



# Designing Procedural Stealth in Invisible Inc

**James Lantz**

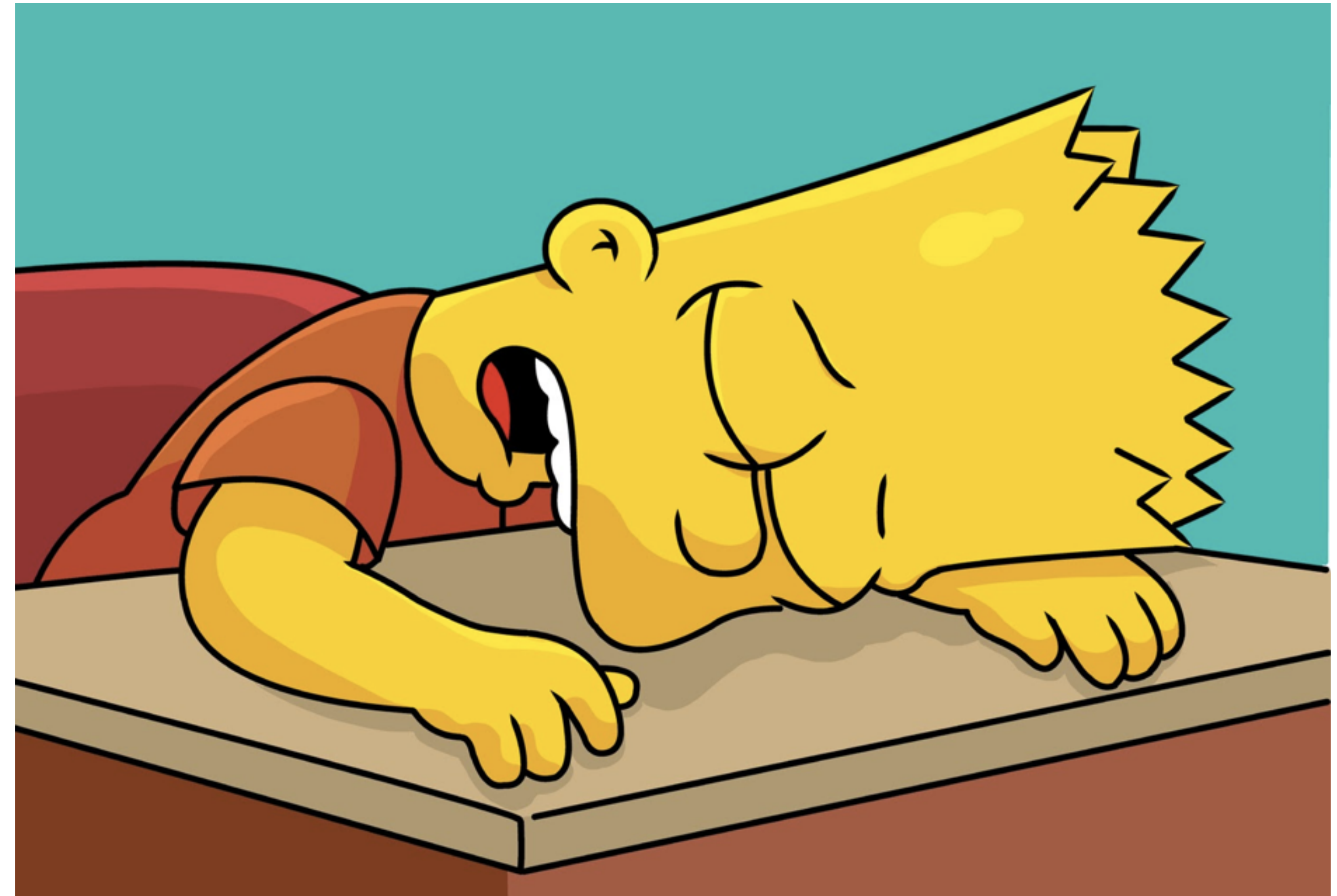
Technical Designer, Klei Entertainment



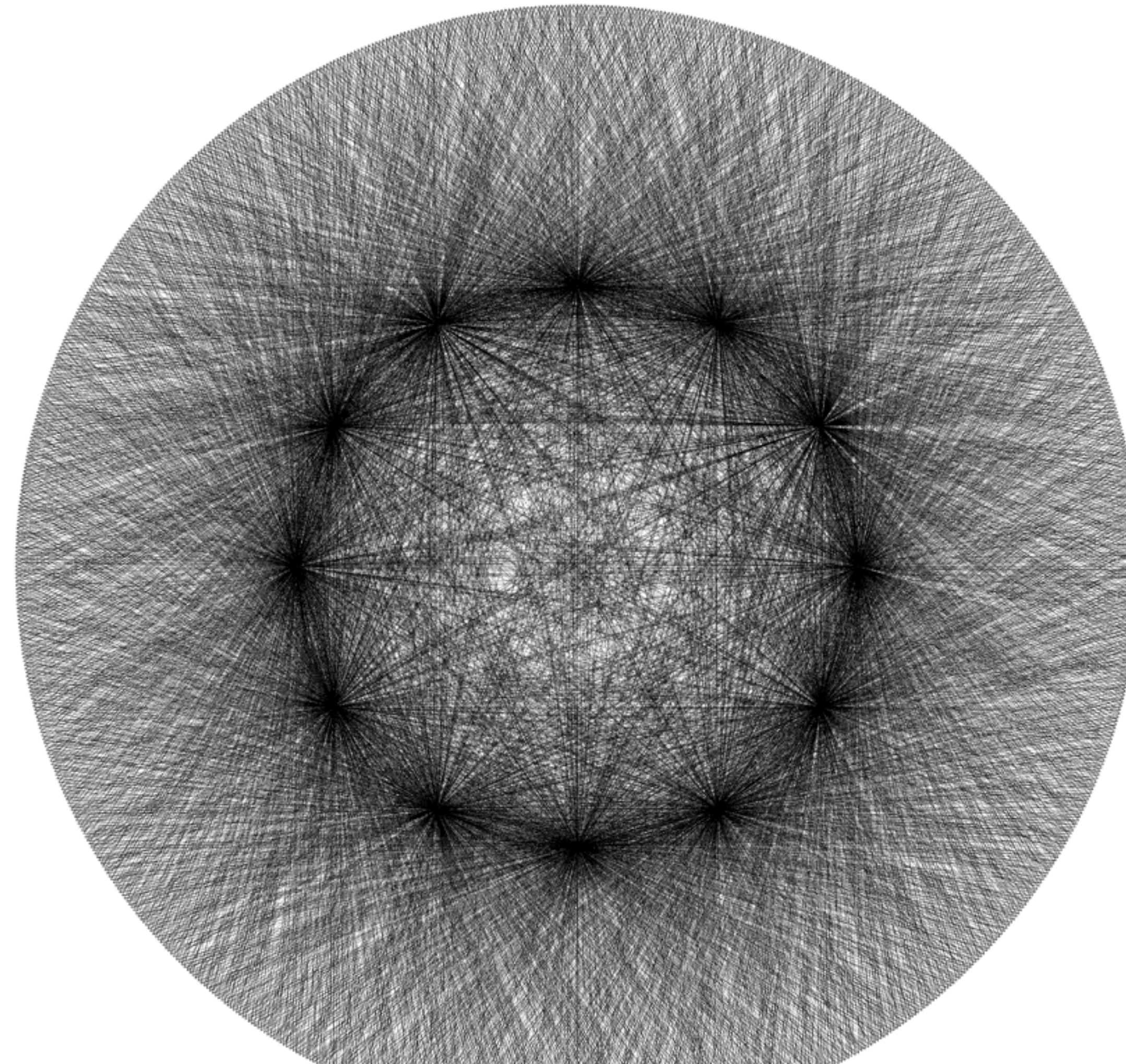
GAME DEVELOPERS CONFERENCE®

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MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015

