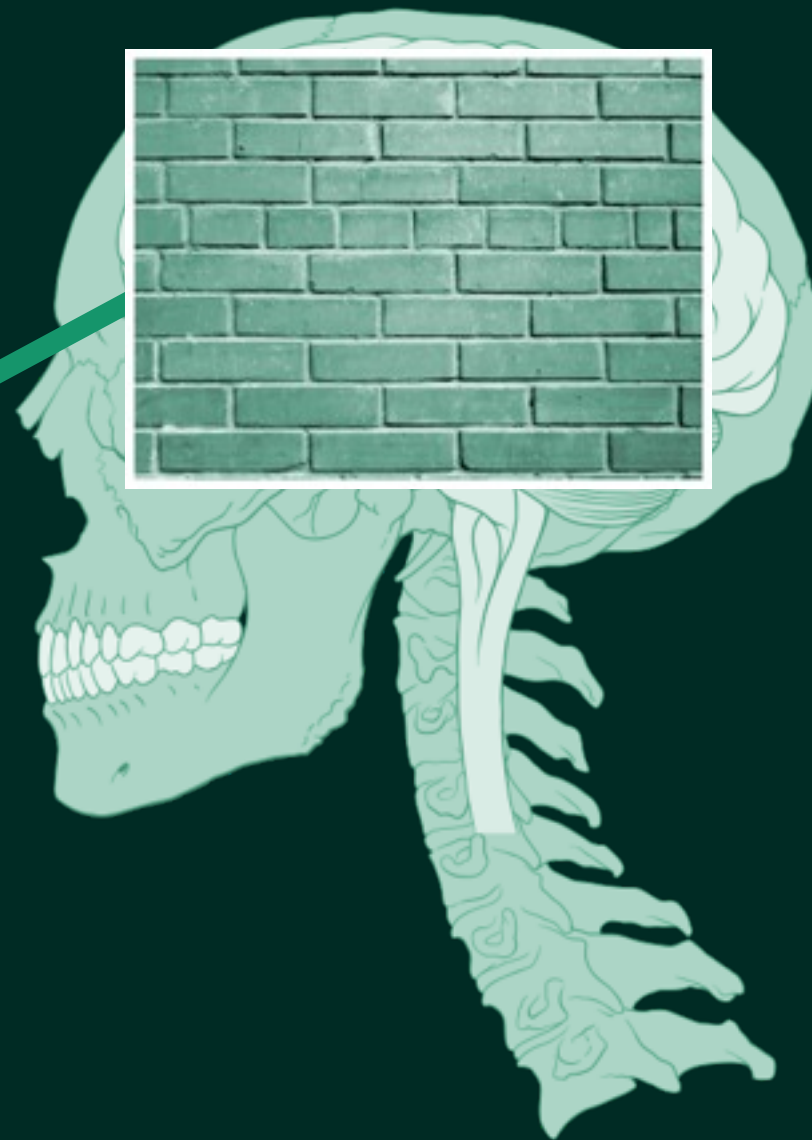
ANSWER
A QUESTION

“ THE MAIN CHALLENGE WAS TO EXPAND
ON A GAME THAT WAS NOT MEANT TO BE
EXPANDED ON. ”

PIETRO RIGHI RIVA
MIRRORMOON EP

JAM

FINISH
SOMETHING



IT'S FINISHED... RIGHT?





