

Lessons Learnt from Making a Hardcore 3D Mobile Strategy Game with Unity

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The logo for GDC 15 'Cn features the text 'GDC' in large white letters, with '15' inside the 'D' and ''Cn' to the right. Above the text is a cluster of abstract shapes in dark blue, white, and red, resembling stylized figures or data points.

GDC 15 'Cn

游戏开发者大会·中国

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SHANGHAI INTERNATIONAL CONVENTION CENTER
SHANGHAI, CHINA · OCTOBER 25-27, 2015

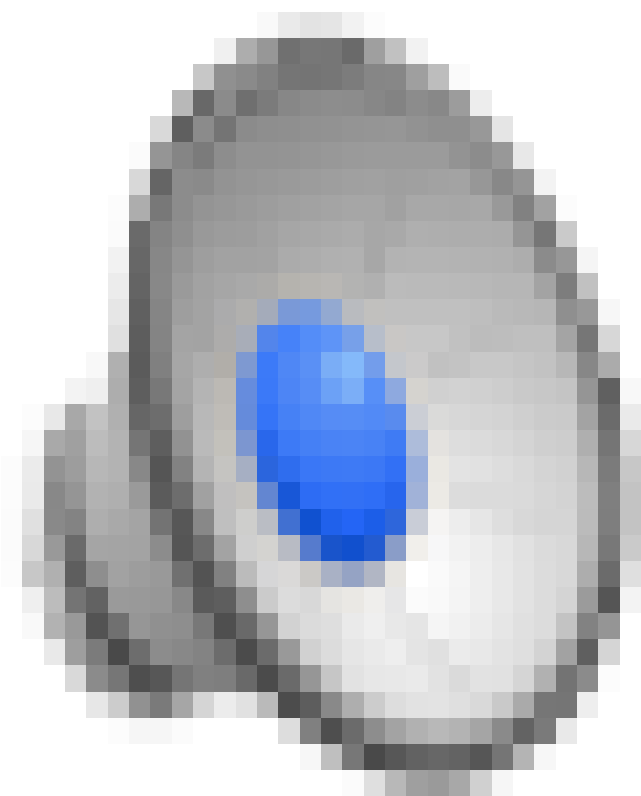


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6 years at **Unity Technologies**
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F2P fully 3D MMO turn-based mobile strategy game

- 250 levels, some are optional
- 42 unique locations
- 25 different guns
 - PvP with another 20 weapons
- 50 unique enemies
- Designed for frequent OTA updates
- Game loop: lobby, battle, story
- 18+ months in production



Project was designed to be huge

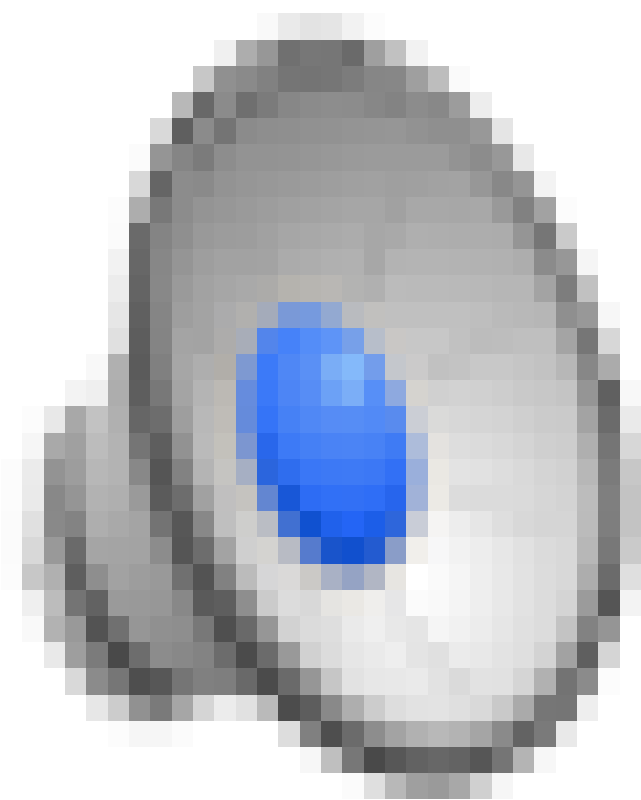
- Engine agnostic
- No PhysX
- No realtime lights
- Custom batching
- Custom memory manager with pooling
- Manually controlled legacy animation
- Custom shaders and full screen effects
- Everything runs on a custom server
 - ASP.Net
 - Shares game logic code with client