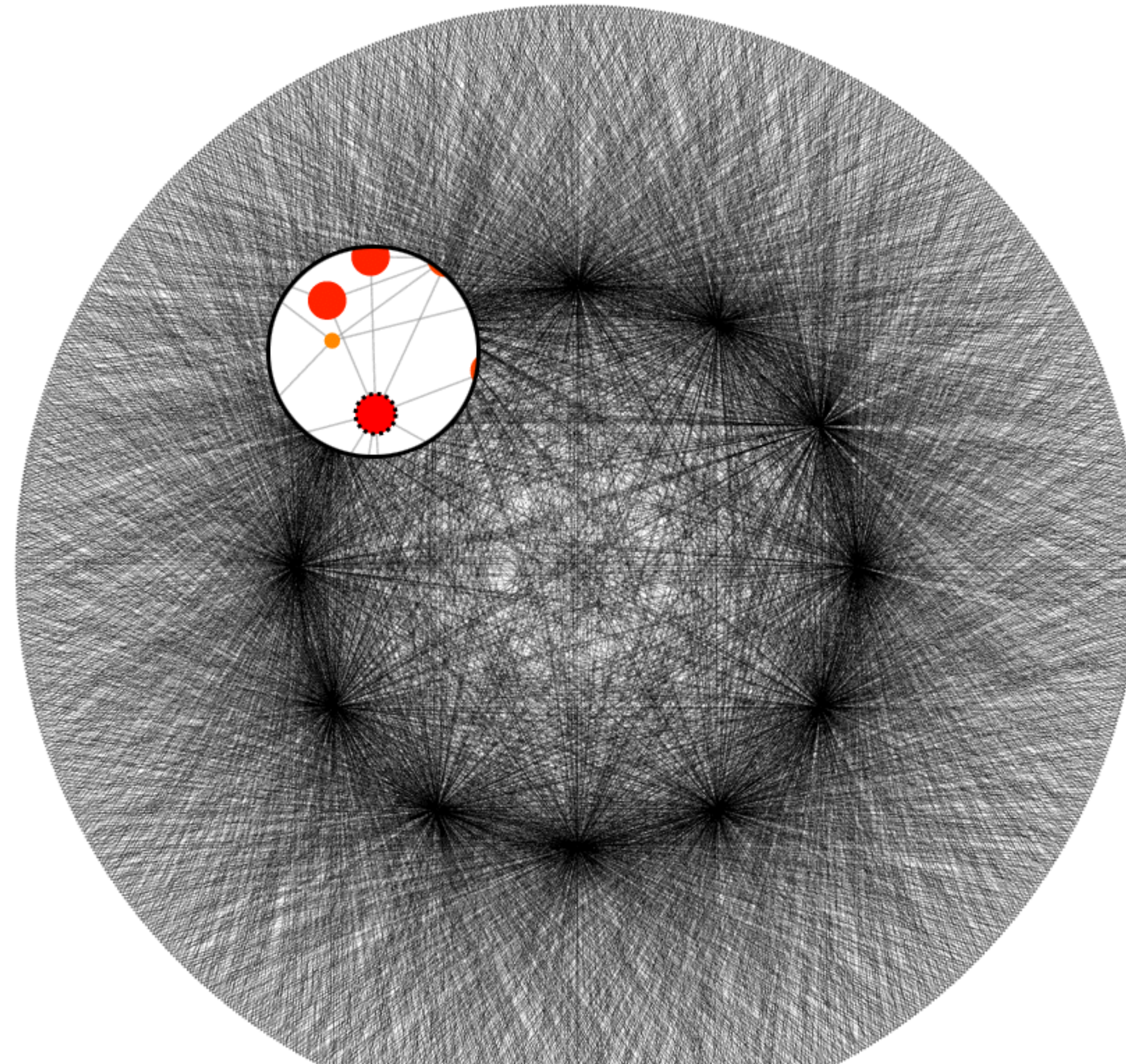






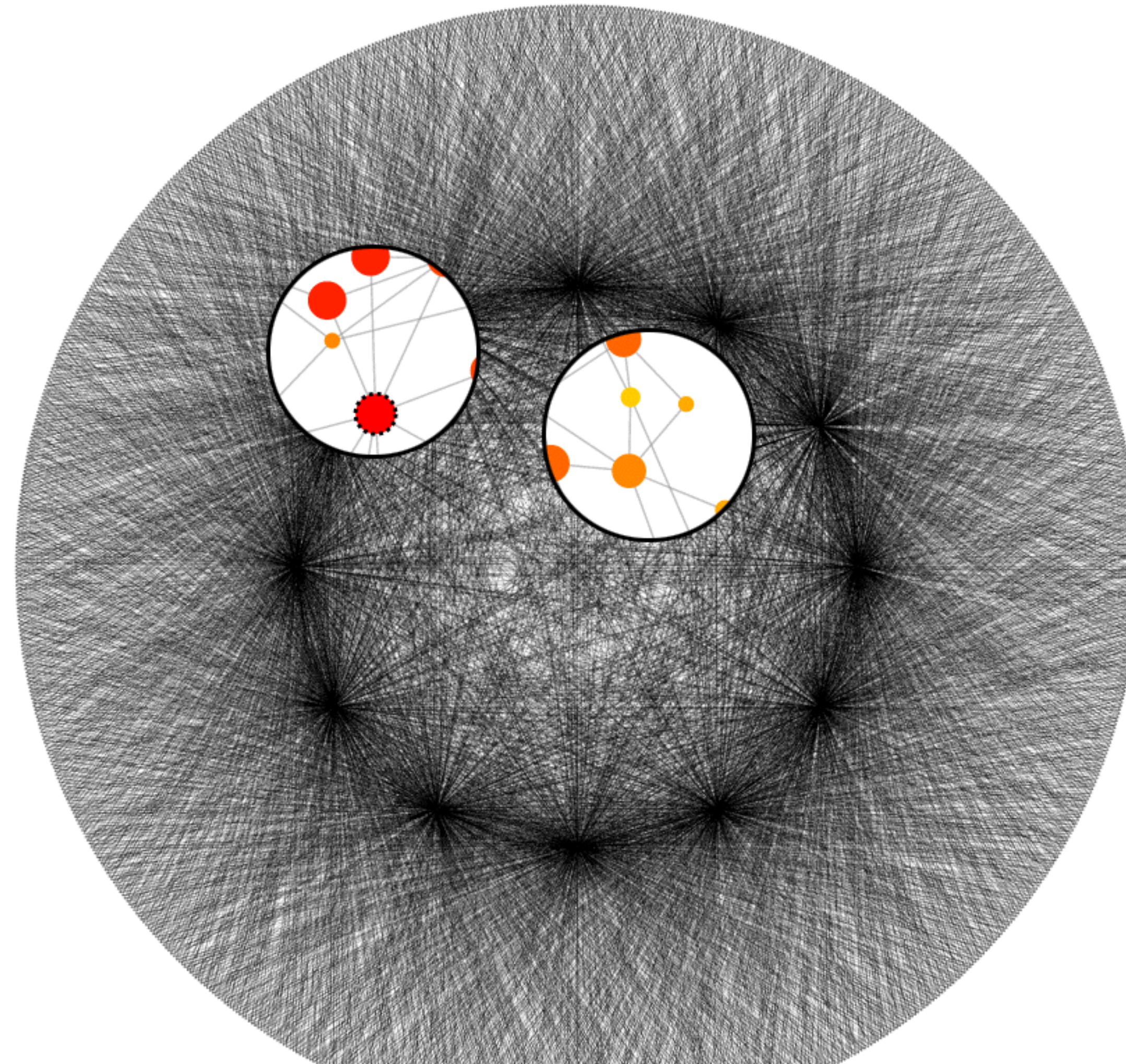
Game Development





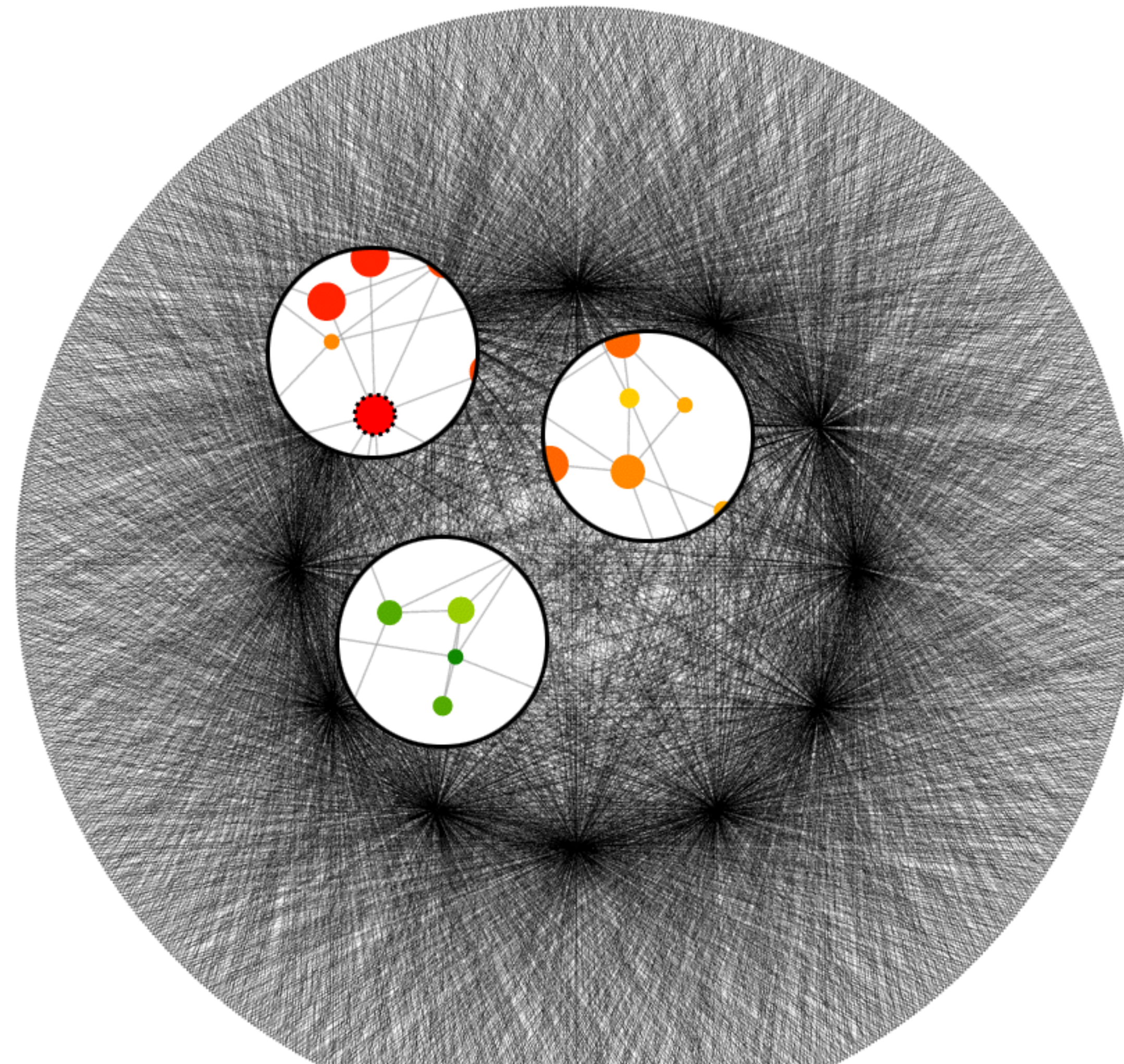
Game Development





