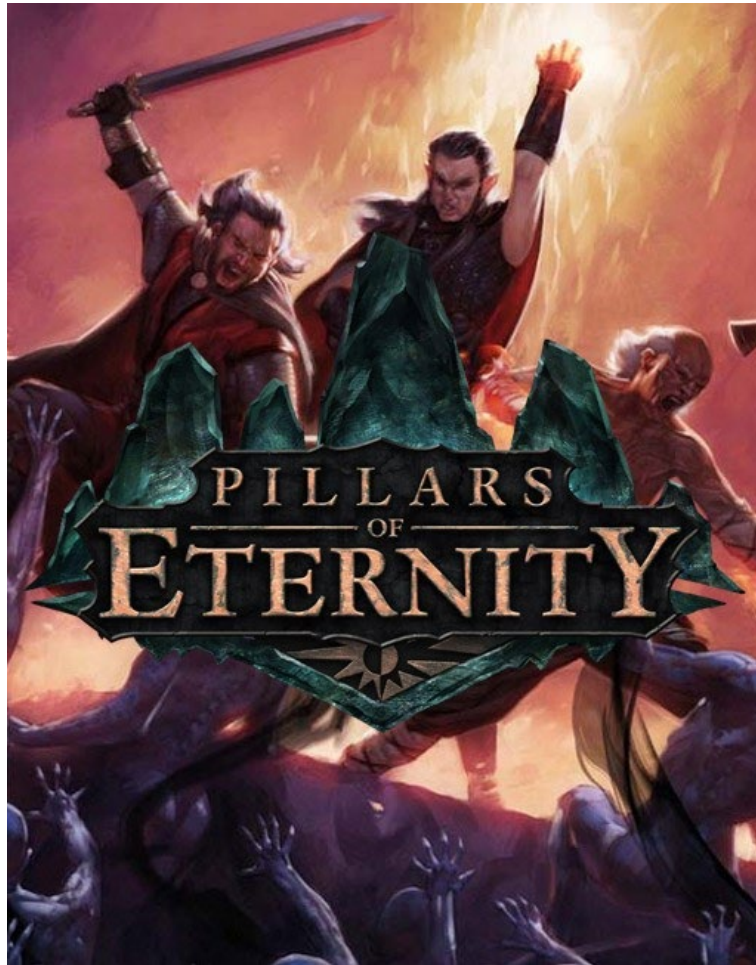


Breaking Design Bottlenecks with Dialogue Stubbing

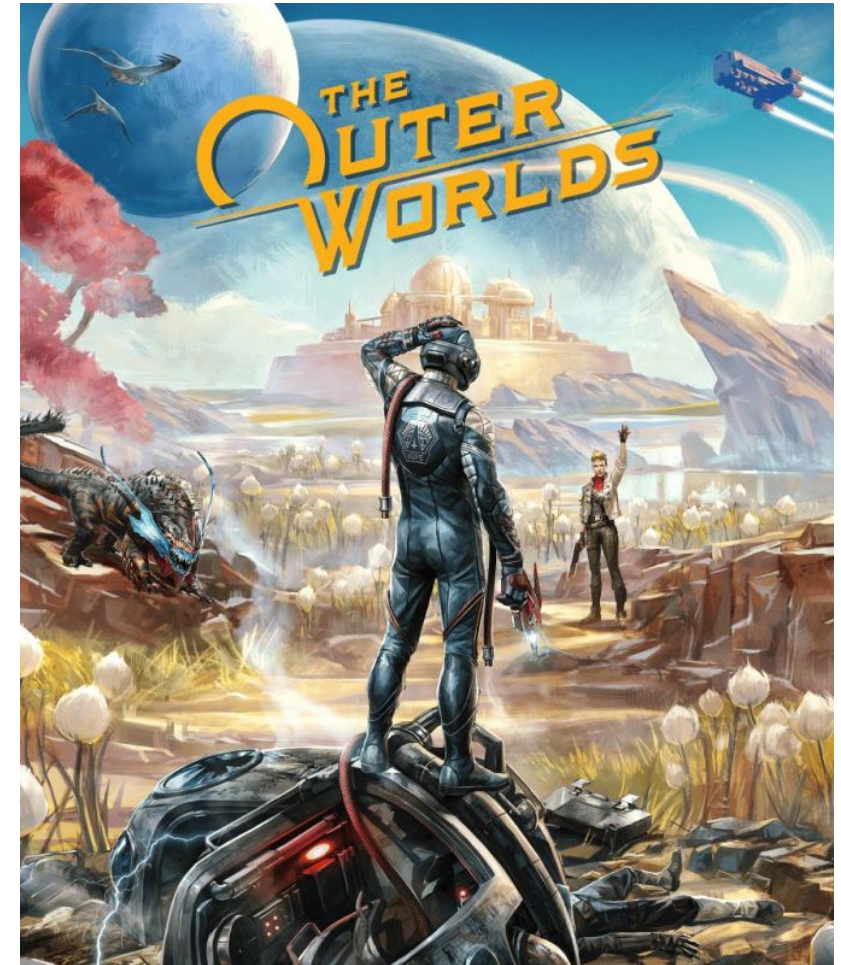
Carrie Patel
Game Director / Sr. Narrative Designer
Obsidian Entertainment



**690,000
words**



**907,000
words**



**410,000
words**

Types of bottlenecks

Workflow



Types of bottlenecks

Workflow
Review



Types of bottlenecks

Workflow

Review

Staffing



Common solutions?



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Common solutions?

