



March 20-24, 2023
San Francisco, CA

Developing a Live Game that never truly left Early Access

Making space for player feedback to have an influence on Deep Rock Galactic,
Establishing and maintaining trust with our community,
Developing content with both new and veteran players in mind,
Co-opting “F2P” mechanics to help players navigate the constantly growing amount of content,
Trying always to do the best we can,
And our awesome community who made the whole thing possible.

#GDC23





Hi!

Mikhail Akopyan, Lead Game Designer at



GSG 2016



GSG Now-ish



DEEP ROCK

GALACTIC

DANGER. DARKNESS. DWARVES.



“Deep Rock Galactic is a 1-4 player co-op FPS featuring badass space Dwarves, 100% destructible environments, procedurally generated caves, and endless hordes of alien monsters.”

The Pillars of DRG

EXPLORATION

Procedural generation

Fully destructible environment

Traversal and light mechanics

ACTION

Dwarven combat-miners

Hordes of scary enemies

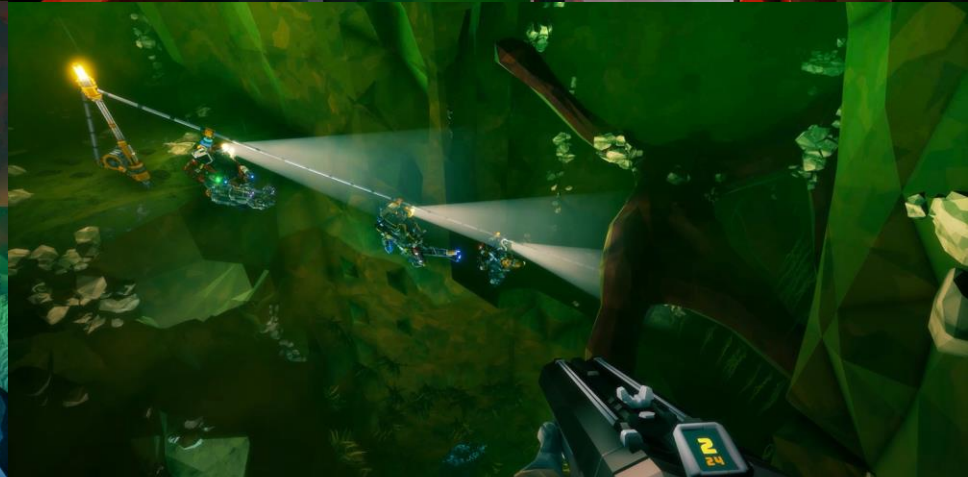
Constant tension

COOPERATION

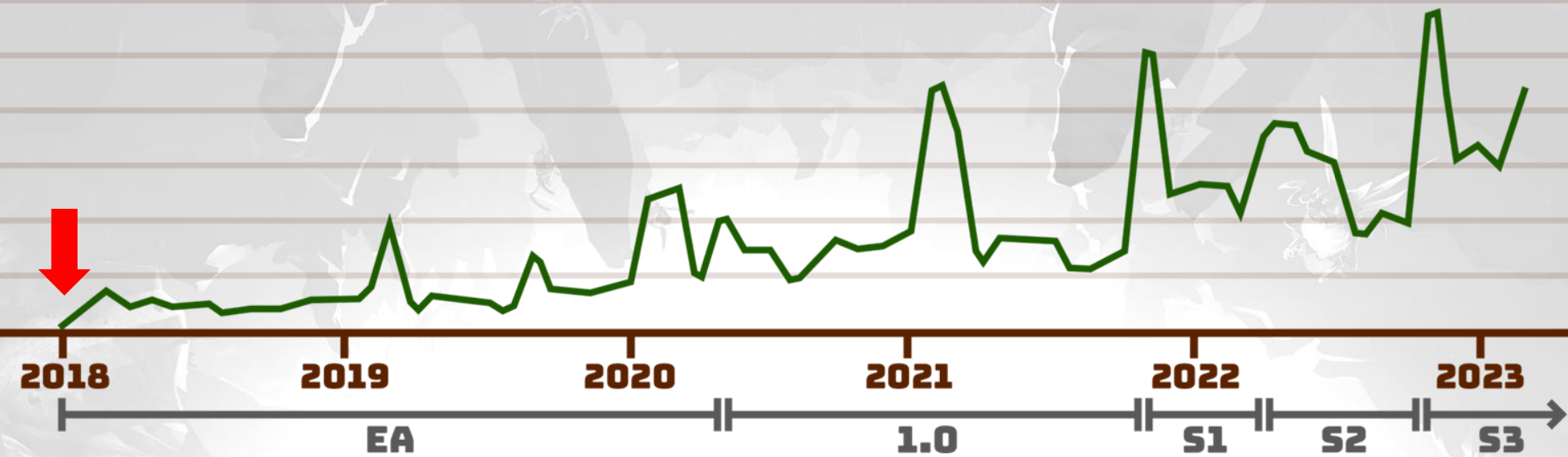
Teamwork is key

Complementary characters

Community



Early Access



Our Community at EA Launch

Day Zero
**SEP
2016**

Day before
EA launch
**FEB
2018**

18 months

Closed Alpha / Newsletter	0	41K
Steam Store (New users)	0	350K
Steam Wishlist (net)	0	62K
Youtube views	0	27M
Units sold (Steam + Xbox)	0	0
Steam Followers	0	20K
Social Media followers	0	24K
Twitter followers	0	9K
Discord followers	0	8K
Youtube followers	0	3K
Reddit followers	0	0
Facebook followers	0	4K
Xbox Gamehub	0	0

With me at GDC

They know more about this kind of stuff, I just nerf things and design unfair enemies.



Mikkel Martin Pedersen

Game Director



Søren Lundgaard

CEO



Alex Skronski

Publishing Manager



Early Access Launch





Cosmetics



Dwarves Like to Dress Up



Early, Early Access

PATCH 8 BINDS N' BEARDS!

UPDATE 10 TUNNEL VISION?