VISION VS. MECHANICS

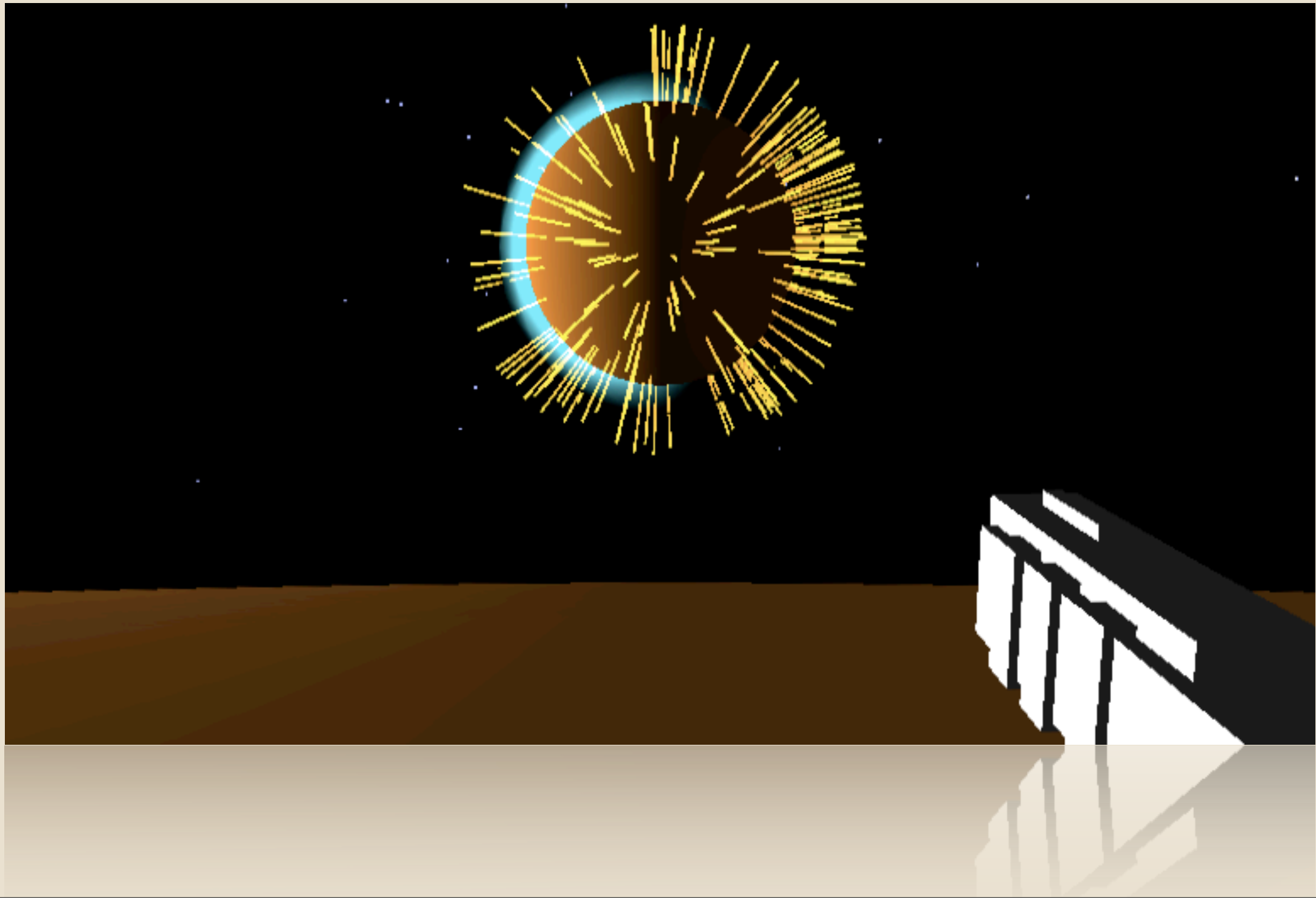
MECHANICS & VISION