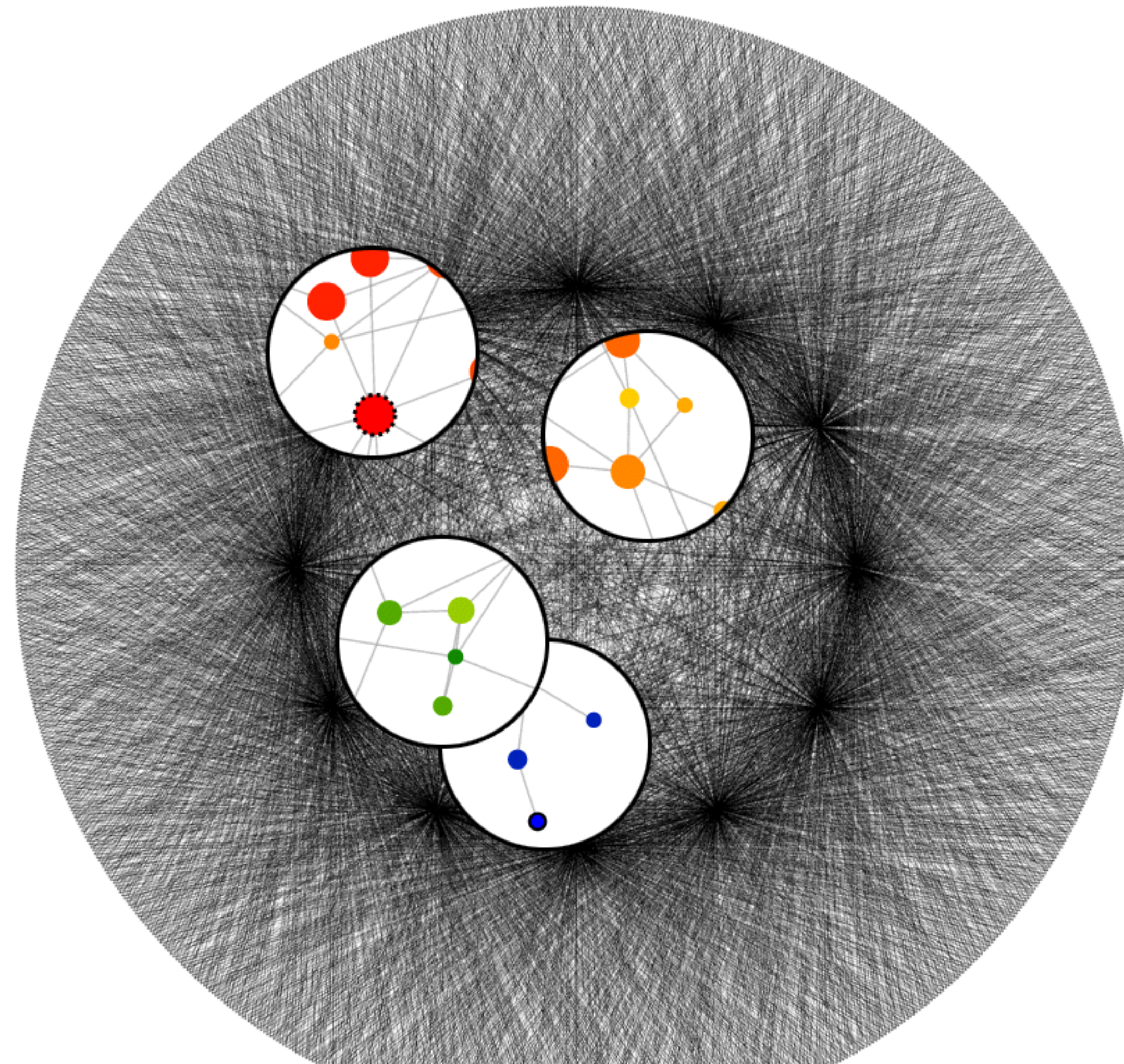
Game Development





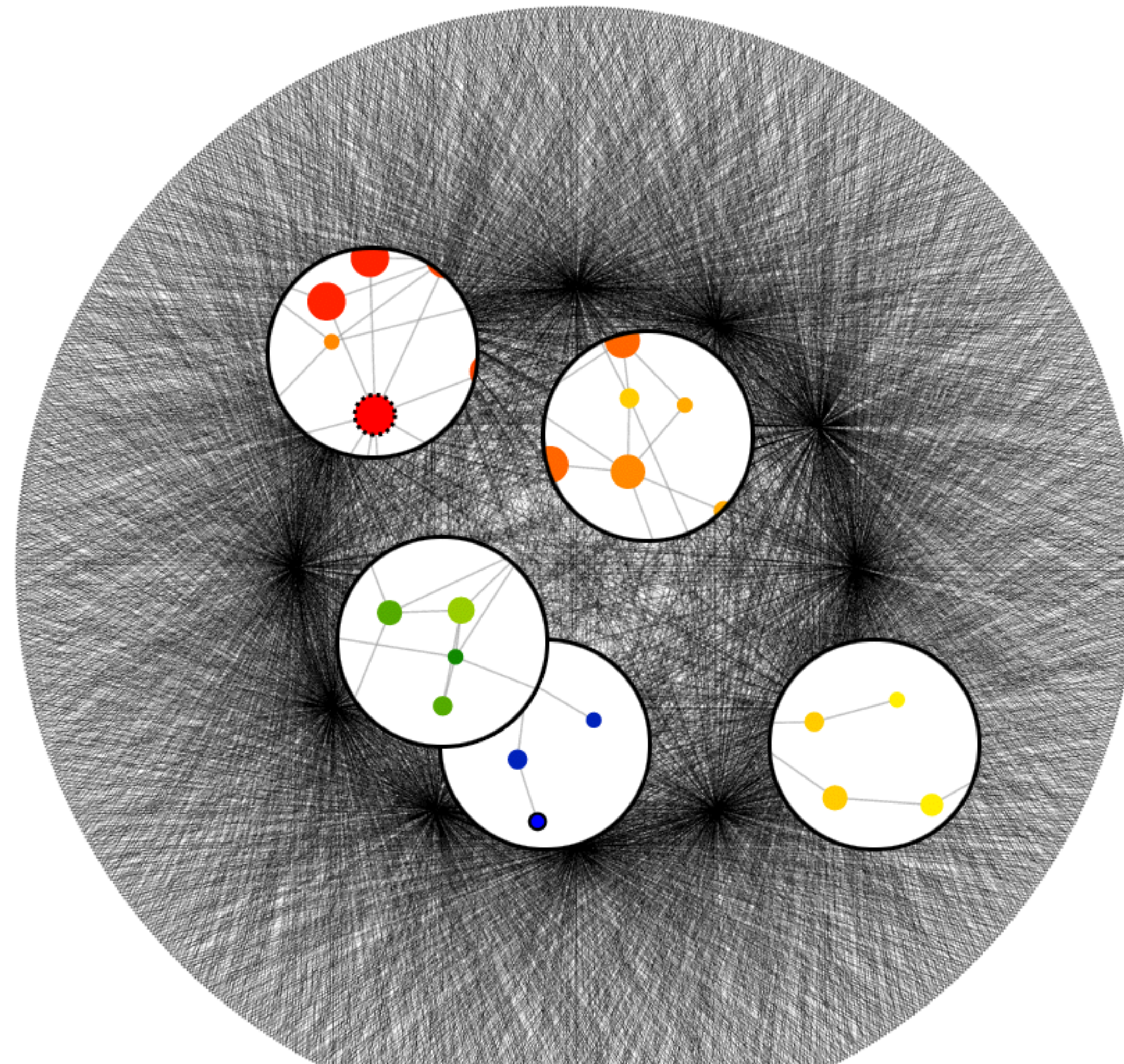
Game Development





Game Development





Game Development





????????????????

