# UNLEASHING THE WOLF

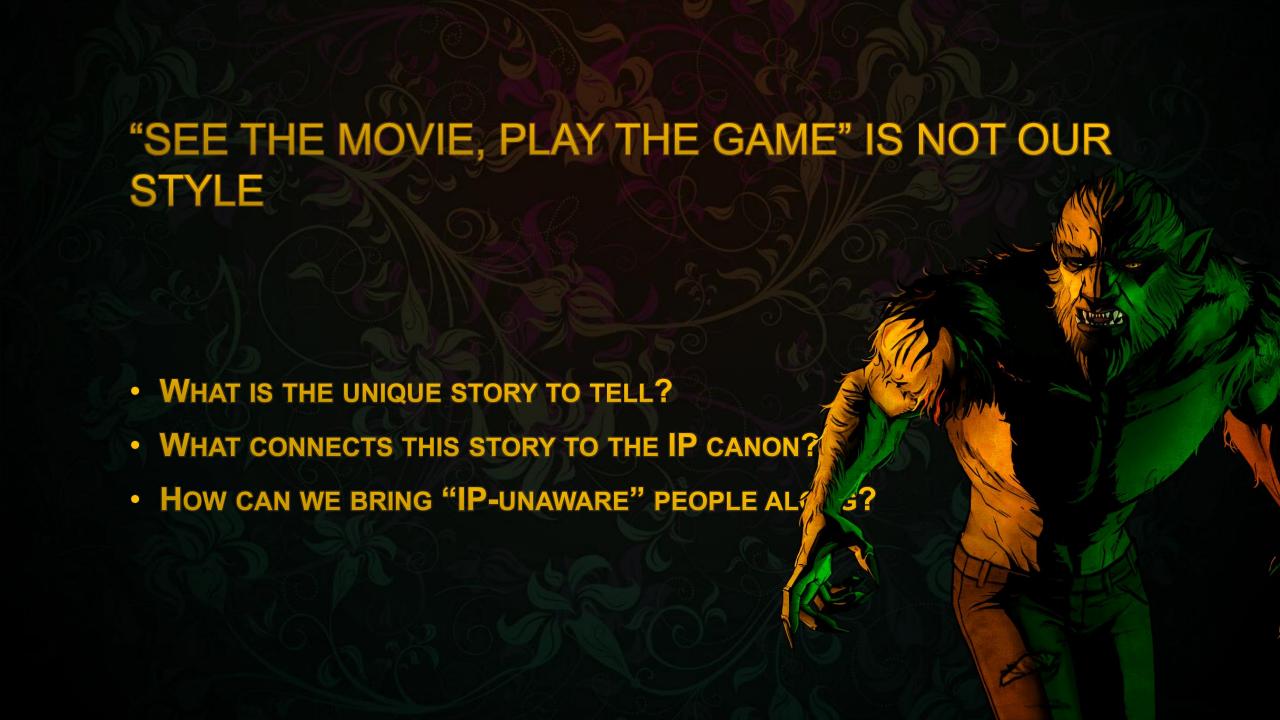## Adapting Fables, Creating The Wolf Among Us

# CHRIS SCHROYER - PRODUCER

- **10 YEARS IN GAMES**

- **4 YEARS @ TELLTALE GAMES**

  - **POKER NIGHT**

  - **JURASSIC PARK**

  - **THE WALKING DEAD: SEASON 1**

  - **THE WOLF AMONG US**

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# A QUICK NOTE ABOUT SPOILERS

- TODAY I'LL BE MENTIONING THE FOLLOWING SERIE[S]

  - THE WOLF AMONG US

  - FABLES (THE COMIC SERIES)

  - THE WALKING DEAD: THE GAME - SEASON 1

    - DON'T WORRY, NOTHING ABOUT SEASON 2!

# WHAT DOES IT MEAN TO "ADAPT IP" AT TELLTALE GAMES?

- "SEE THE MOVIE, PLAY THE GAME" IS NOT OUR STYLE

- INTERACTIVITY HAS TO BRING SOMETHING NEW TO THE IP

# "SEE THE MOVIE, PLAY THE GAME" IS NOT OUR STYLE

- WHAT IS THE UNIQUE STORY TO TELL?

- WHAT CONNECTS THIS STORY TO THE IP CANON?

- HOW CAN WE BRING "IP-UNAWARE" PEOPLE ALONG?

# INTERACTIVITY HAS TO BRING SOMETHING NEW TO THE IP

- WHAT HAVE PEOPLE ALREADY SEEN IN THIS UNIVERSE?

  - WHAT HAVE THEY NOT SEEN YET?

- WHAT DOES THE PLAYER GET TO "OWN" THROUGH GAMEPLAY?

- WHAT'S THE RANGE OF TAILORED NARRATIVE?

- WHAT ESTABLISHED CHARACTERS/SETTINGS MOST NATURALLY LEND THEMSELVES TO INTERACTIVITY?