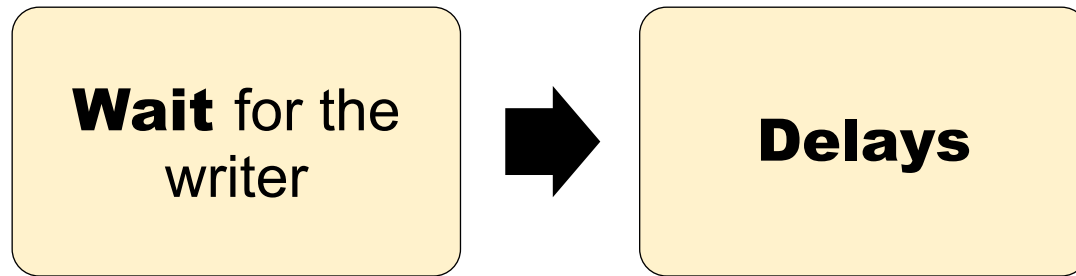
Wait for the
writer



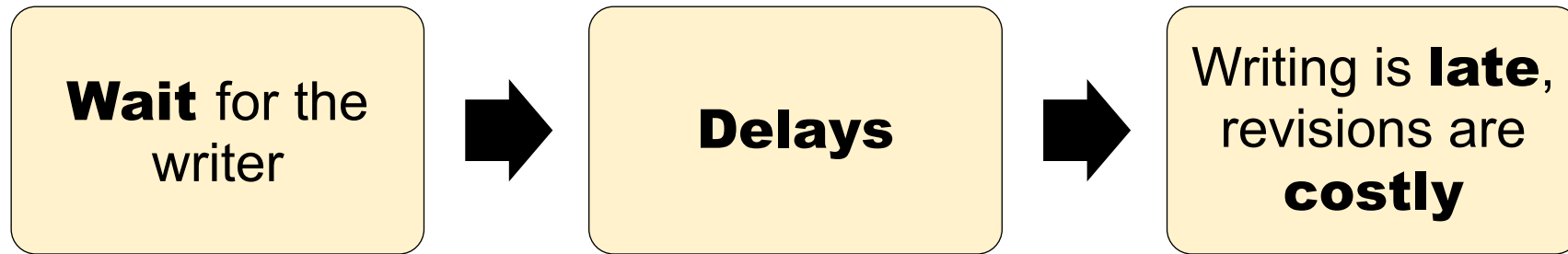
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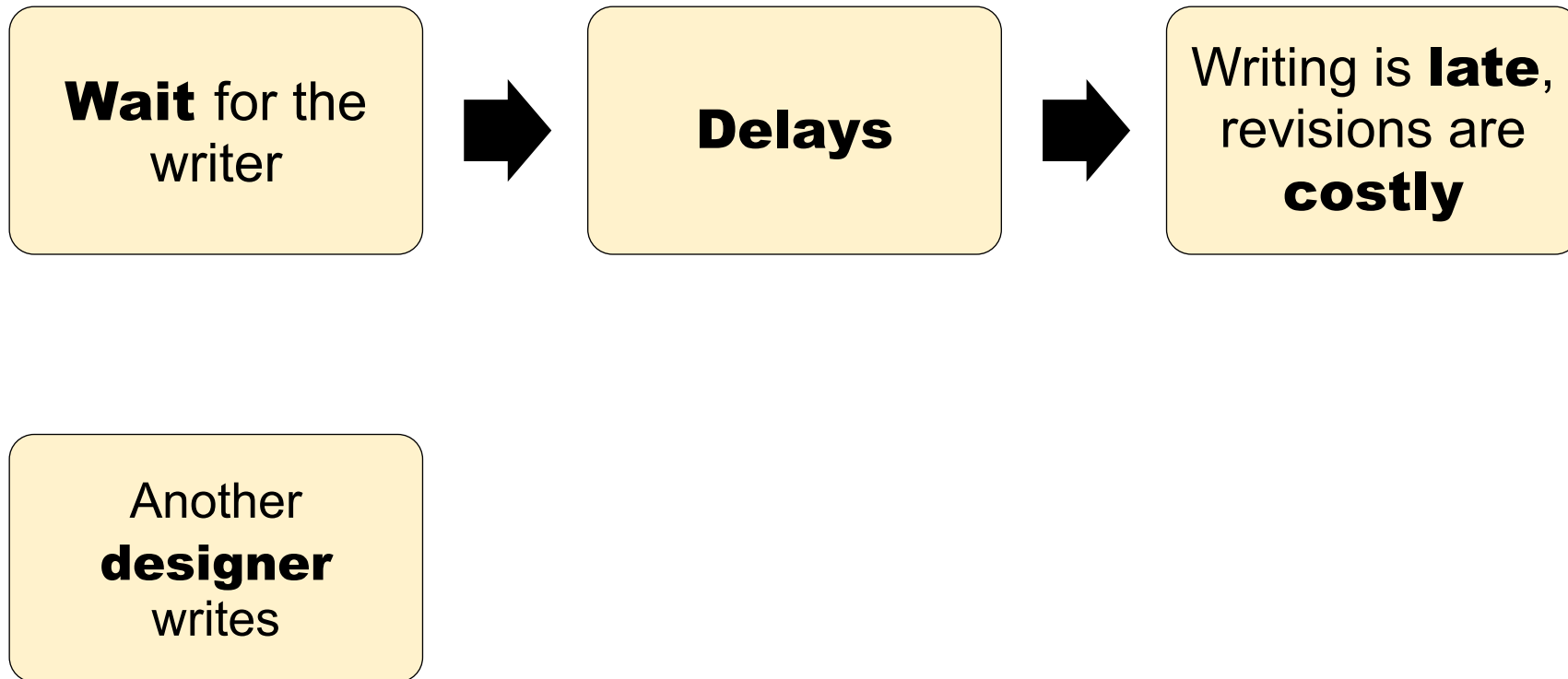
Common solutions?



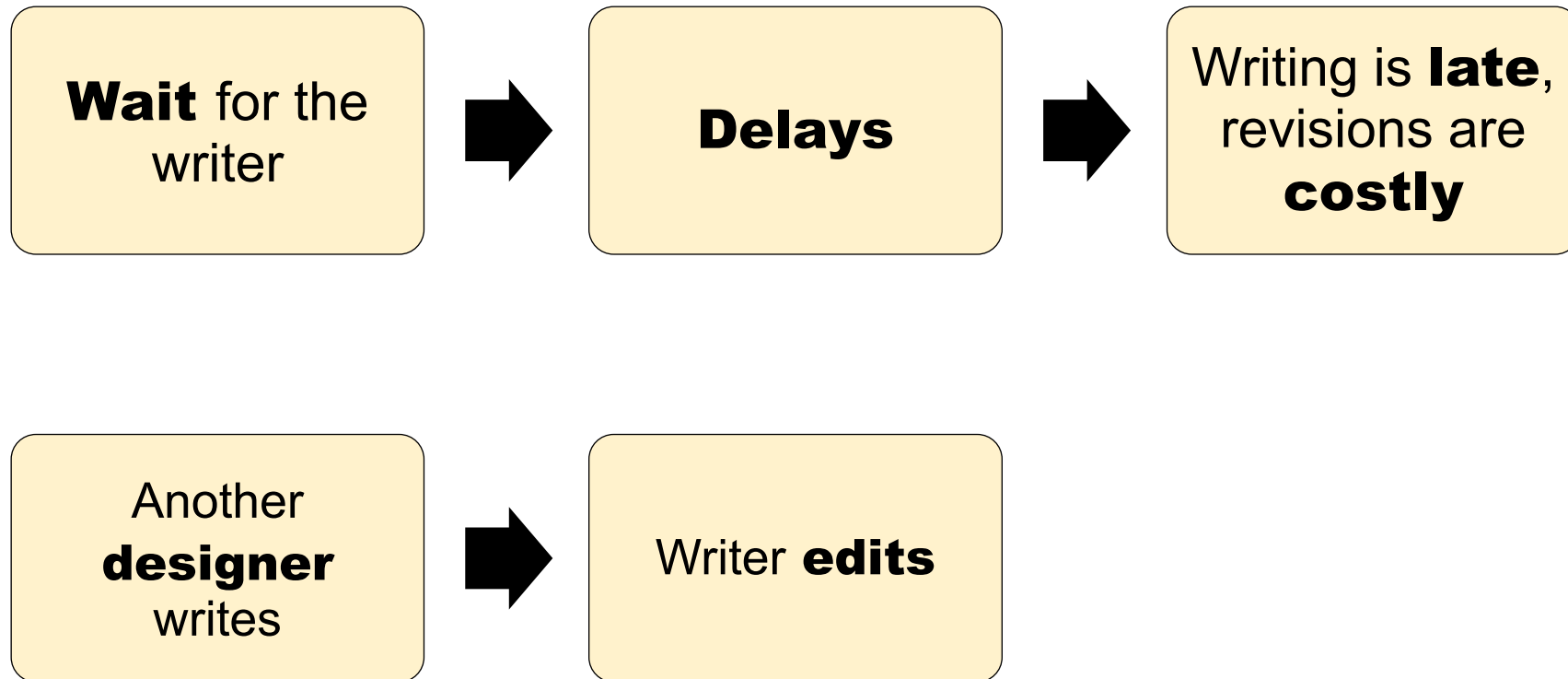
Common solutions?