Game Development









Point A

Winter 2013





Point B

Summer 2013





# Influences

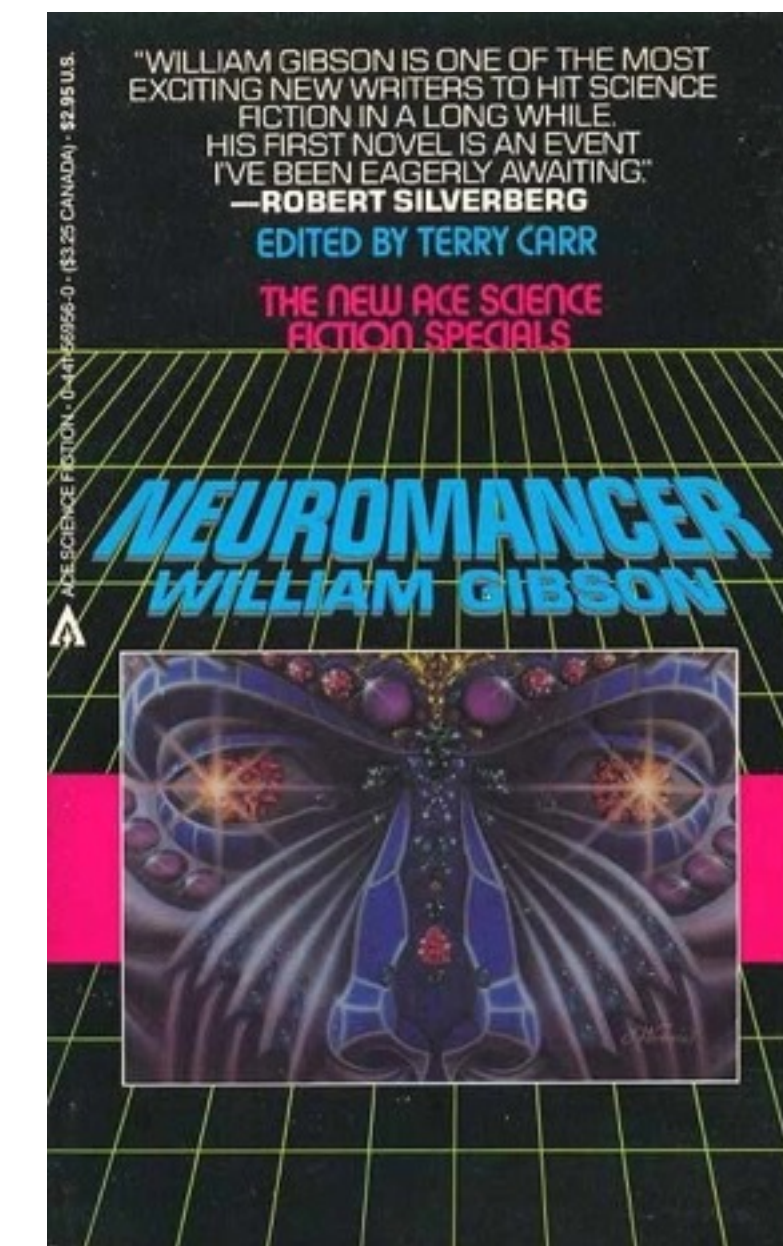
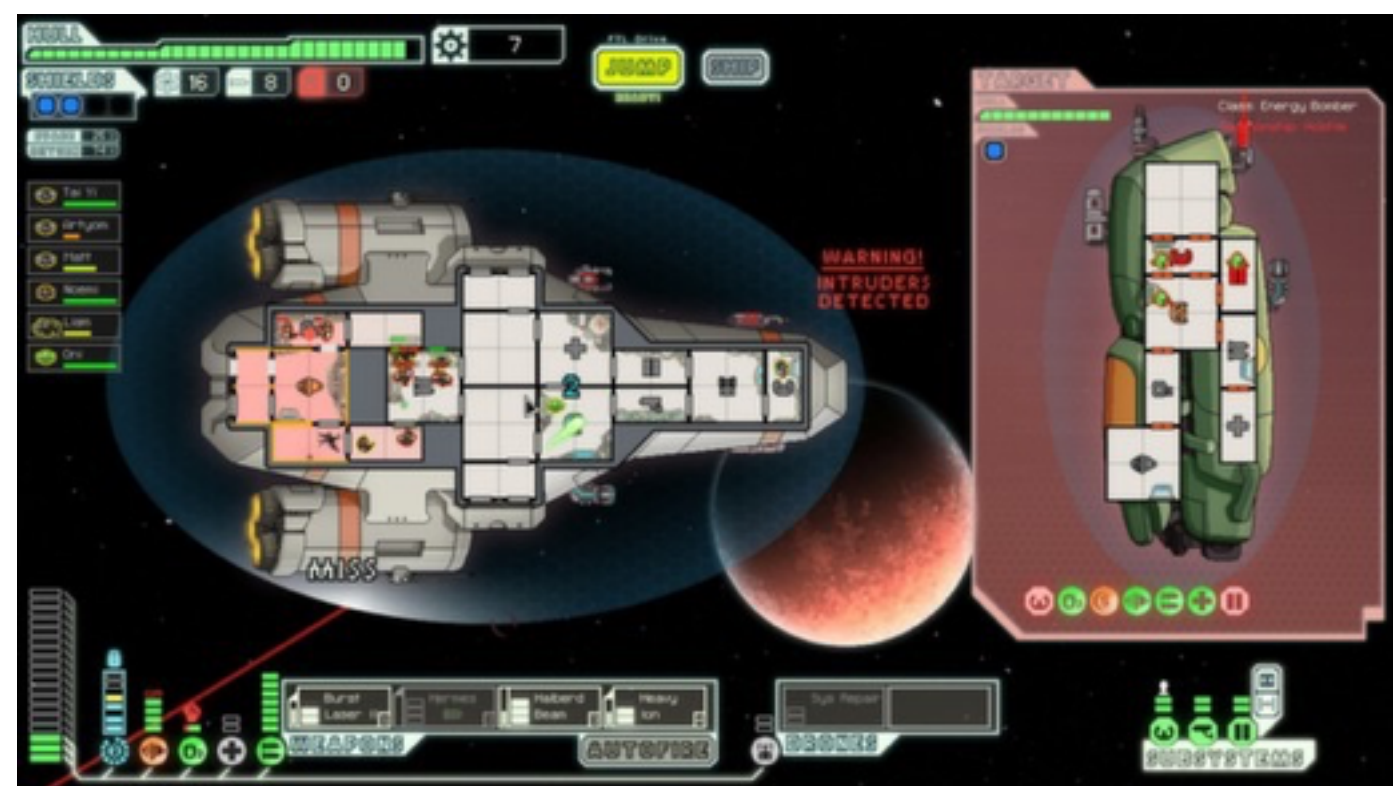