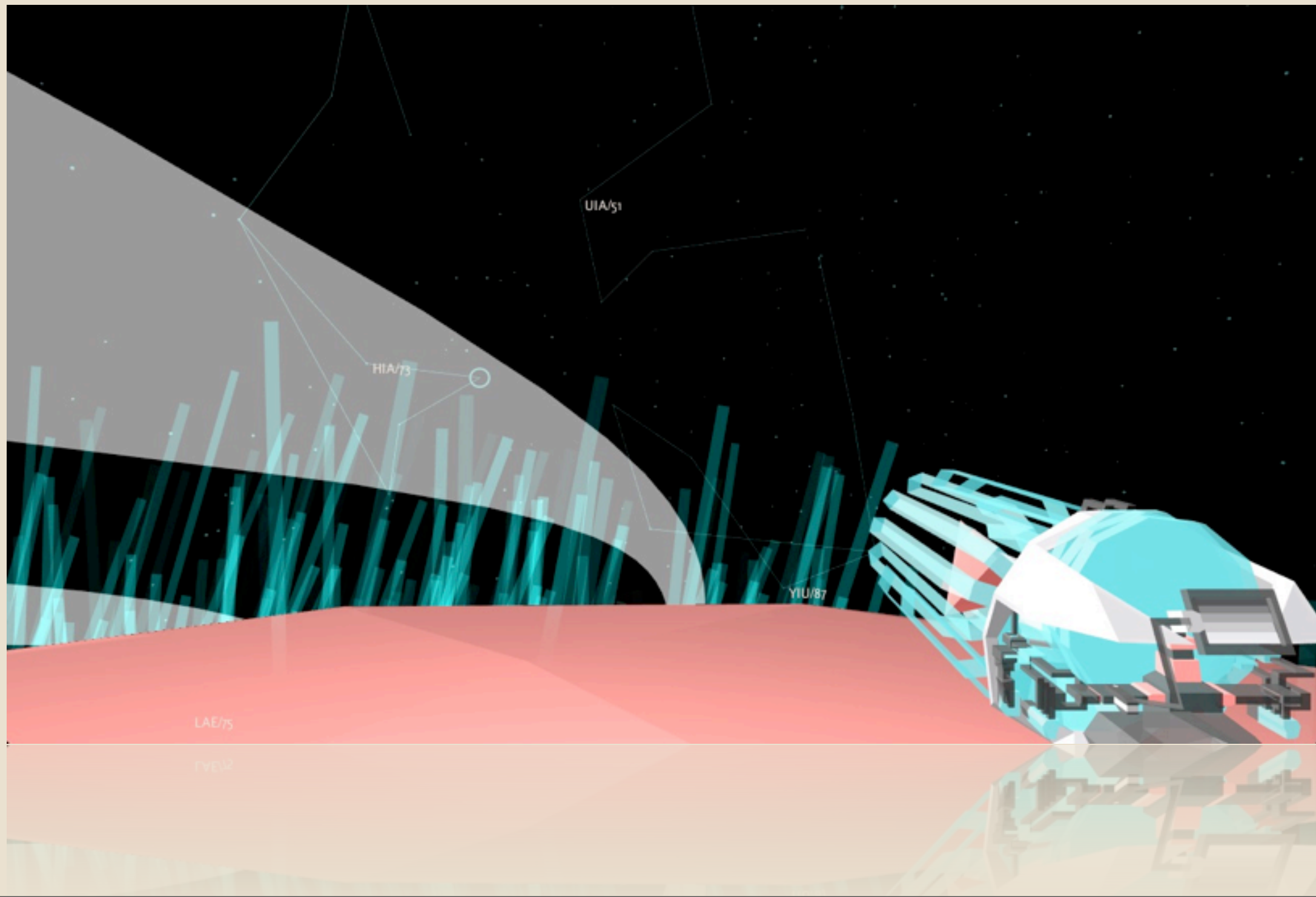
MECHANICS-DRIVEN
OR
ACHIEVING A VISION...