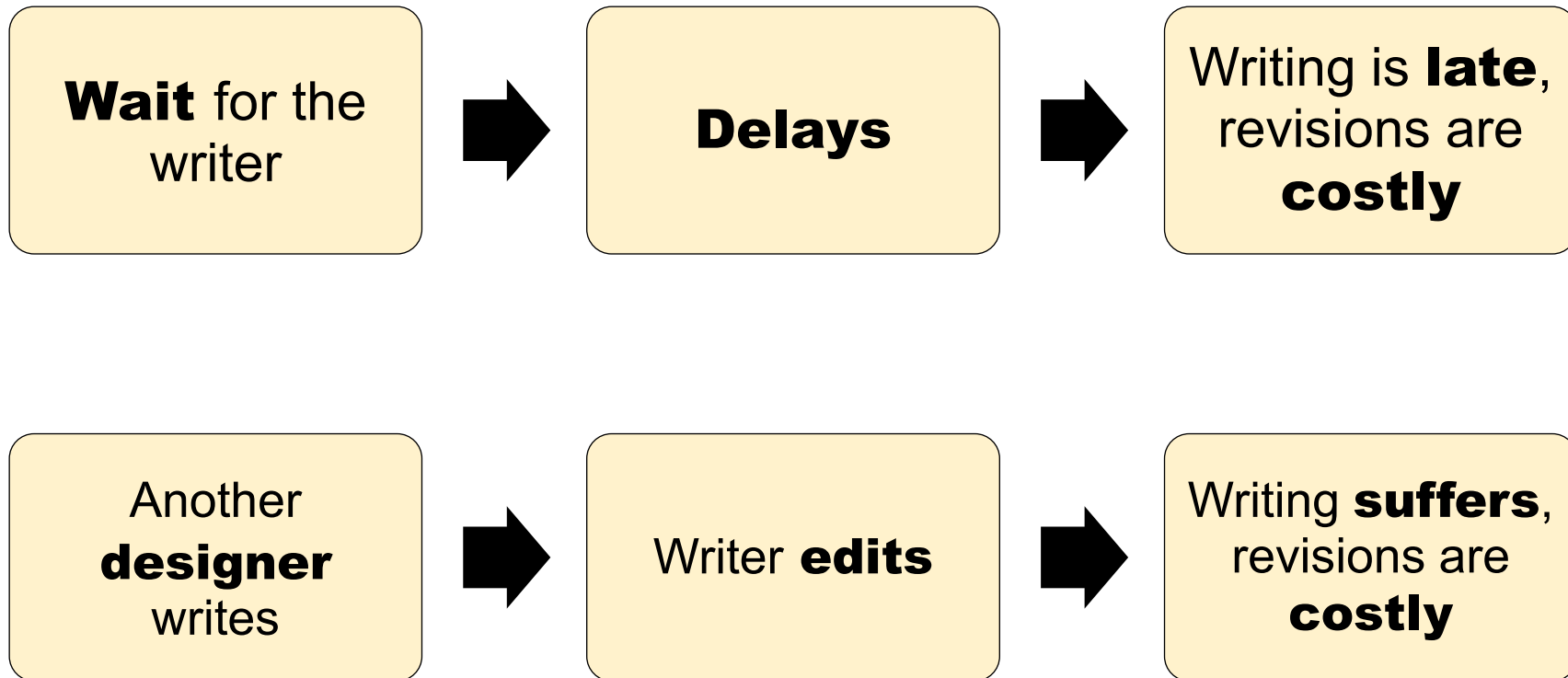
Common solutions?



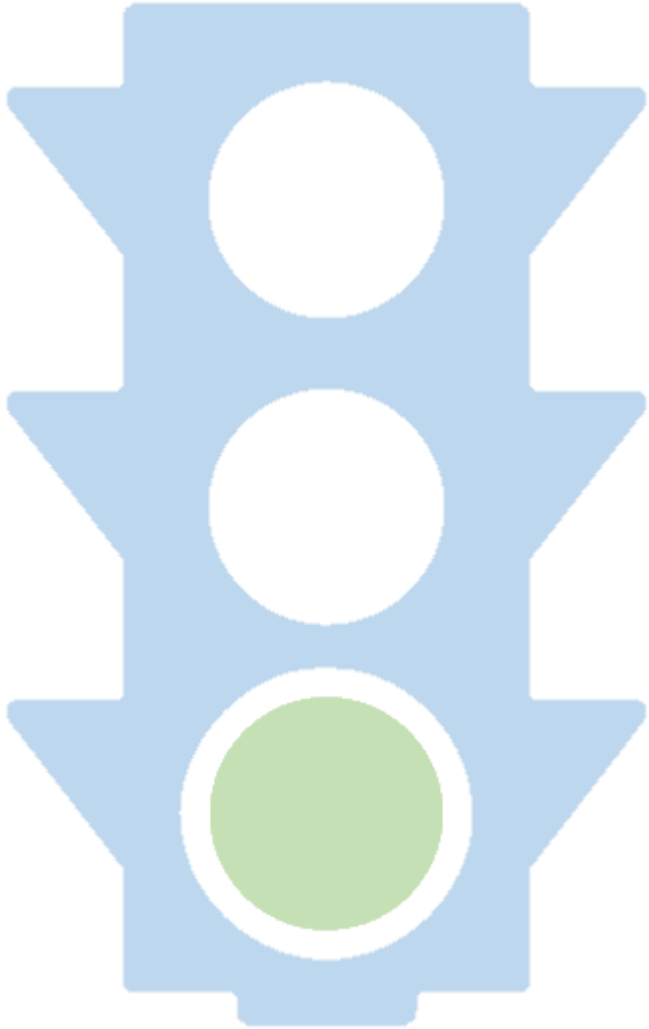
Common solutions?



Common solutions?

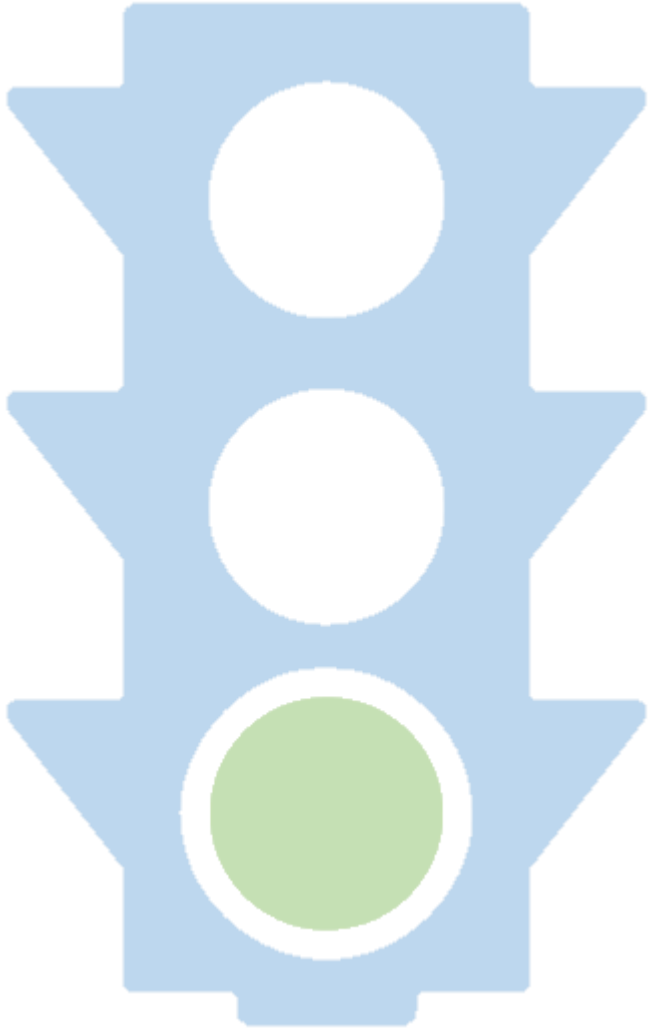


The best solution!