**Best Value**

(By the geniuses at Klei Entertainment)

(Available on Steam now for \$14.99)

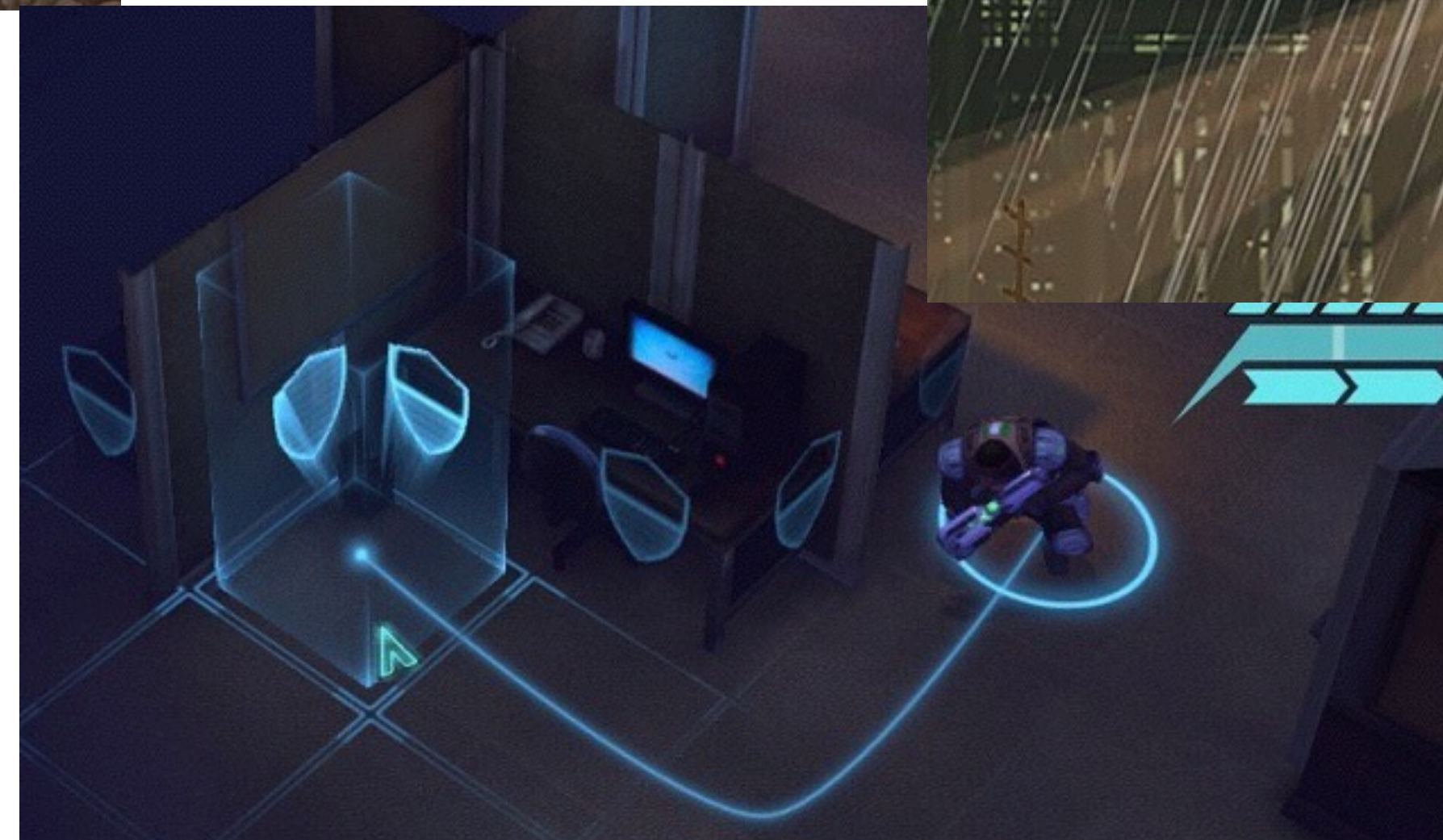
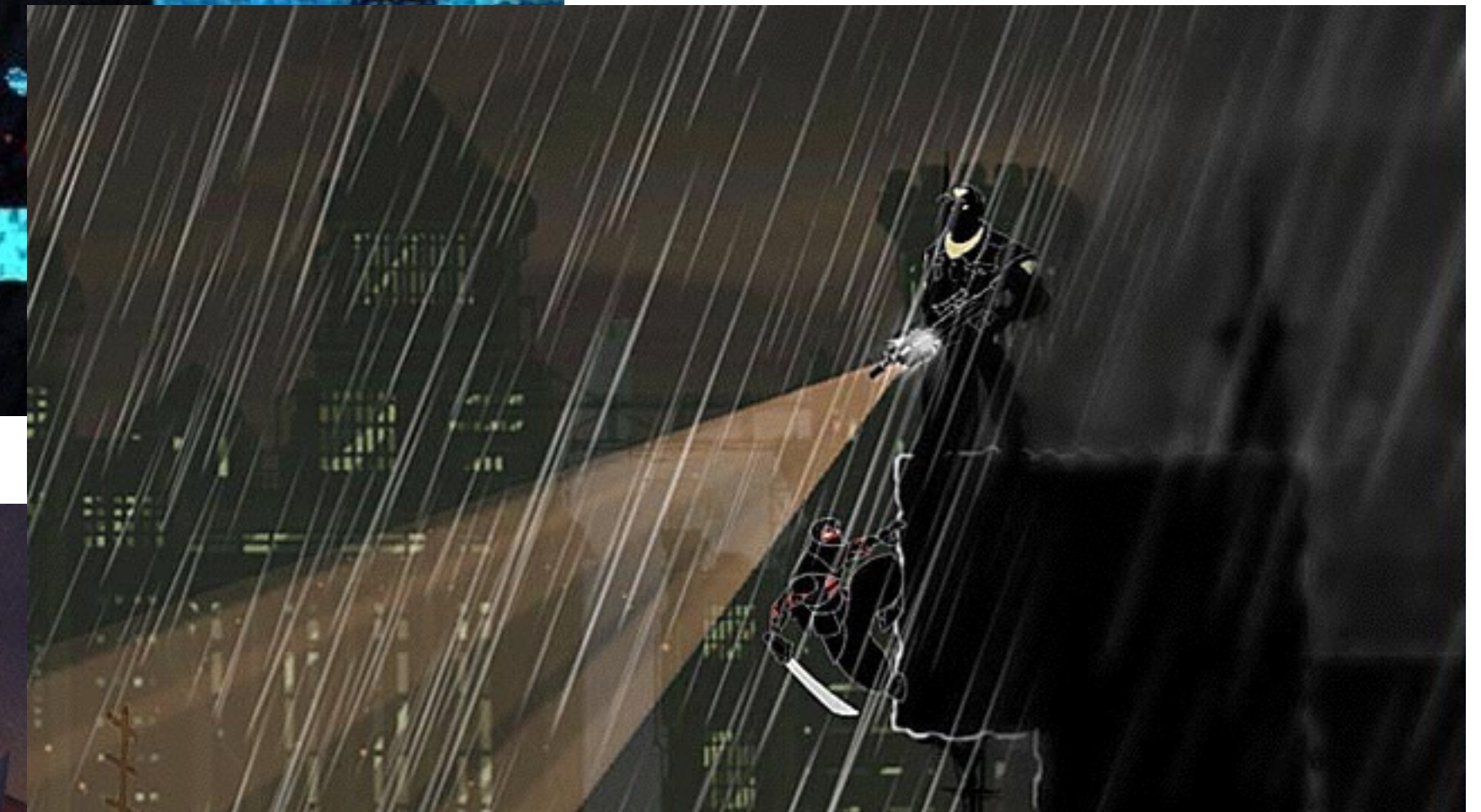
(9/10 - IGN, "Inspired" - PCGamer)