# WHAT MADE FABLES A GOOD IP FOR ADAPTATION?

- LOTS OF PROACTIVE CHARACTERS

- LARGE ESTABLISHED TIMELINE OF CRITICAL EVENTS

- WIDE STORYTELLING RANGE WITH ESTABLISHED TIMELINE

- SOURCE MATERIAL ALREADY PROVEN TO BE GREAT EPISODIC CONTENT

# "PREVIOUSLY ON THE WOLF AMONG US…"

- SEASON ARC IN PLACE, EPISODE 1 WRITTEN/RECORDED

- A PREQUEL WITH LIGHTER TONE, BUT STILL CANON

- ARTWORK FOR MAIN CAST AND SETS DEEP INTO PRODUCTION

# THE WD EFFECT

- This changes nearly everything!

- We had to continue down this road to see where it goes

- Taking a long look at Fables

# THE REBOOT

- Season arc, dialog, design all open to reconfiguration

- Characters, sets, and props had to be repurposed

# WHY WAS THIS REALLY SCARY?

- A LOT OF WORK HAD TO BE REDONE
  - SCRIPT / VO
  - DESIGN
  - PROGRAMMING
  - VOICE PERFORMANCES
  - ANIMATION / CHOREOGRAPHY
- PRODUCTION OF THESE ASSETS HAD TO BE DONE AS WE WERE REBOOTING

# WHY WAS THIS ABSOLUTELY NECESSARY?

- We were only hitting some, not all, of the "Adapting IP" pillars

- Player expectations coming out of WD Season 1

# WHAT DID THIS PROCESS LOOK LIKE?

- New Season Arc

- New Episode Scripts

- New/Expanded Gameplay Prototyping

# NEW SEASON ARC

- Opportunity to get reacquainted with the IP
  - Maintain pillars we hit
  - Focus on the ones we missed
- Establishing the main thread
- Establishing individual character arcs
- Determining big choices per episode

# NEW EPISODE 1 SCRIPT CHALLENGE: "READERS" VS. "PLAYERS"

- GETTING EVERYONE UP TO SPEED, QUICKLY
  - WHAT'S A MUNDIE?
  - WHAT'S A GLAMOUR?
- FINDING THE BALANCE

Once upon a time in New York City there lived a community of fairy tale characters known as Fabletown. The Fables who live there arrived hundreds of years ago, after they were exiled from their Homelands.

◆◆

Through the use of a magic spell called Glamour, they have protected their secret community from the mundane world.

◆◆

Sheriff Bigby Wolf protects them from each other.

Bigby! Listen, mate I know I don't look human.  It's a problem, I get it, I just stepped out the apartment for just a second to see what kind of damage this drunk shit is doing.

# WHAT ARE WE REALLY TALKING ABOUT IN THIS CONVERSATION?

- THE EXISTENCE OF NON-HUMAN FABLES

- DEFINING MUNDIES AND THE IMPORTANCE OF HIDING FROM THEM

- ESTABLISH BIGBY AS FABLETOWN'S SHERIFF: THE ENFORCER OF LAWS

- THE FARM: WHAT IT IS, WHO'S THERE, ETC.

- GLAMOURS COMES FROM A SINGLE SOURCE AND ARE EXPENSIVE

- …AND JUST IN CASE ANYONE MISSED IT, BIGBY IS THE REAL *BIG BAD WOLF!!!*

# NEW/EXPANDED GAMEPLAY PROTOTYPING

- **BRING CHOICE TO ACTION SEQUENCES**

- **CHASE SEQUENCES**

- **INVESTIGATIONS**

# BRING CHOICE TO ACTION SEQUENCES

- BIGBY IS A LEGENDARY BADASS

- THE THREAT OF DEATH WASN'T ALWAYS COMPELLING OR CANON

- TESTS OF SKILL NOT AS INTERESTING AS DECIDING HOW TO MOVE THROUGH A FIGHT

# CHASE SEQUENCES

- SIMILAR TO BRINGING CHOICE TO ACTION SEQUENCES

- BIGBY'S NOT GOING TO LOSE THE TRAIL EASILY

- PLAYER PERFORMANCE USED TO DETERMINE WORLD CONDITIONAL OTHER THAN "VICTORY"

# INVESTIGATION SEQUENCES

- **B**IGBY IS A LEGENDARY SLEUTH IN THE COMMUNITY

- **T**HESE COULD NOT BE PIXEL HUNTS

- **I**T'S ABOUT HOW THE PLAYER MOVES THROUGH A ROOM

- **W**HEN EXECUTED WELL, THESE SEQUENCES WERE NATURAL CONVERSATIONS

# STAYING ON TRACK

- **M**ORE FREQUENT CHECK-INS WITH EXECUTIVE STAFF

- **M**ULTIPLE PLAYTESTS

  - **P**EN-AND-PAPER VERSIONS

  - **I**N-ENGINE PLAYTESTS

# STAYING ON TRACK

- We identified areas we could move forward as quickly as possible

  - Environments, animation, character model edits

  - Design docs, scripts, season arc docs

- Within a few months we were at PAX Prime and shipped Episode 1 shortly after

# …AND THEY ALL LIVED HAPPILY EVER AFTER

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