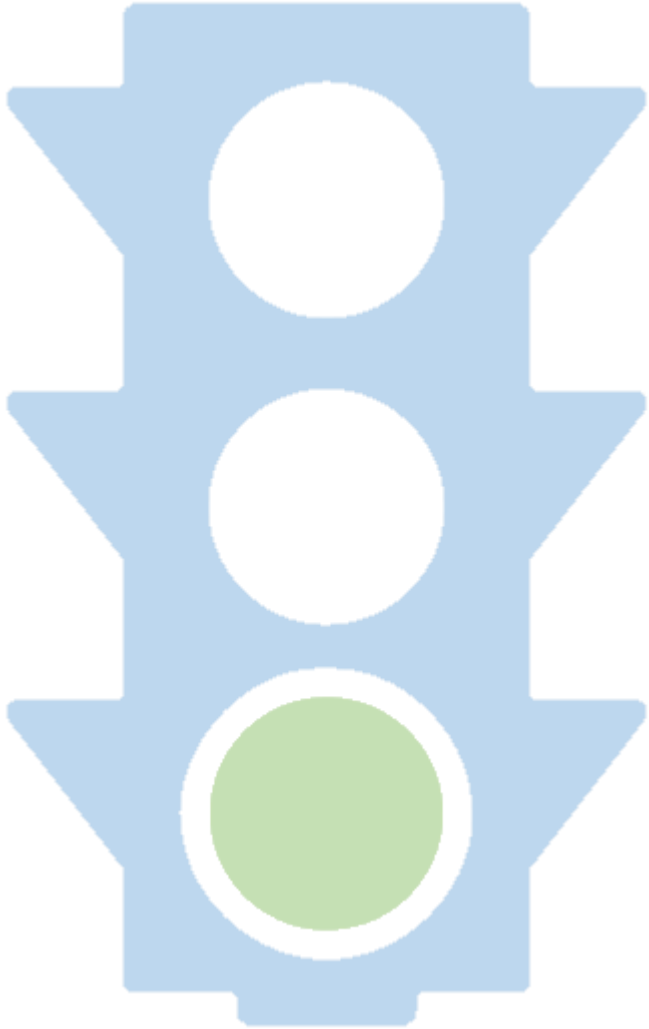
The best solution!

Progressible placeholder



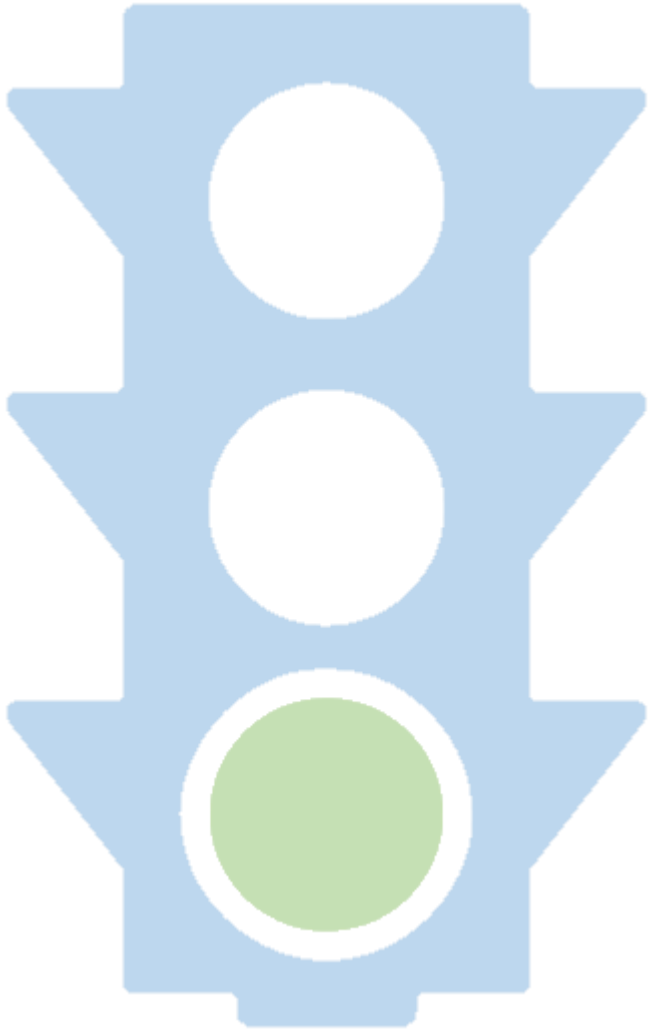
The best solution!