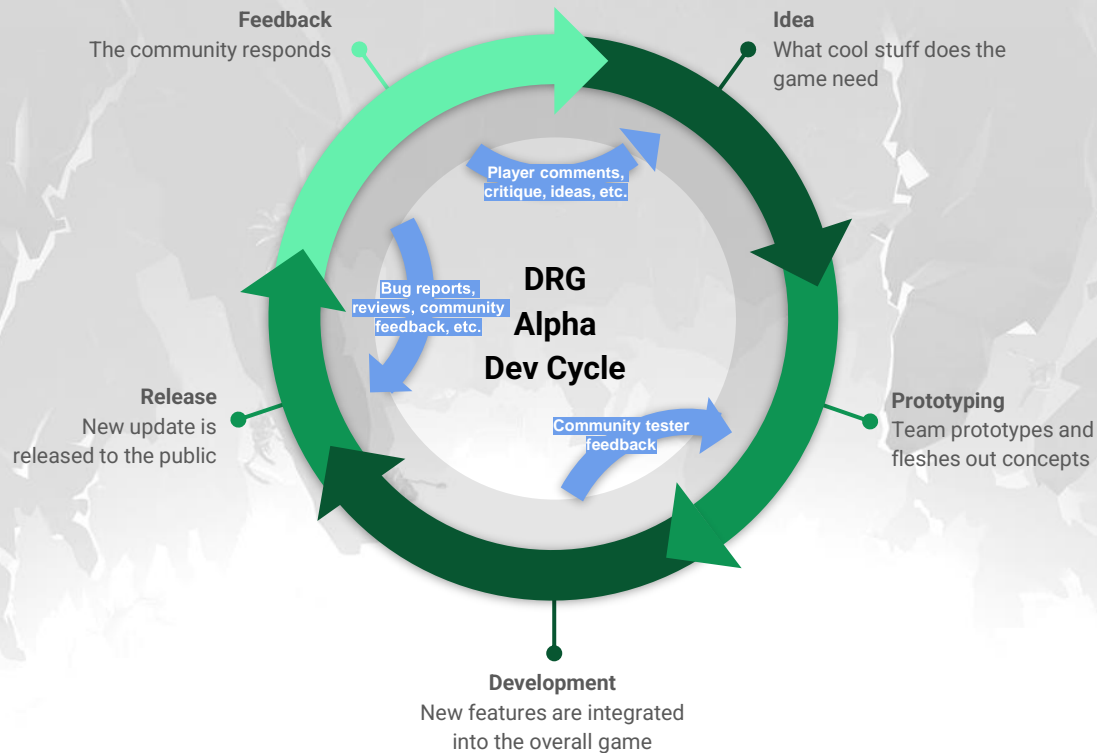
UPDATE 12 FLIES N' FINANCE

- We were in a release rush
- The community loved it
- Hard to focus on bigger features
- Unsustainable

UPDATE 9 DRILL YOU LATER!

UPDATE 11 DEAD AND GUN

UPDATE 13 MINOR LIFE CHANGES



it-translators

hu-translators

pol-translators

pt-br-translators

ru-translators

nl-translators

dk-translators

QA & FEEDBACK

report-a-bug18 New

report-a-typo1 New

jira-bug-reporter

bug-discussion

suggestions

suggestion-discussion

DRG MODDING

mod-showcase

drg-modding-discussion

modded-gallery

modding-feed

modding-approval-dis...

modding-approval-hq

modio-feed

modding-faq

EXPERIMENTAL BRANCH

experimental-info

experimental-discussi...

feedback-experimental1

report-bug-experi...1 New

experimental-branch...

changelist-only-for-ex...

experimental-bug-disc...

VOICE CHAT

Deep Rock Galactic

Dagadega...#5299

AustToday at 8:44 AM

A perk that has your power attack give you a small upward boost if yo terrain with it. This could be used to get up small ledges as anyone bu wasting Movement Tool Ammo or to break your fall from a high place correctly.

Believer in Lok-1rightsToday at 9:00 AM

I'd love gilded and braided moustaches, to fill out my ancient tradition facial hair we've got braided and gilded sideburns and beards, moustaches are a step (after that, it'd have to be eyebrows/)

smileyheadToday at 9:34 AM

If the trigger is being held down while the grappling hook is charging, I ready.

techno_theprotogenToday at 9:48 AM

Hoxlron Boots - Active perk idea

AdjustToday at 10:44 AM