# Influences



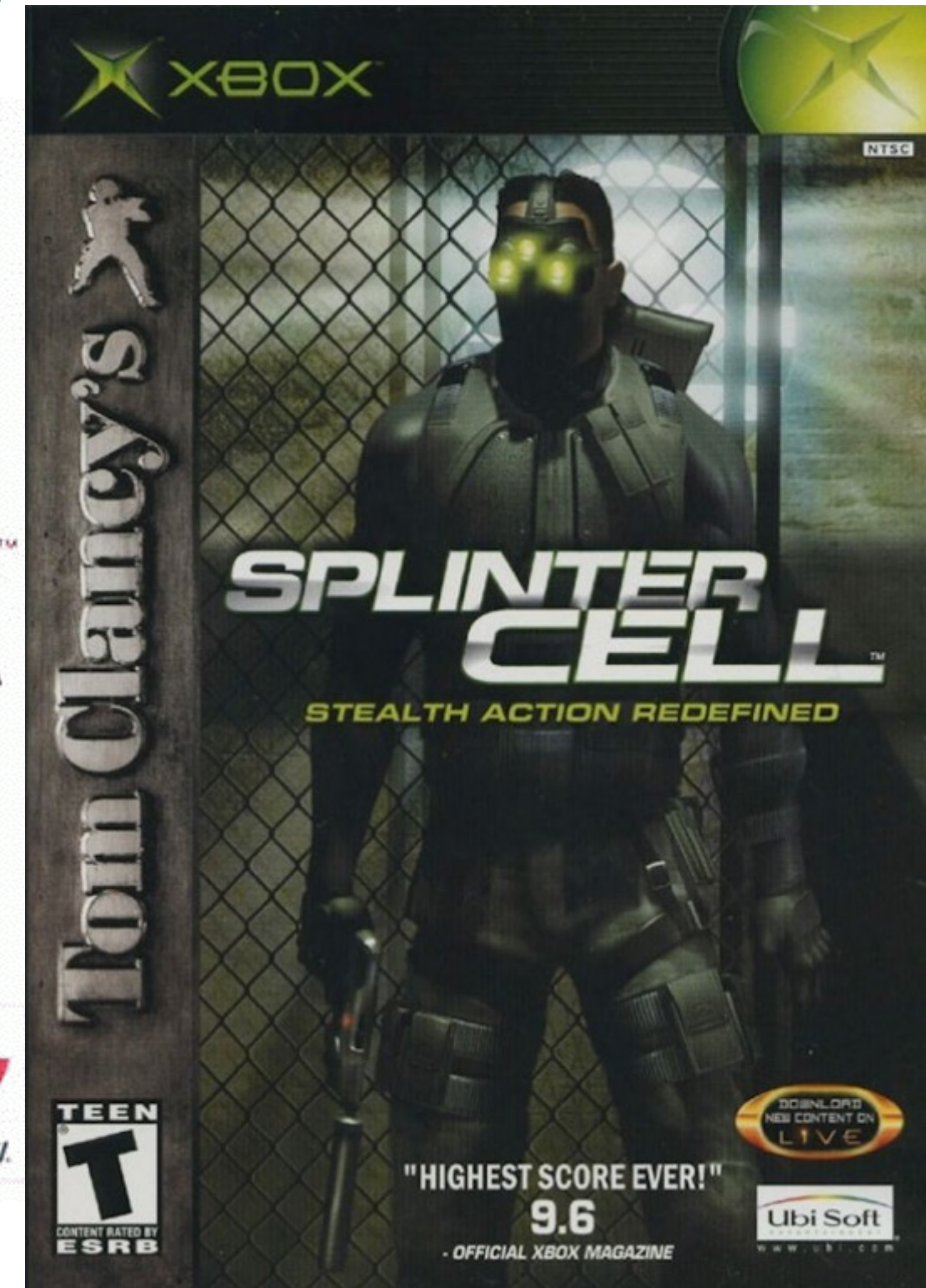




# Influences



TACTICAL ESPIONAGE ACTION  
**METAL GEAR**  
SOLID



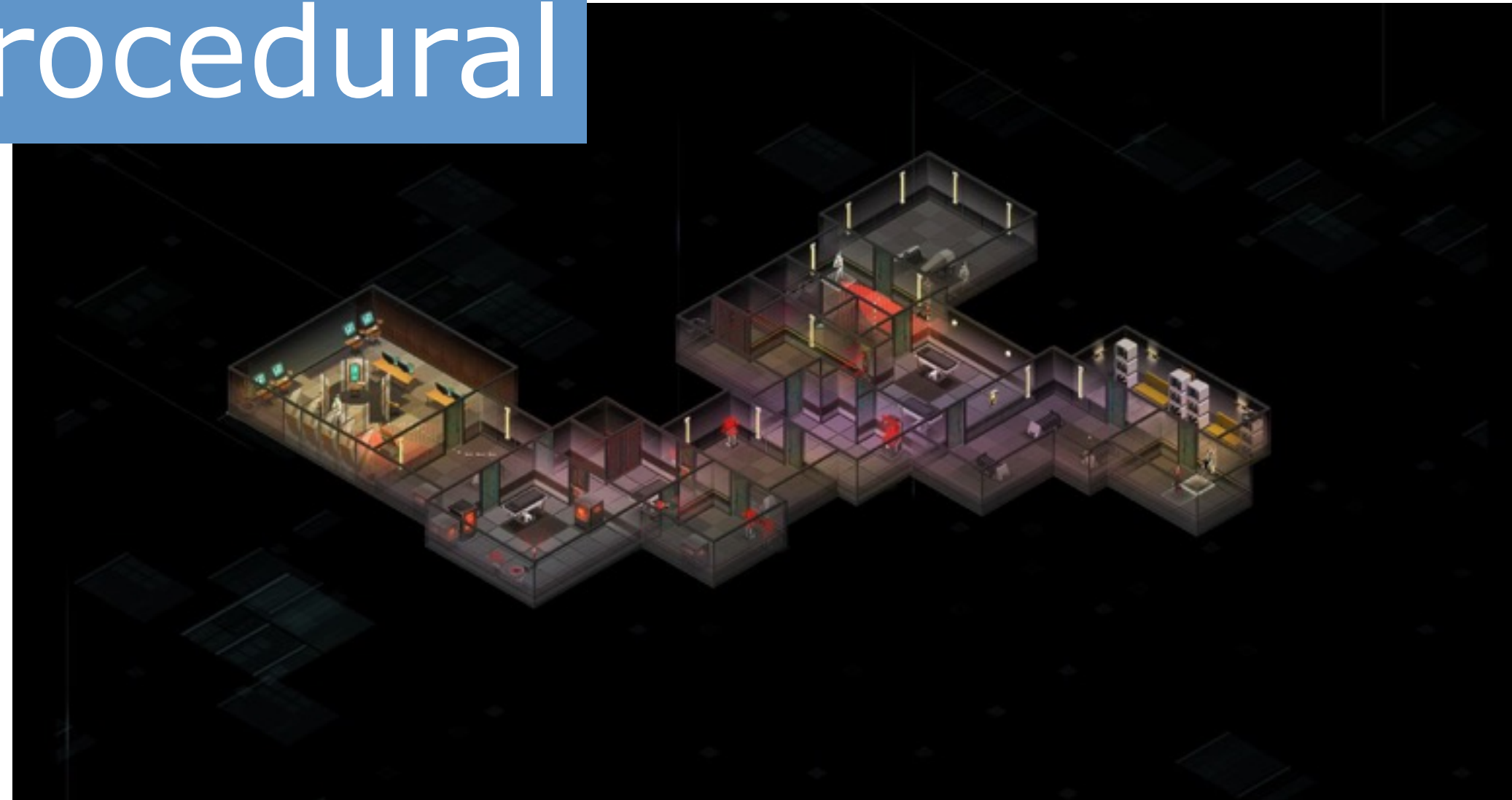




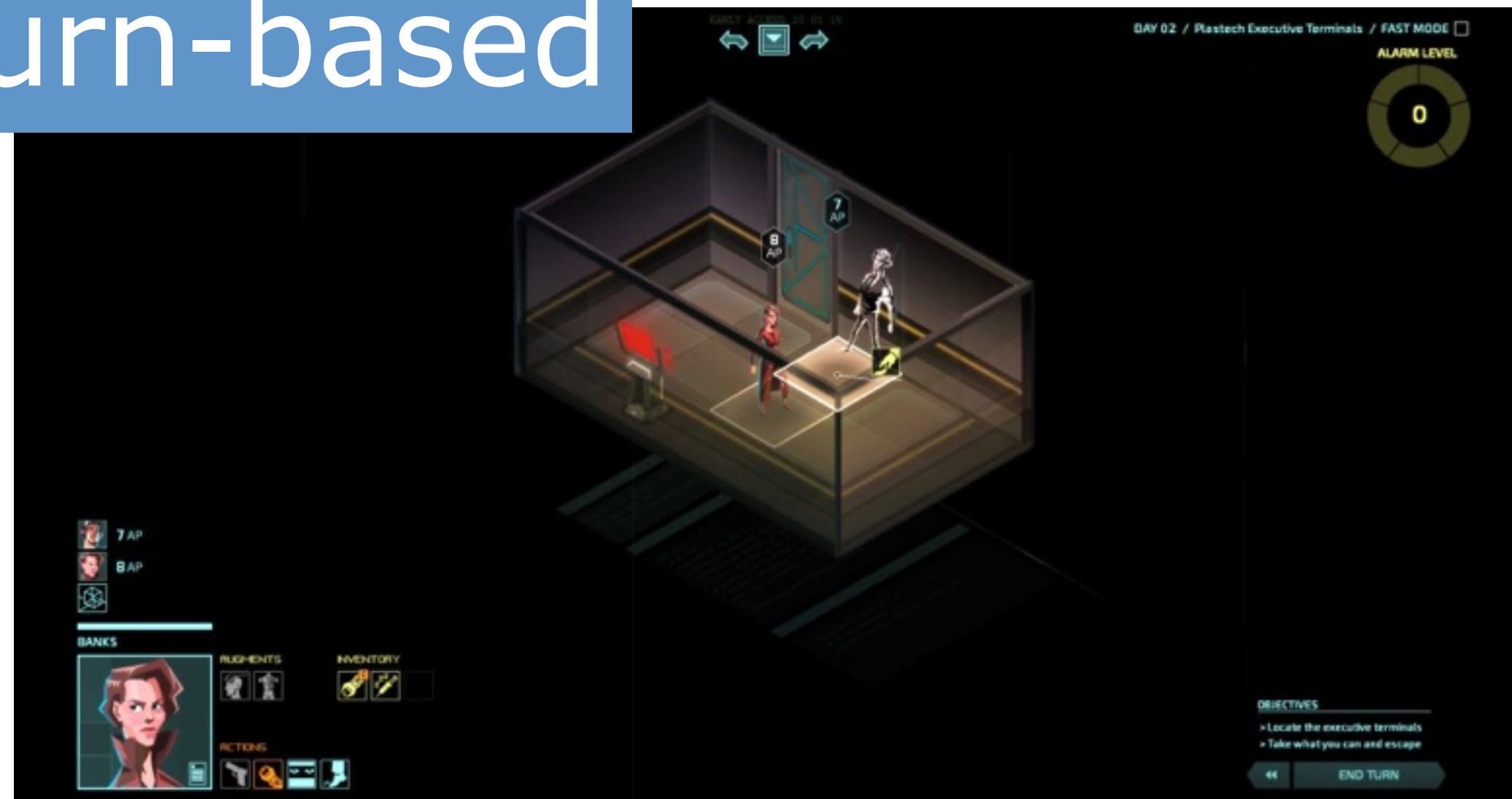