Progressible placeholder
Bird's-eye view

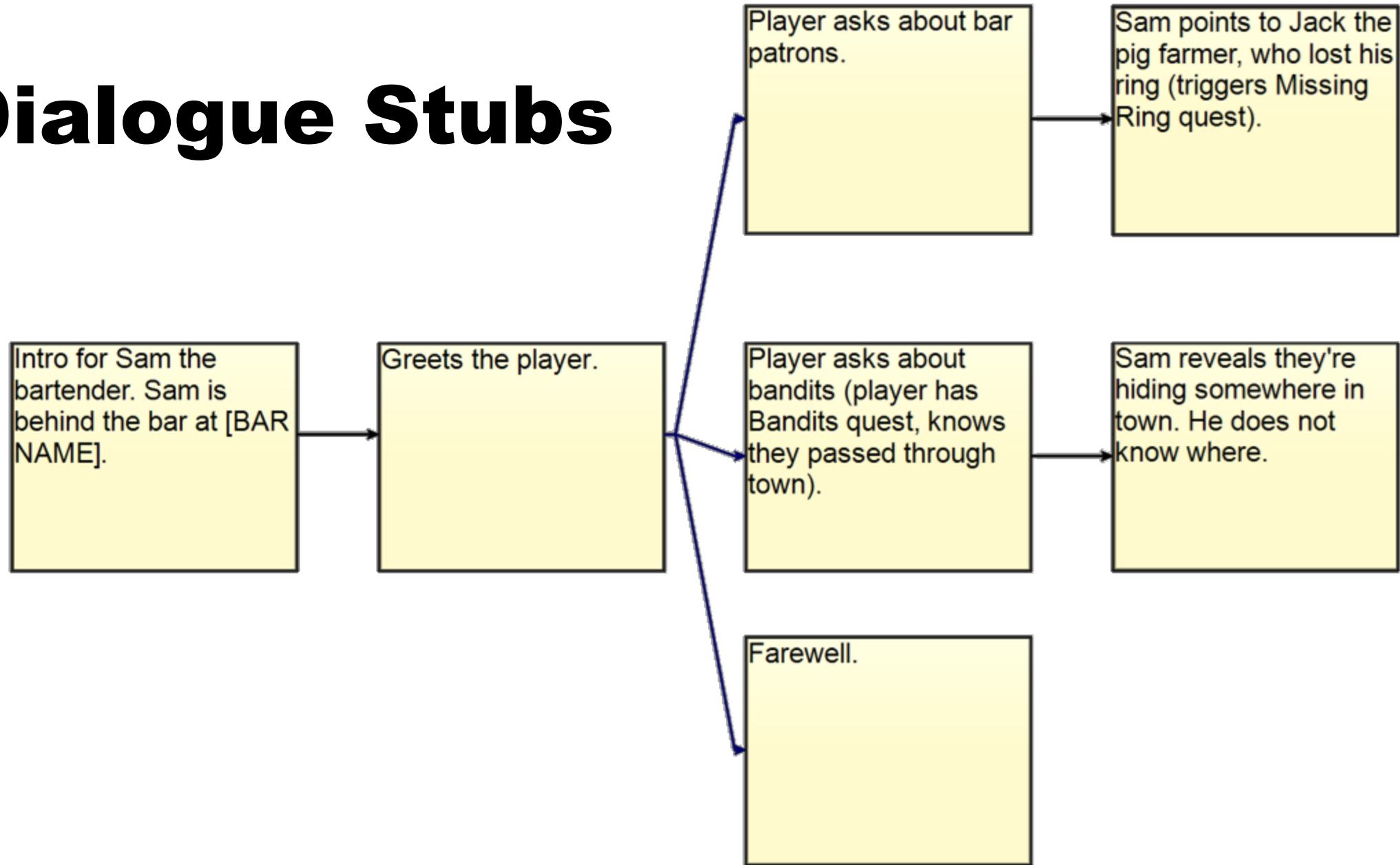


The best solution!

Progressible placeholder
Bird's-eye view
Designer-agnostic

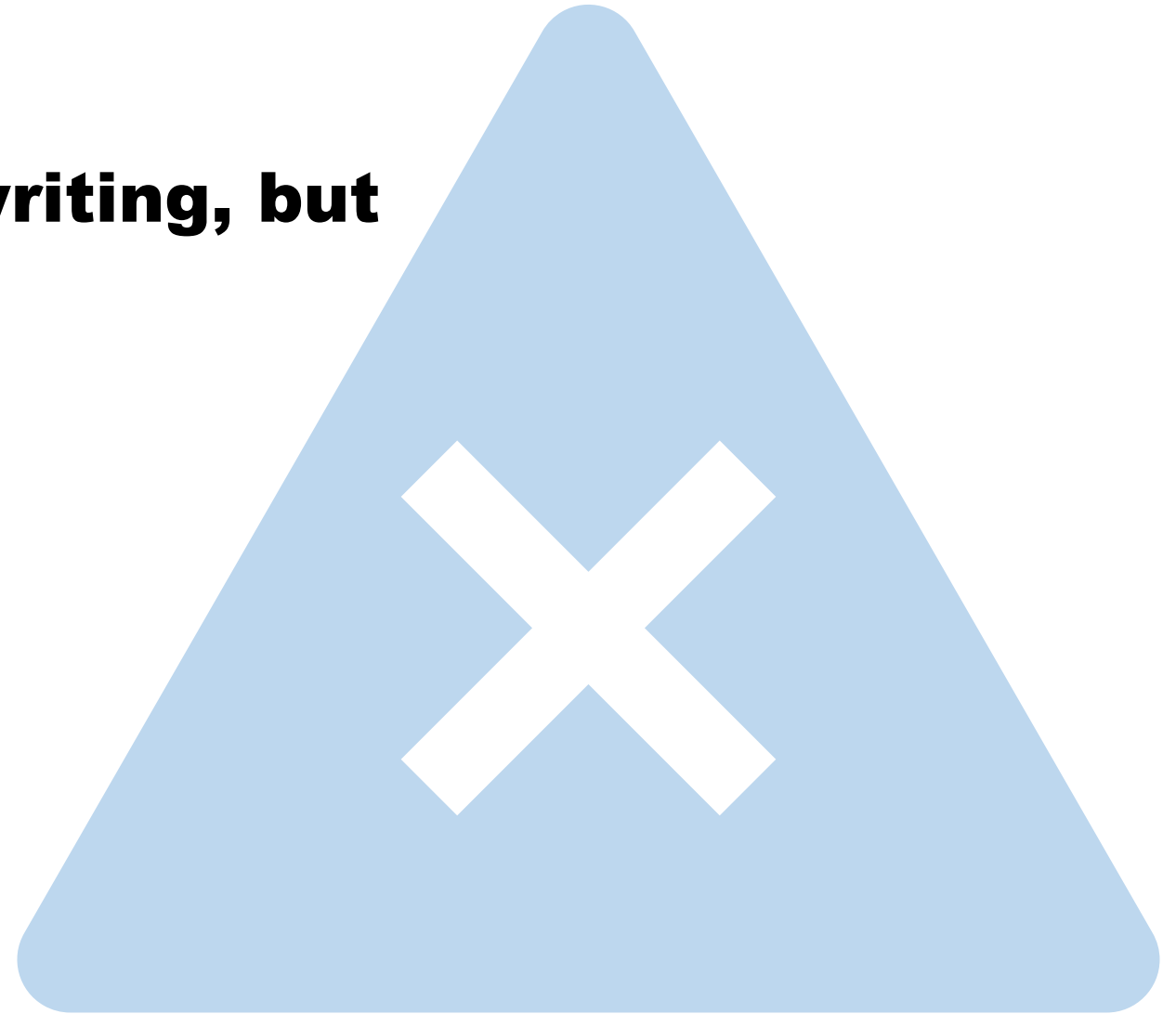


Dialogue Stubs



However...