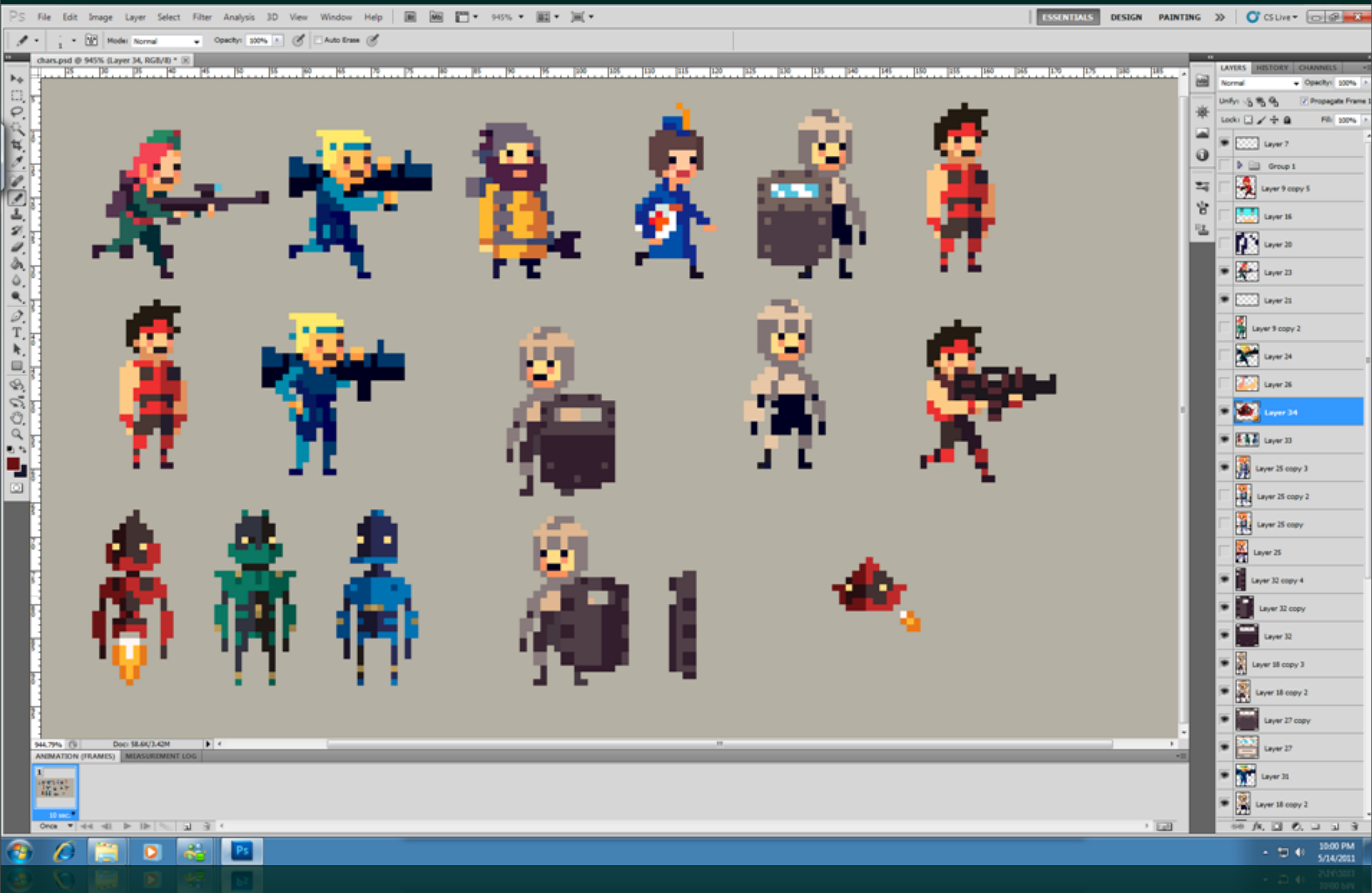
RARELY BOTH

ITS VISION TIME



ITS VISION TIME







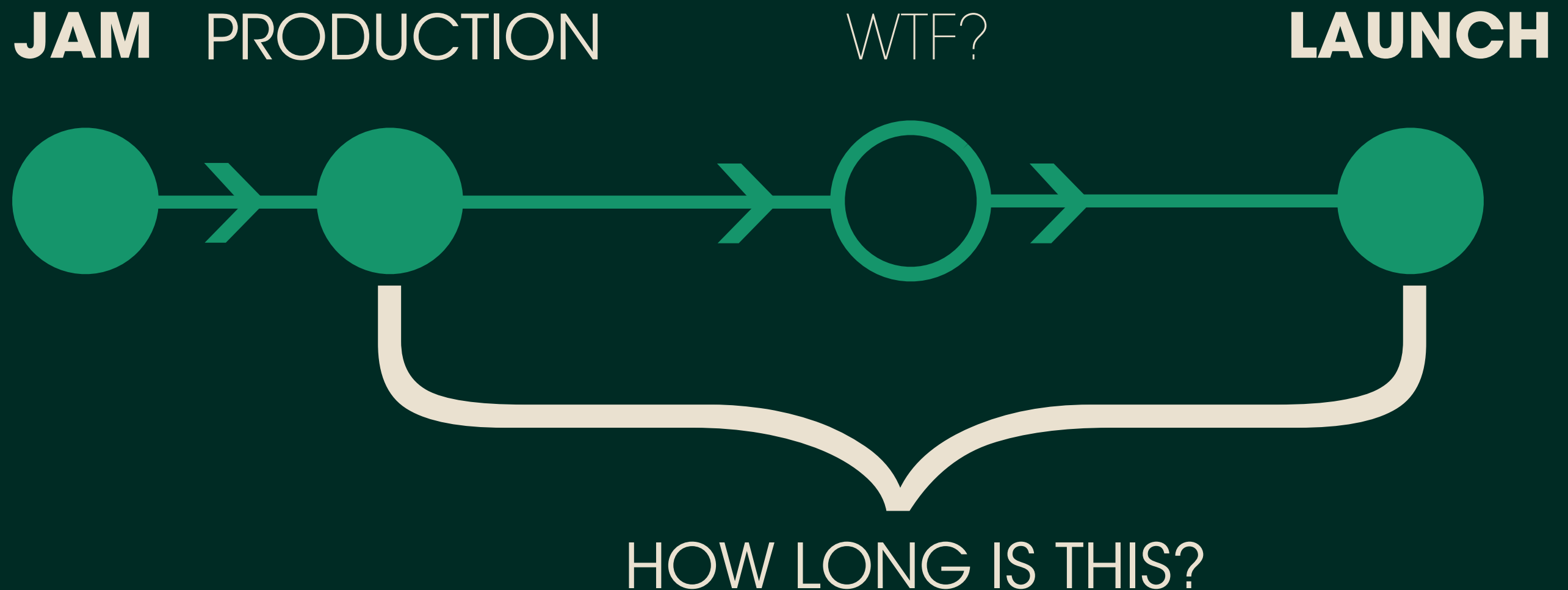


**EVERYONE
TOTALLY
LOVES
SCHEDULES**

“ I THOUGHT I COULD FINISH THE GAME IN
MAYBE A MONTH OR TWO AND GET IT
OUT THE DOOR. OF COURSE THAT DIDN'T
HAPPEN... ”

KYLE PULVER
OFFSPRING FLING

WHY IS THIS IMPORTANT?



ALMOST FINISHED

ALMOST FINISHED

ALMOST FINISHED

ALMOST FINISHED



FUN TIME!
(AS IN, DURATION)

INTENDED FUN TIME

JAM

MINUTES

**FULL
GAME**

HOURS


“ALL I HAD TO DO WAS... ADD A
CRAPLOAD OF CONTENT.”