Procedural



Turn-based







Fall 2013

1st Stealth Prototype





# 1st Stealth Prototype







# What does Spy feel like?







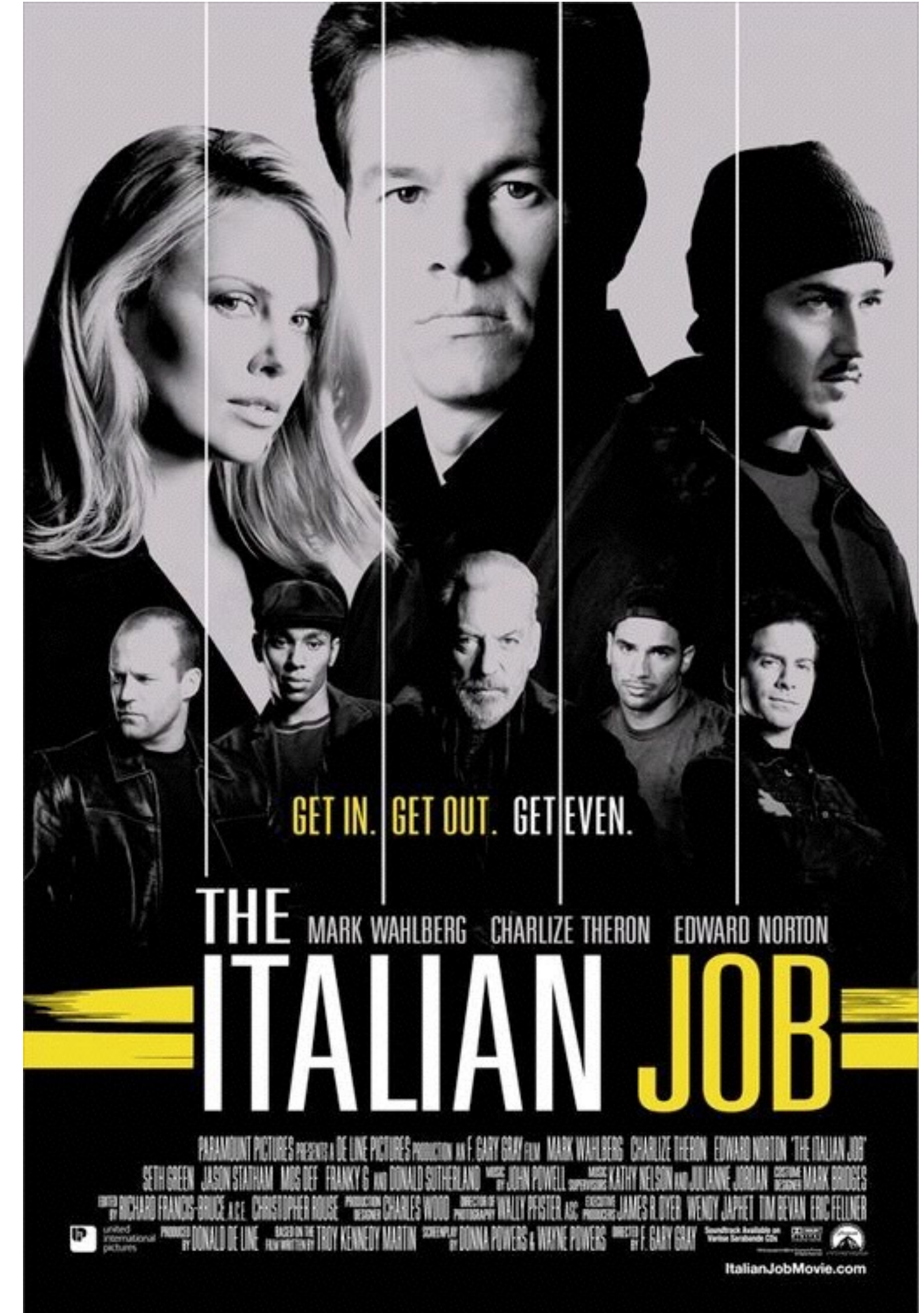
# What does Spy feel like?