**A good stub can facilitate writing, but
a bad stub can impede it.**

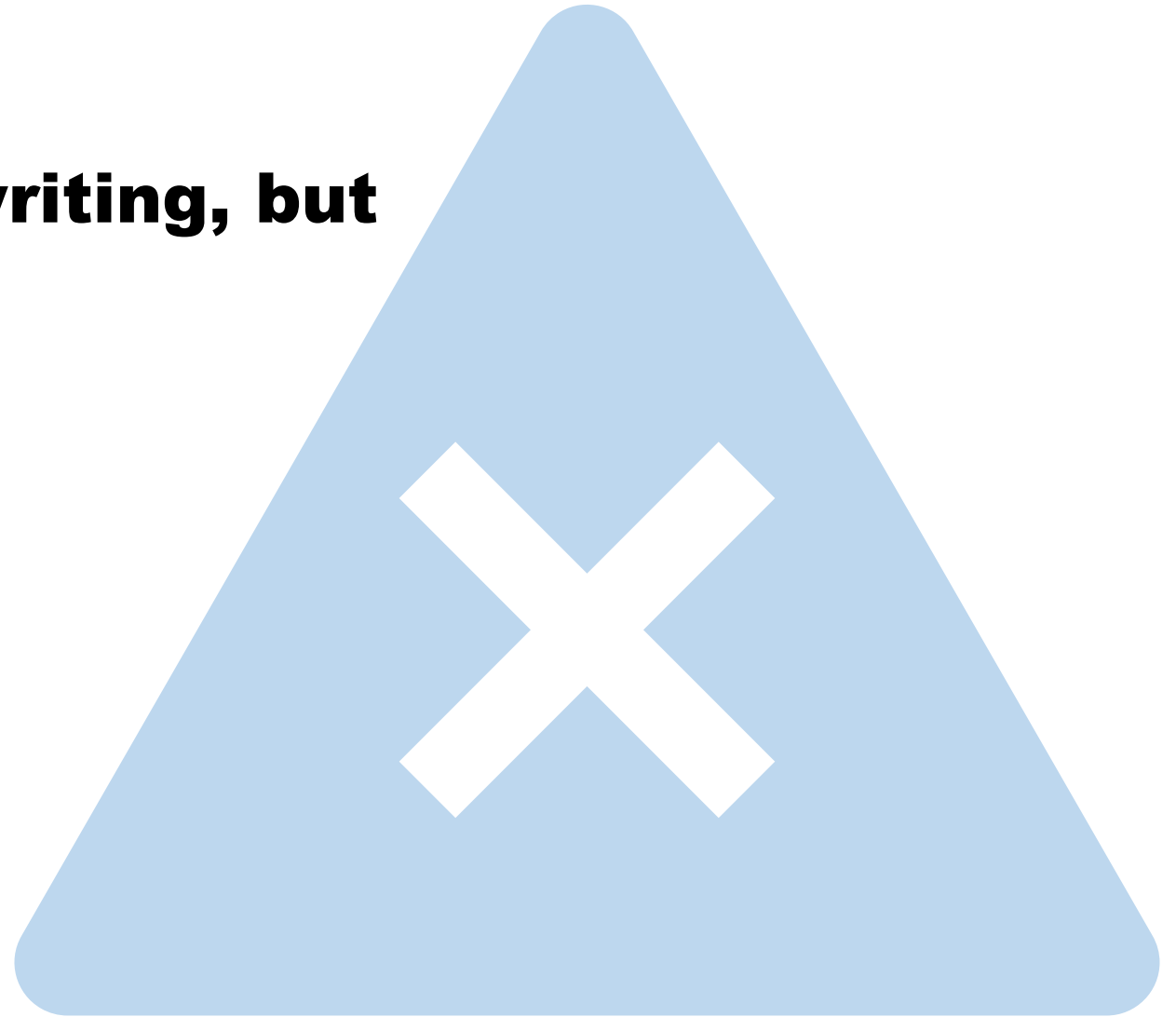


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**A good stub can facilitate writing, but
a bad stub can impede it.**

Detail
Complexity



Intro for Sam the bartender. Sam is behind the bar at [BAR NAME].



Greets the player.

VS

Sam stands behind the bar, polishing a mug. He's tall and broad-shouldered. He eyes the player warily as they approach.



He asks the player what they want.



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Player asks about bar patrons.



Sam points to Jack the pig farmer, who lost his ring (triggers Missing Ring quest).

VS

Player asks about bar patrons.



He snorts. He can tell you're not from around here.



Sam comments that a lot of the regulars are missing, but he tells the player about a few of the NPCs at the bar.



He points out Jack, a "good-for-nothing" pig farmer. Idiot keeps losing things. Just last week, he lost his own wedding ring.



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Player asks about bandits (player has Bandits quest, knows they passed through town).

Sam reveals they're hiding somewhere in town. He does not know where.

VS

Player asks about bandits (player has Bandits quest, knows they passed through town).

Sam scratches his beard and says he doesn't know what you're talking about.

Player insists - they know the bandits passed through here.

Sam shrugs. Fine. He admits they're staying in town. But that's all he's saying.

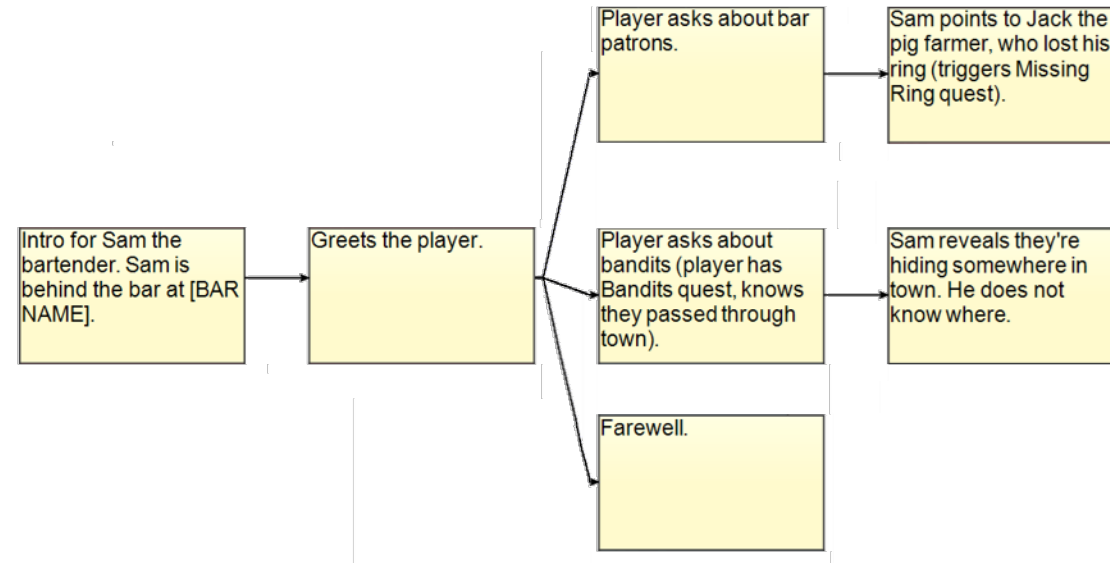
Player bribes Sam for information.

Sam shrugs. Fine. He admits they're staying in town. But that's all he's saying.