Proper pipeline and tools is hard, demands maintenance

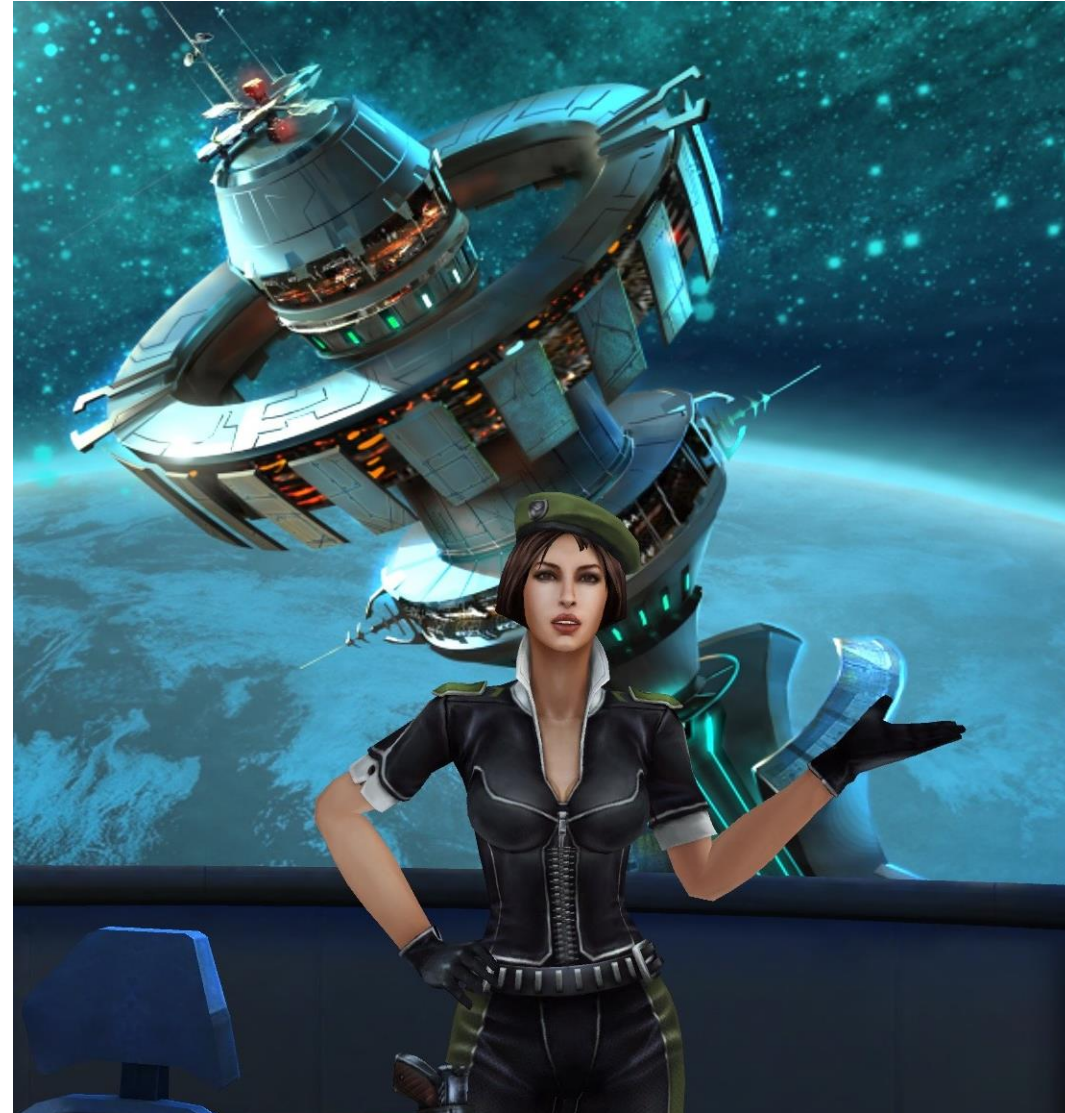
- Mercurial with custom tools
 - Artists kinda suffer
- Unity editor with custom tools
 - Level design
 - Source control
 - Debugging
- Own scene serialization
 - Collaborative work
 - OTA updates
- Own server and networking
 - Everything is on the server





24+ months is a lot – industry and tech do evolve fast

- Started with 3.x
 - -> Unity 3.5 -> Unity 4.3 -> Unity 4.5b
 - -> Unity 4.6.x -> Unity 5...
- Scaleform -> uGUI (beta) -> uGUI
- Mono -> IL2CPP
- WebRequest IL2CPP endeavor
- Legacy -> Mecanim
- iPad 2 -> iPad 3 (1GB RAM)



The takeaway:

- 3D F2P mobile MMO game takes best people and years of life to do
 - Even more to operate!
- You need a future-proof design architecture
- You'll have to chase the industry and plan for that
- We've made a huge beautiful F2P mobile 3D MMO strategy game with Unity. So you can do it as well =]



Ask your questions and do tweet to @iwozik at #GDCChina