# Planning

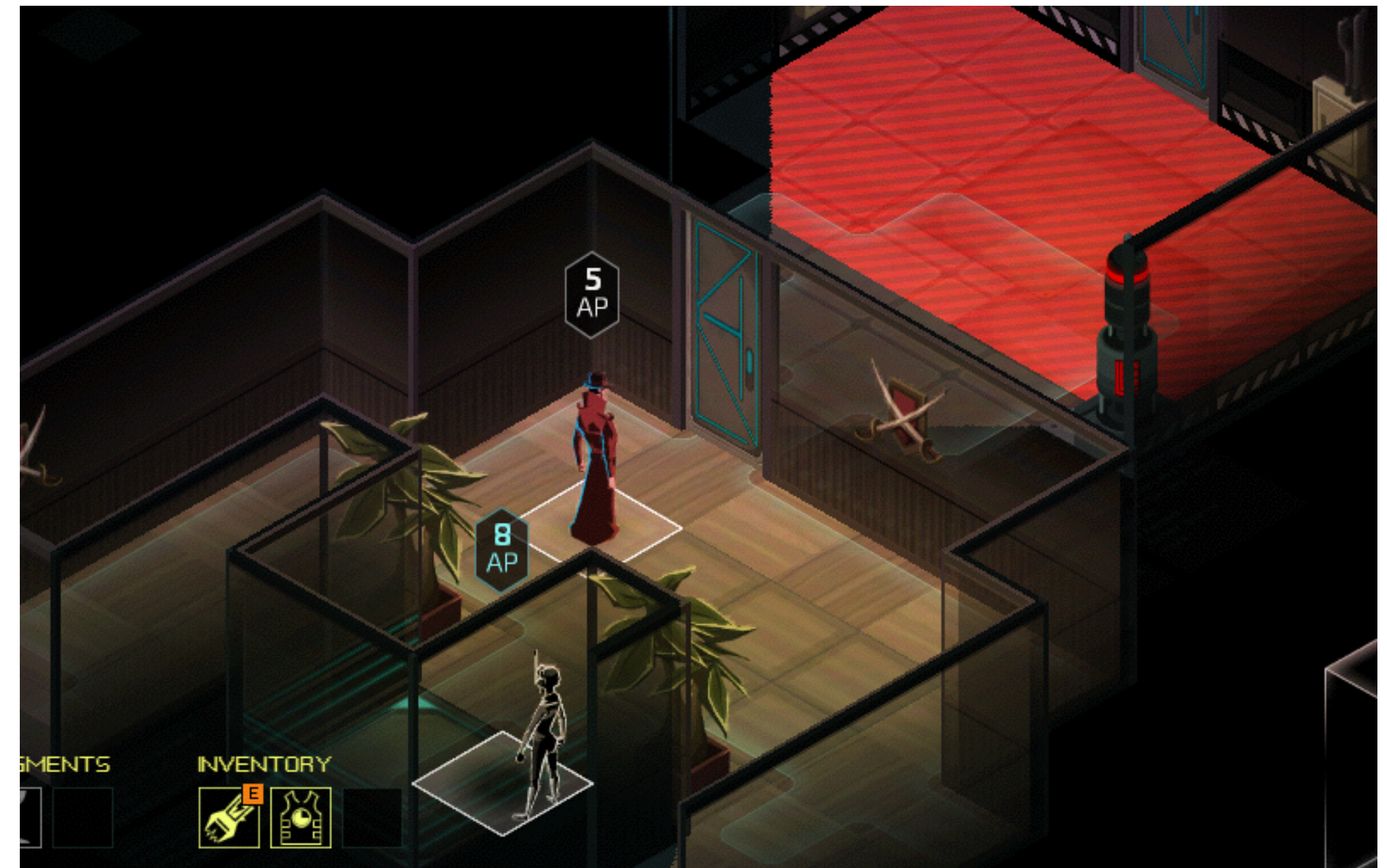






## 2nd Stealth Prototype

2014





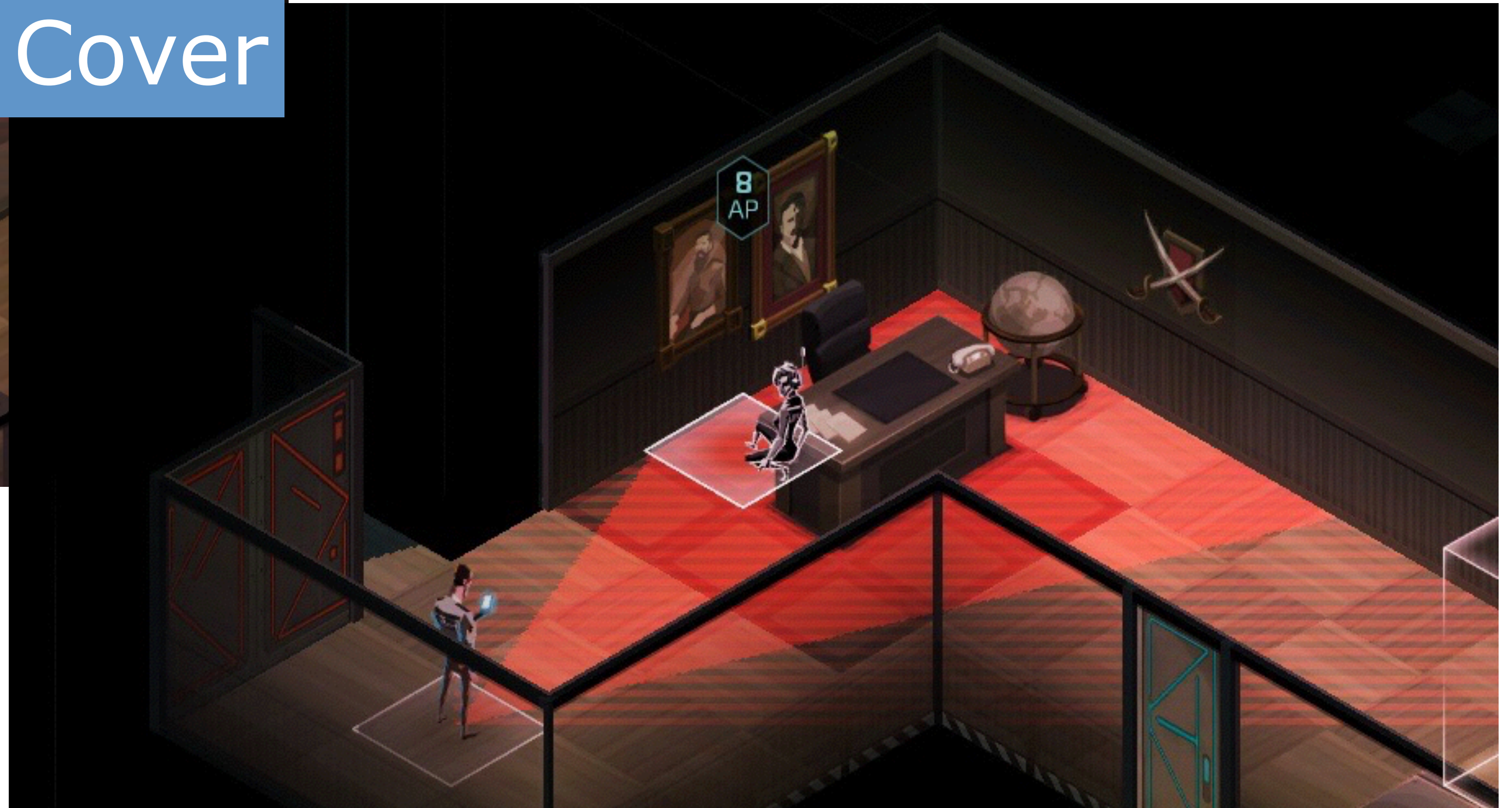


# Iteration

## Reaction



## Cover







# Procedural?









@stiknork

Thanks for coming!

Questions!