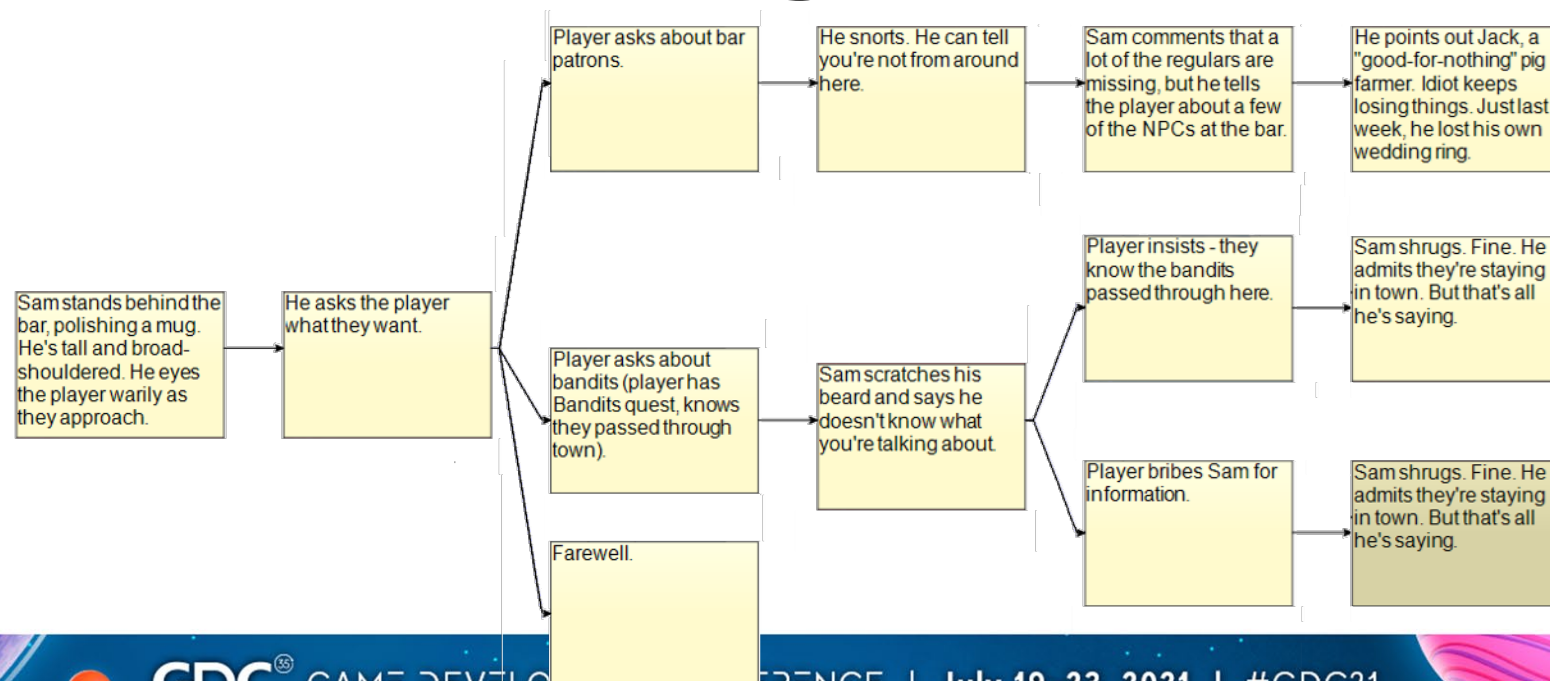


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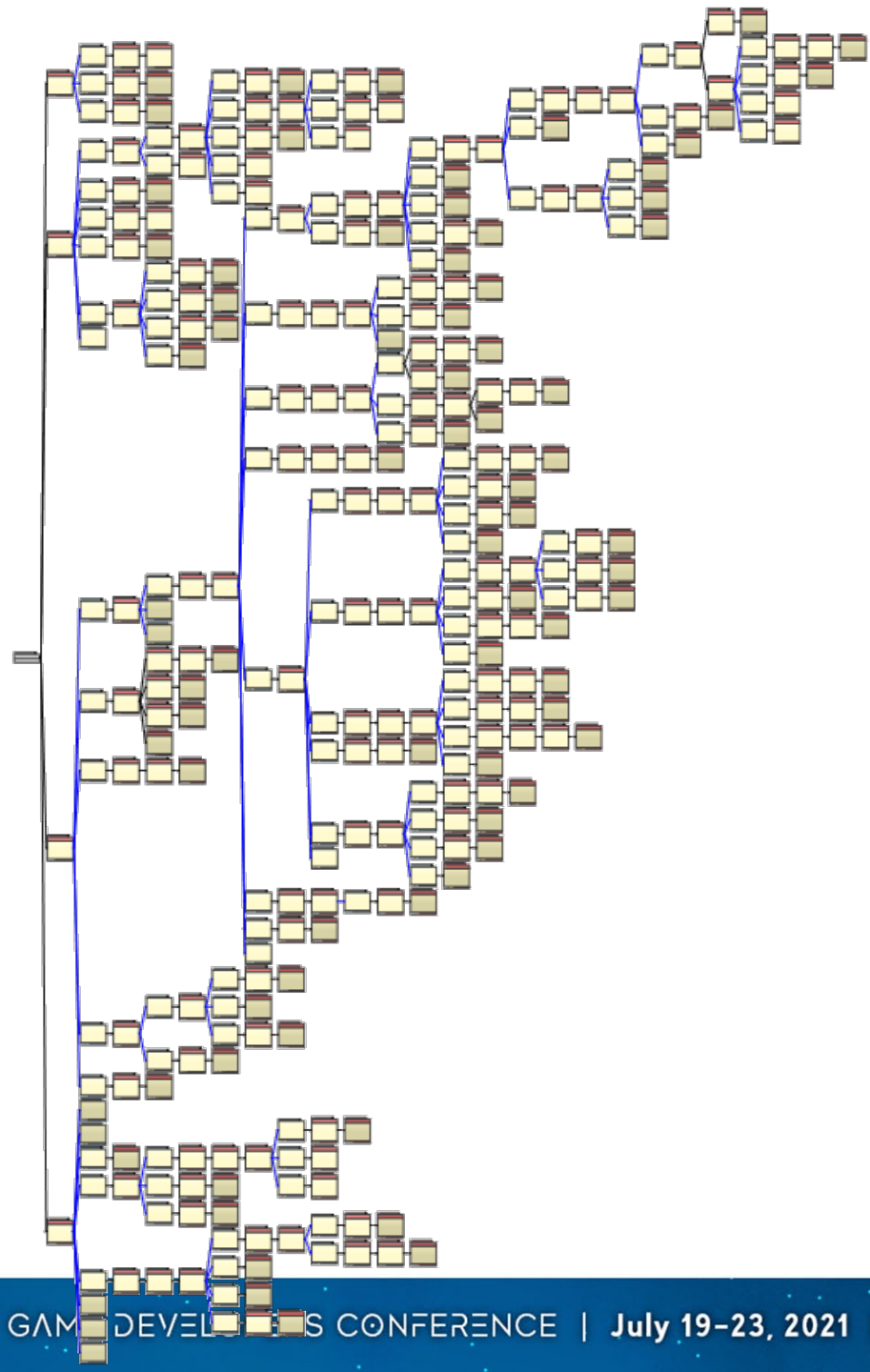


