

GDC

March 21-25, 2022
San Francisco, CA

No Mavericks, No Martyrs: Sustainable, Collaborative Production

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#GDC22





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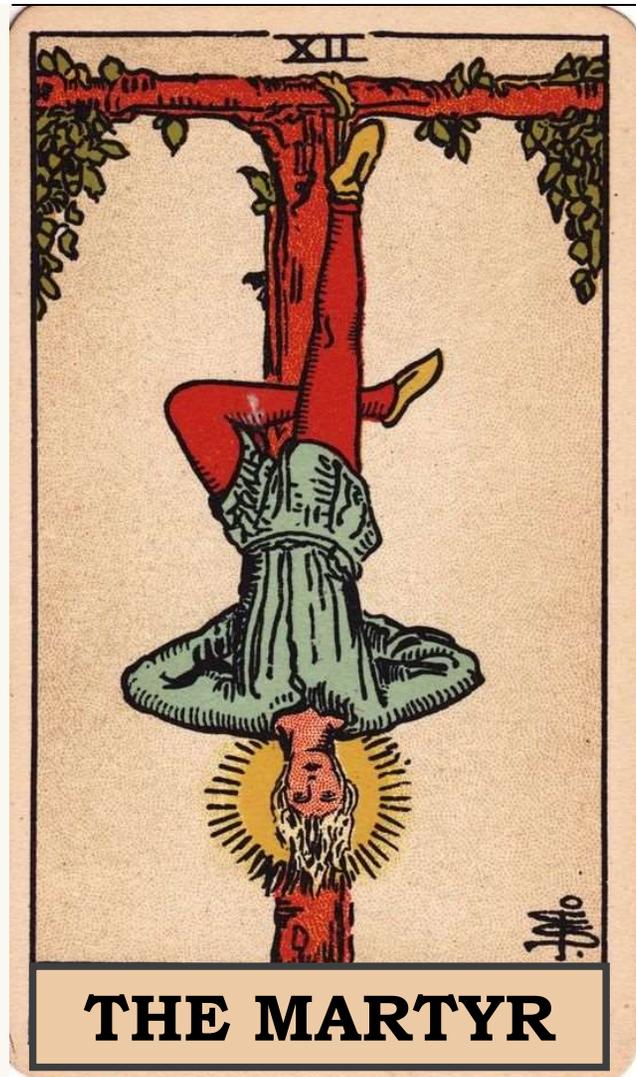
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Is crunch good, actually?

NO



THE MAVERICK



THE MARTYR

Two classical-style cherub statues are shown from the chest up, sitting on a pedestal. They have curly hair and large, feathered wings. Both cherubs have their hands raised to their eyes, as if covering them in embarrassment or shame. The background is dark, and the lighting highlights the texture of their skin and wings.

PASSION

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The Maverick



The Myth



The Reality

Stop me if you've heard this one before.