Suggestion: Late game weapon mastery with in-game achievements s points. Something to work towards with each weapon granting, possib prestige weapon frameworks and paintjobs. More grind and make use thousands of mats sitting around.

While we're at it. Why not player rank prestige as well?

Message #suggestions

Slowmode is enabled, but y

Showing 46-60 of 653 active topics

So I just tried Haz 5 for the first time today...

Supporter 2 Pack promised to all "Hiring for Hoxxes" entrants?

Continue the story with one word.

Coil gun is in desperate need of a rebalance

Scout: Leaf Lover or True Dwarf?

Is it possible to complete the mission alone with the 3-5 le...

5 year anniversary ev

the reason karl died

Assignment Board Bug

New perk idea

What time does the anniversary event end on Thursday?

Question about battlepass system.

Does fall damage scale with hazard levels?

level problem

Showing 46-60 of 653 active topics

Follow the cables they said. It's easy they said.

for anyone wondering this is what a Pretorian spit hitbox actually looks like, it moves to sl but does not change in size, very fair and visually accurate right?

My first time using Breach Cutter's Spinning Death:

(Concept) Mactera Dreadnought Shredder

Rock and Stone, a friend had gotten me to buy it with that image in the reddit of the game 67% off so I finally gave in, and I'm glad I did.

Oops! all bulks

rock and squid

Boogie Time

Little green thief

"Look what they need to mimic a fraction of our power."

...AND STONE!!!!

A story in two parts

201820192020202120222023

EA1.0S1S2S3

GDC

Community Feedback

Reaching Out

This topic has been locked



Soren - Captain of Ghost Ship - [developer] 5 Mar. 2018 @ 2:35pm

Help us solve the Kick issue! Feedback needed.