VS



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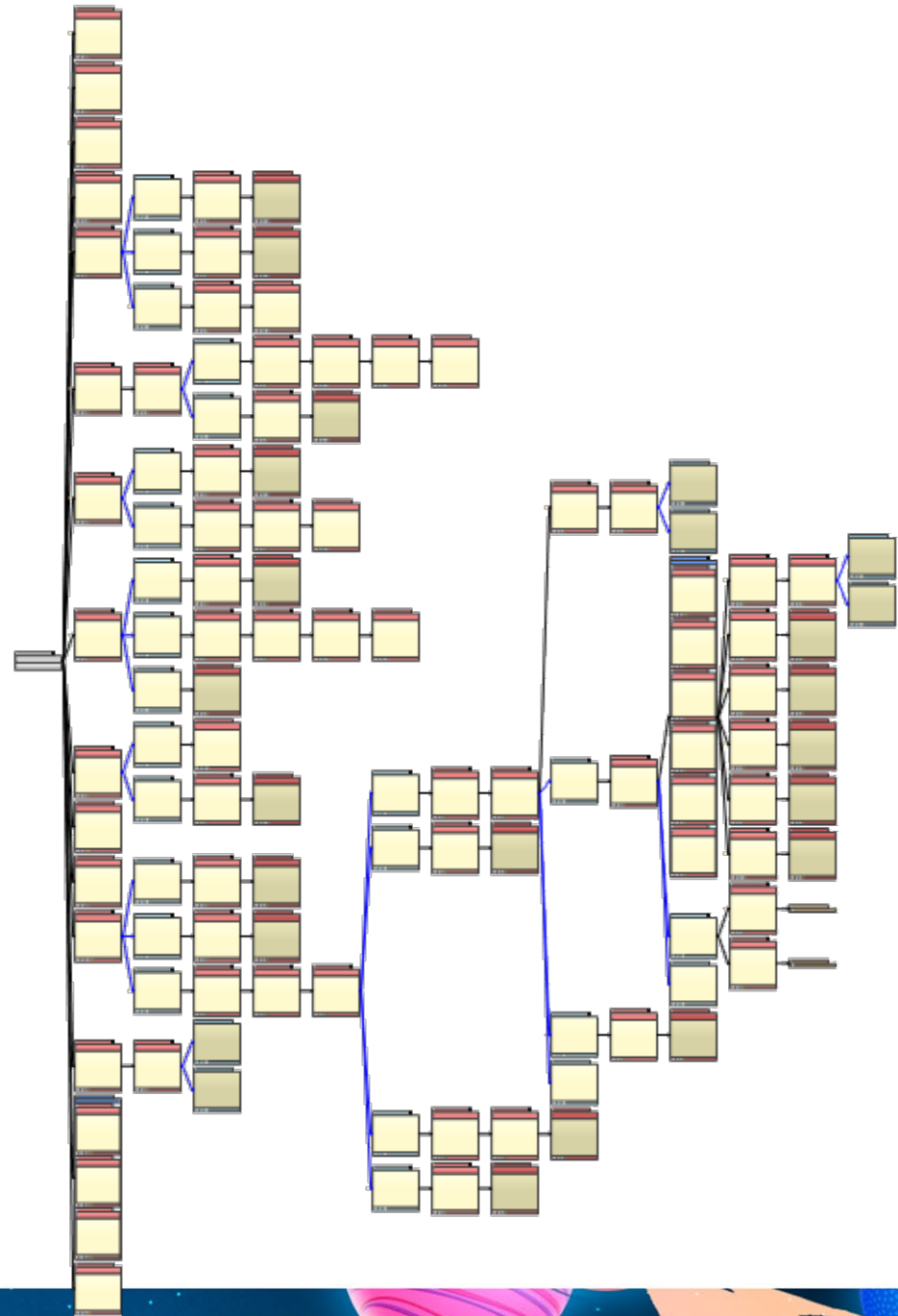
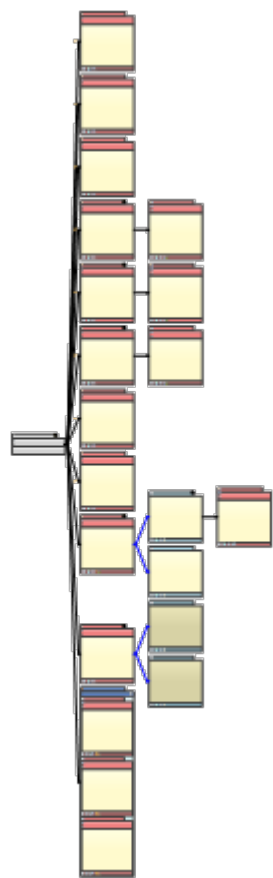


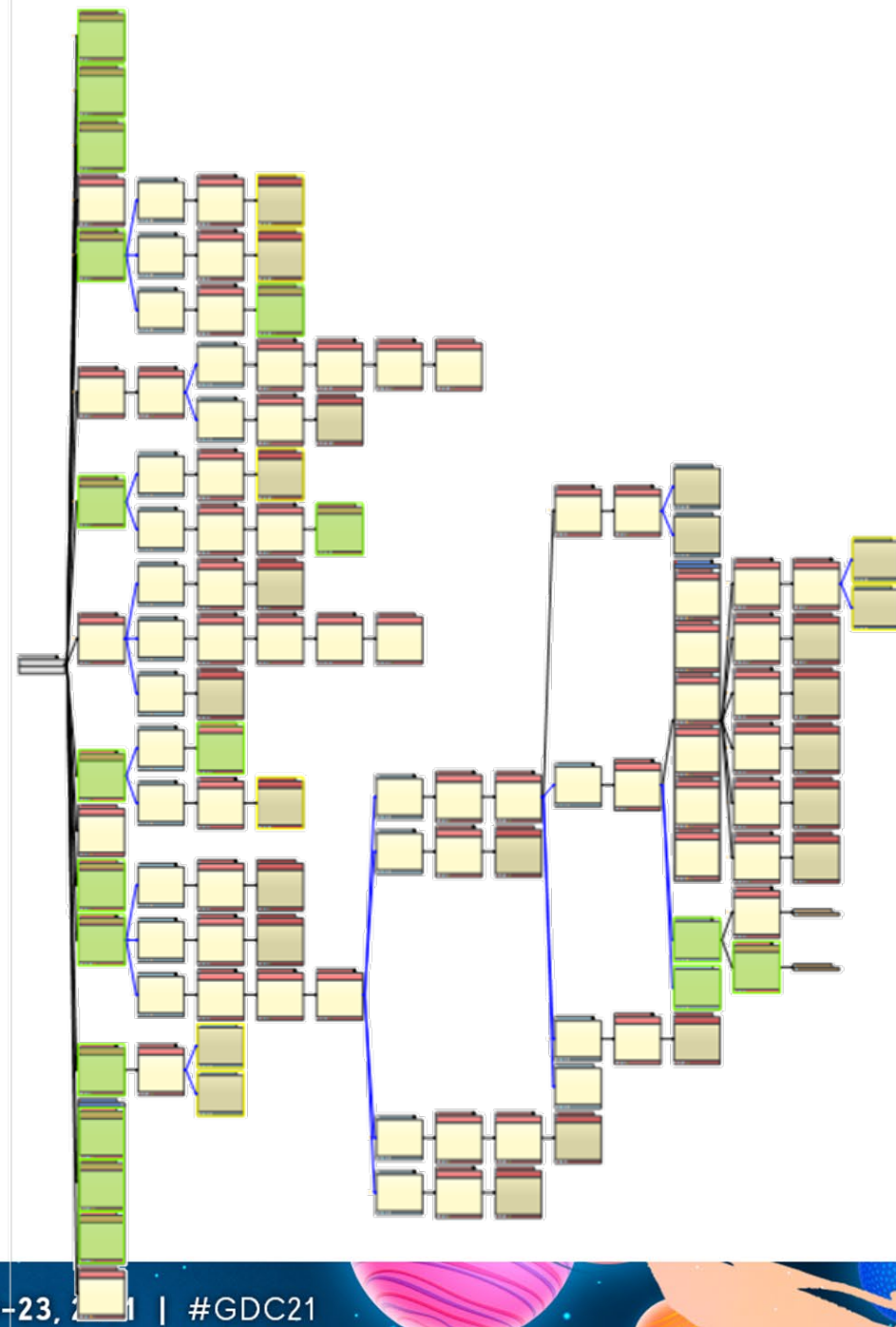
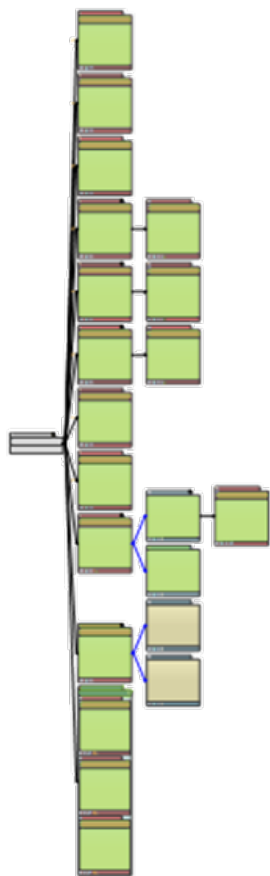
But...



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What does a good stub look like?



What does a good stub look like?

Simple



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What does a good stub look like?

Simple
Essential information



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What does a good stub look like?

Simple
Essential information
A starting point



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Conclusion



Special thanks

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