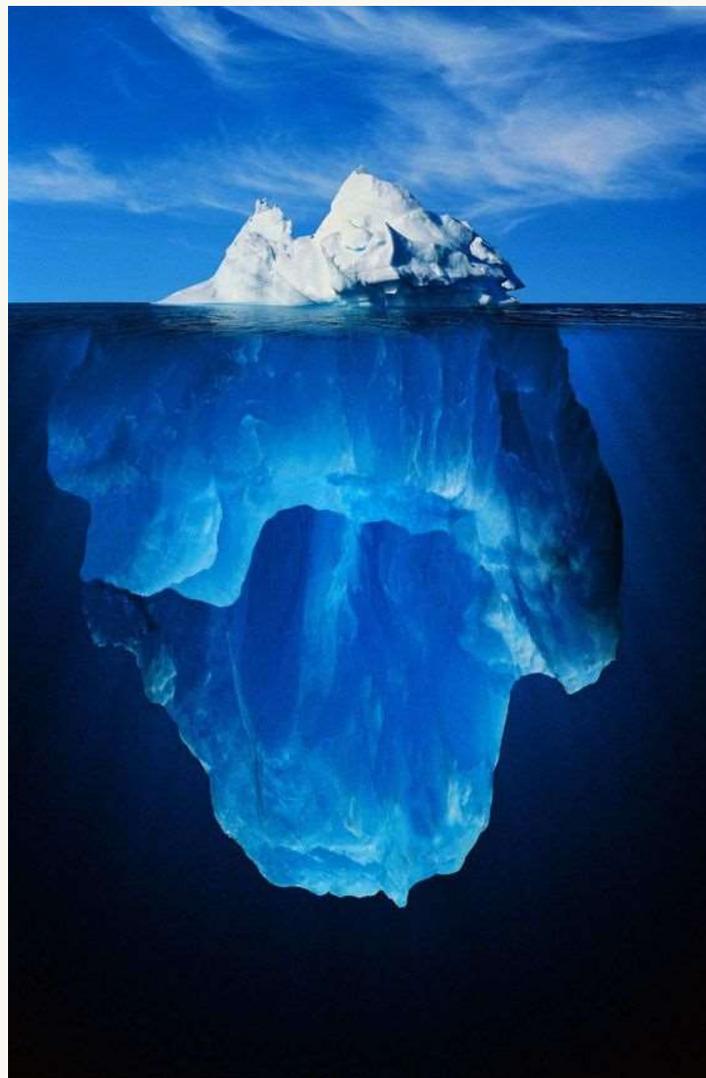


The Kiribati

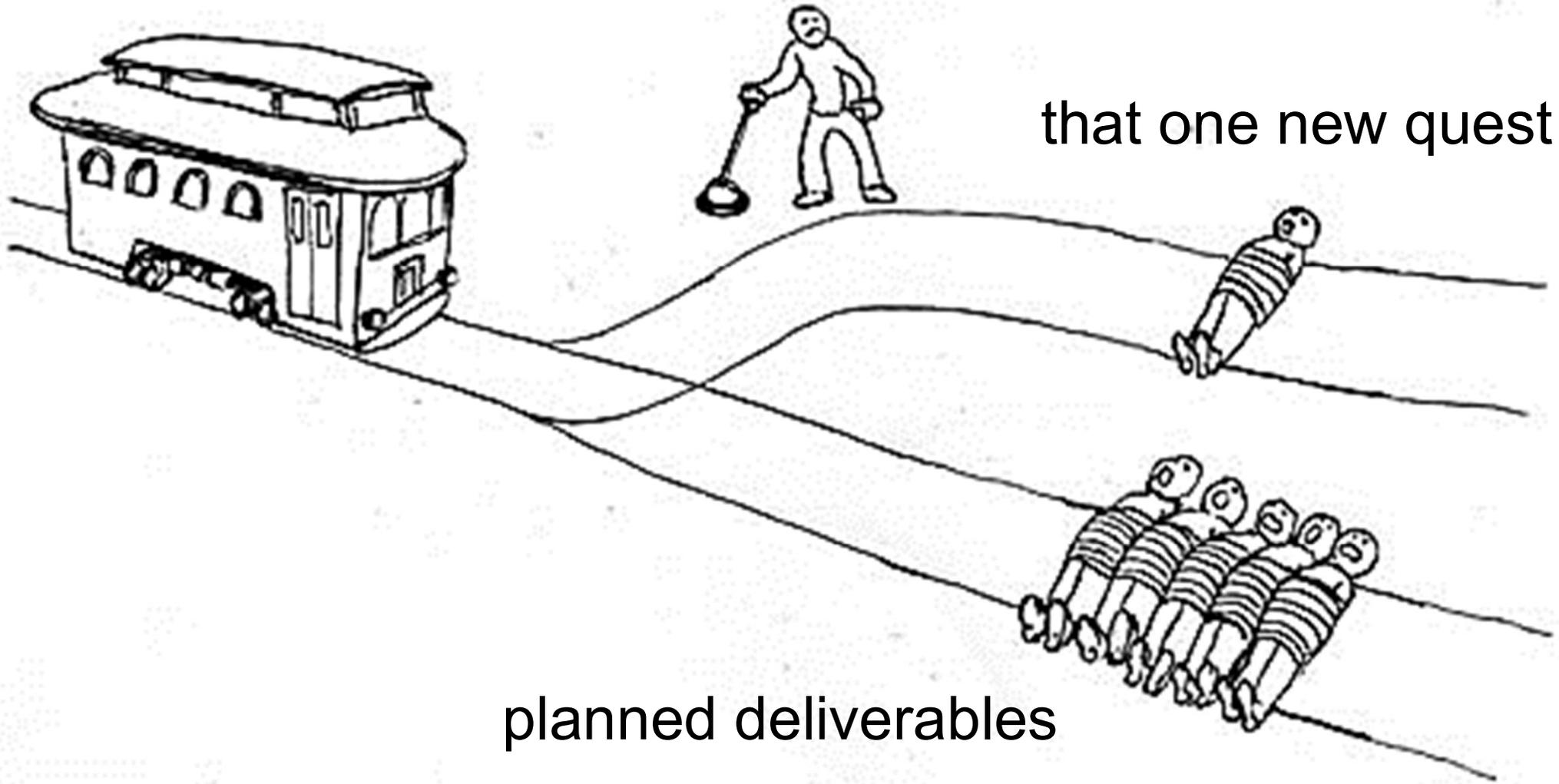


Oopshalfisheep

“basically done”



the work to get it
actually done



that one new quest

planned deliverables

The Martyr



The Myth



The Reality

Second verse, same as the first.







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But wait, there's more.