KYLE PULVER
OFFSPRING FLING

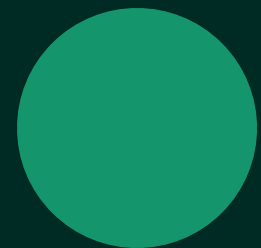


TEAM SCALE

GROWING TEAMS

- 
- **WHEN** TO ADD?
 - **WHO** TO ADD?
 - SHOULD YOU ADD **AT ALL?**

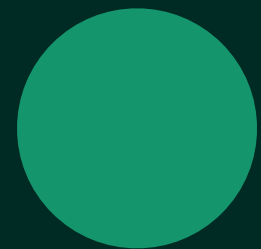
SUPER SCALE FORCE



JAM

3 DAYS

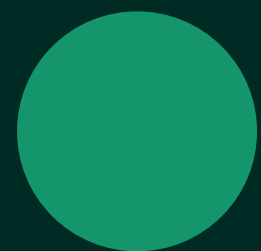
3 PEOPLE



PRODUCTION 1

6 MONTHS*

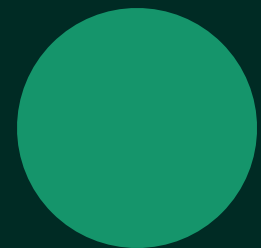
4 PEOPLE



PRODUCTION 2

9 MONTHS

5 PEOPLE



PRODUCTION 3

6 MONTHS

9 PEOPLE



- RARELY HAVE **AUDIO**
- IS IT GOING TO **CONSOLE?**
- WHERE IS IT **LACKING?**



**ALLOWS
FOR
POLISH!**





MOTIVATION IS HARD

JUST ASK THIS SCIENTIST

2 STRENGTHS



PLAYTESTING

“ WHAT CONVINCED ME WAS WATCHING
PEOPLE PLAY. EVEN IN AN EARLY FORM, I
COULD SEE THAT THE WAY PEOPLE
ENGAGED WITH THE GAME FELT SPECIAL. ”

BEN ESPOSITO
KACHINA

PLAYTEST x 10000

- **PLAYABLE & “FINISHED”**
- **EARLIEST** POINT IN DEV
- BEGINS **PLAYTEST** CYCLE

SUPER EXPO FORCE

JAM

- TOJAM ARCADE 2013
- PAX EAST 2012
- PAX PRIME 2012
- BIT BAZAAR 2012
- LONG WINTER 2012
- GAMERCAMP 2012
- PAX EAST 2013
- GDC 2013
- E3 2013
- PAX PRIME 2013
- INDIECADE 2013
- GAMERCAMP 2013
- DAY OF THE DEVS 2013



A WHOLE
BUNCH I
FORGET

NOW



PROMOTION

“ THE IDEA HAS BEEN PUBLISHED FROM
DAY ONE, SO THAT GOVERNS SOME OF
THE DECISIONS I'M MAKING FOR PR. ”

ITAY KEREN
MUSHROOM 11

THE 'HECKER MODEL'



- YOU CAN **NEVER** PROMOTE **TOO EARLY**, OR **TOO MUCH**.
- A HUGE POPULATION OF PEOPLE WHO **KNOW NOTHING ABOUT YOUR GAME**



THE DF METHOD



AMNESIA FORTNIGHT



COMMERCIAL JAMS

- CLEAR **GOAL**
- **MENTAL BLOCK** REMOVED?
- LONGER **DURATION**
- FAR LESS **SCALE ISSUES**

“ WE OFTEN END UP WITH PROJECT
LEADS THAT HAVEN'T LED A GAME
BEFORE. ”

GREG RICE
DOUBLE FINE



- INCREASES YOUR POOL OF **LEADS**
- INCREASES **"OWNERSHIP"**

CHALLENGES



STRENGTHS

IN CLOSING

LETS KEEP LEARNING

LETS KEEP DISCUSSING





**NOW PLEASE FEEL FREE TO
ASK QUESTIONS**

THANK YOU!



@CAPY_NATHAN

www.supertimeforce.com