Hi all,

We are focusing on solutions for this issue right now. And all this input helps us understand the problem. We will implement something that compensates you for getting kicked from a game where you had been a part of the mission. And improve on the communication around getting kicked. These are fixes we will push out as soon as possible. And should help mitigate the reports on people getting kicked just before the droppod.

But I would like to discuss the implications of a Votekick feature. We fear that it would introduce new issues, but we could be wrong. Also, a Votekick feature is not trivial to implement and will require a bit more work.

First, the game is peer-to-peer with a host. This is not a dedicated server setup. And we have no host-migration tech. So, the host can never be votekicked.

Second, the rule will (probably?) have to be: To kick a non-host player, you will need votes equal to (players - 1).

This means that:

- 1) A host can votekick a single person that joins. This is good, otherwise people could easily jump into single-host games and start trolling.
- 2) In a three player game, the host needs the vote of one other player. If playing with a friend, that is easy. But if playing with randoms and communication is dodgy, you could end up in frustrating situations until most players understand the votekick system.
- 3) Two players could decide to troll games by jumping into 1-2 player games. This might not be a huge issue as you would need to actually coordinate the trolling.
- 4) In a 4 player game, you would need 3 votes to kick a player.

So, we are not saying the Votekick is not part of the solution. We just want to point out that is probably not the be all and end all solution either.

In any case, please discuss and we'll listen!

Last edited by Soren - Captain of Ghost Ship, 5 Mar. 2018 @ 3:05pm

Date Posted: 5 Mar. 2018 @ 2:35pm

Posts: 218

Subscribe to discussion

Search this topic



Discussions Rules and Guidelines

YOUR FORUM ACCOUNT

Post History

What are some of the small tips people know? Discussion

For me it's:

1. drillers drills work on ebonite gloves picking up overcharges u
2. if you need to repair the d the space between the treads and th not get hit by the rocks.
3. the aoe perk in the pick is not strike dig. So scouts a



PATCH 13 IS AWFUL FOR NEW PLAYERS | DEEP ROCK GALACTIC

it depends on what you mean

- report-a-typo
- # jira-bug-reporter
- # bug-discussion
- # suggestions
- # suggestion-discussion
- DRG MODDING
 - # mod-showcase
 - # drg-modding-discussion
 - # modded-gallery

Thoughts on the latest update

here. I've evolve massively and games of the last few years for many

The main reason They listened to starting with this not helpful guys

paying attention to it for a bit it can end up getting way closer than you d expect. This could work by being something that stops when its weakpoints are damaged takes a bit to accelerate back to its top speed after it starts to move, only reveals those weakpoints when there's a player in reach or maybe if it's going fast enough

Picturing it as something massive and sluglike, with armor that unfolds like origami flower to reveal its attacking limbs.

For a name, it could be the [group name] Encroacher.

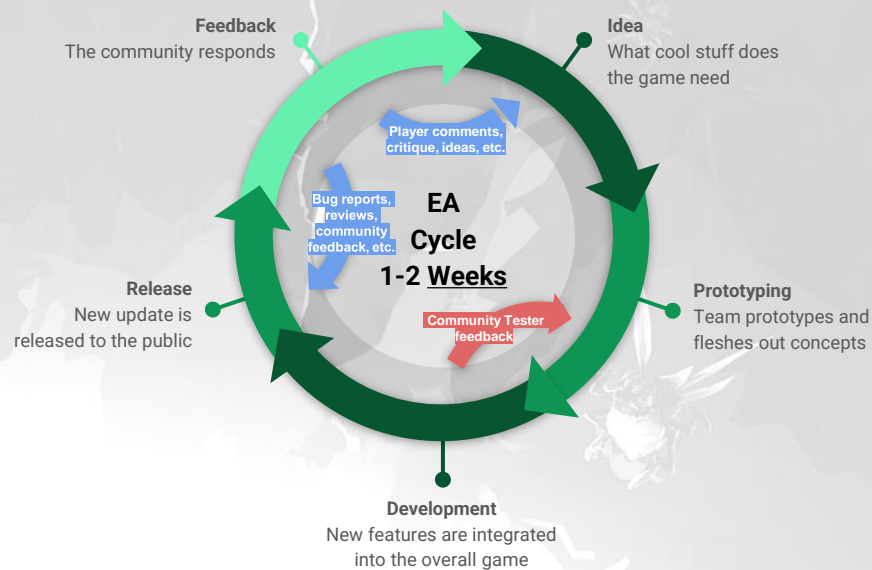
EDIT: should be something that rarely generates with a cave rather than being an enemy, to be clear.