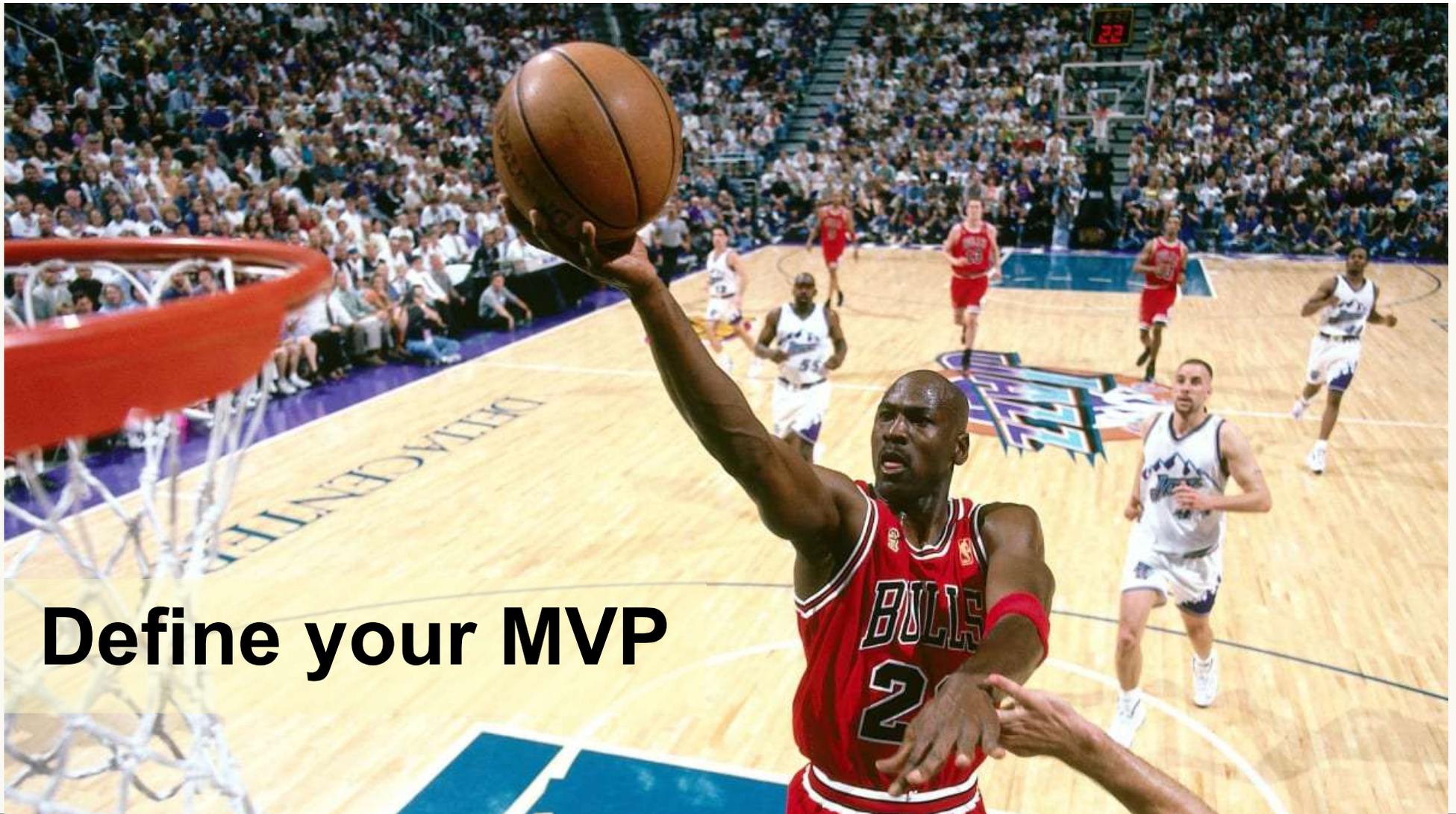
The Thesis

- Great teams make great games
- Great teams are happy, healthy, and engaged
- Great teams focus on the project as a whole

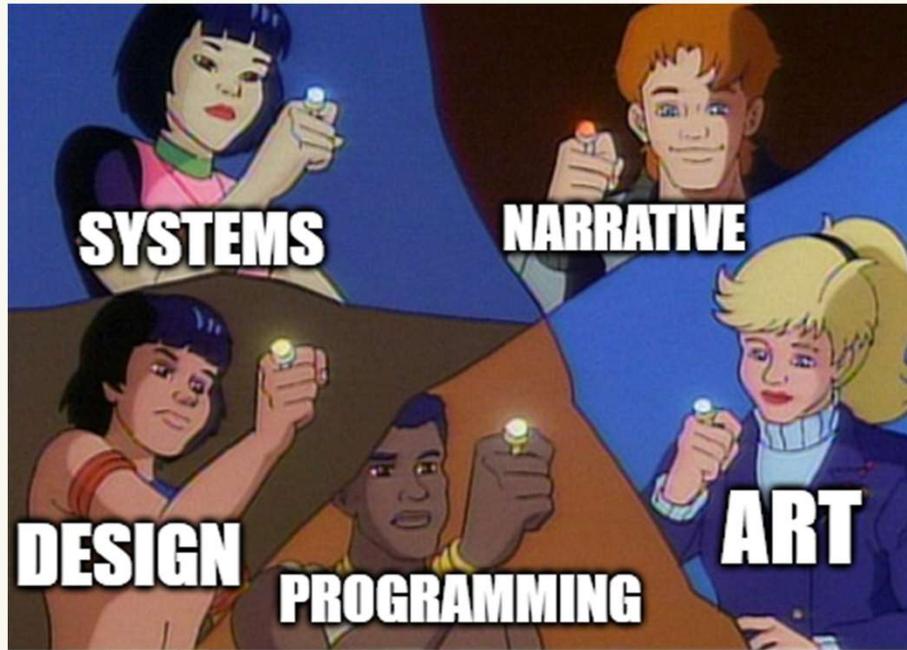
We must bust the myths that equate "passion" with overwork and aggressive ownership, and we must normalize collaborative, sustainable habits.

Explain the problem





Define your MVP





Own the scope

(or the scope owns you)



Lay strong foundations

Special Thanks

- Britt Clifford, Matt Hansen, Tony Hsu
 - Justin “Spiderman” Britch
 - The Avowed Team
 - Obsidian Entertainment