On The Topic of GOLD PART 2

IN THE TOPIC OF GOLD 2 | DEEP ROCK GALACTIC

r/DeepRockGalactic · Posted by u/D0bious Scout 4 months ago

If you could add new perks that are "balanced" or "unstable" like OCs what would they be? Discussion





Toomadtplay

4 May, 2018 @ 1:58pm

meh



sitt

1 Jun, 2018 @ 1:48pm

YEEEEESS III 🐼🐼🐼🔪



soft

1 Jun, 2018 @ 1:45pm

Looking forward to this :)



Banks

1 Jun, 2018 @ 1:59pm

Looks AWESOME, and I just wanted to chime in and beg you not to reset progress if you can avoid it!



-Lordhelmet-

1 Jun, 2018 @ 3:51pm

love the game. been waiting a month for an update.



Volkan

1 Jun, 2018 @ 2:02pm

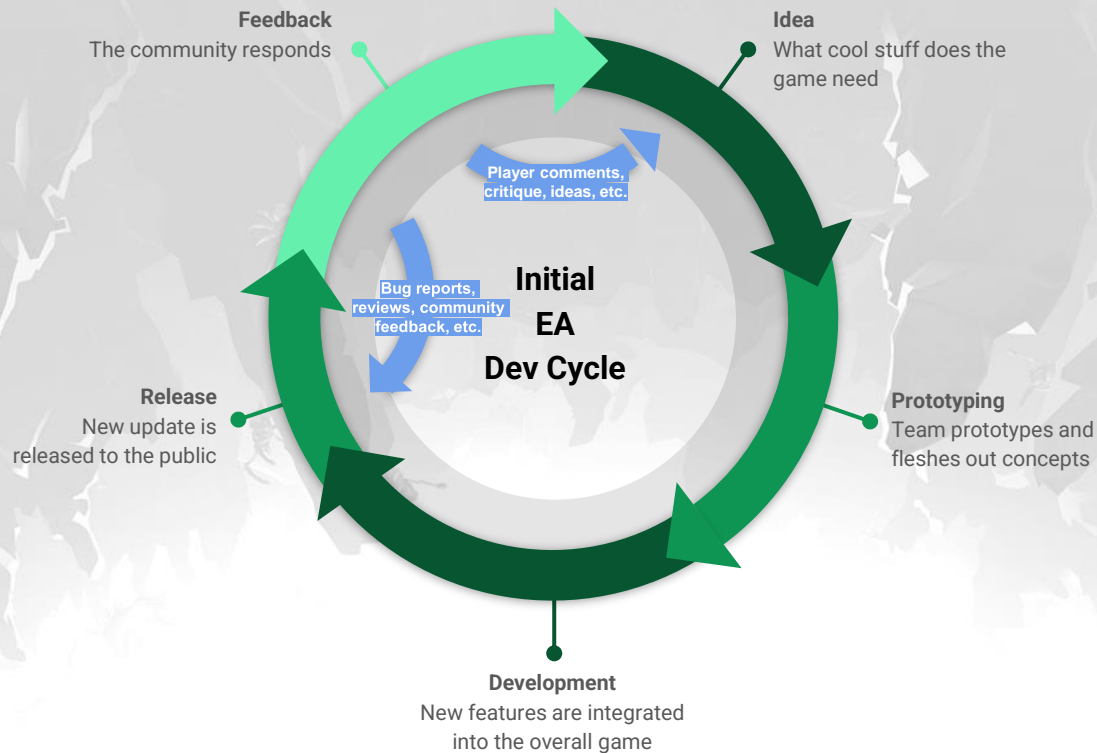
Fix all errors first.

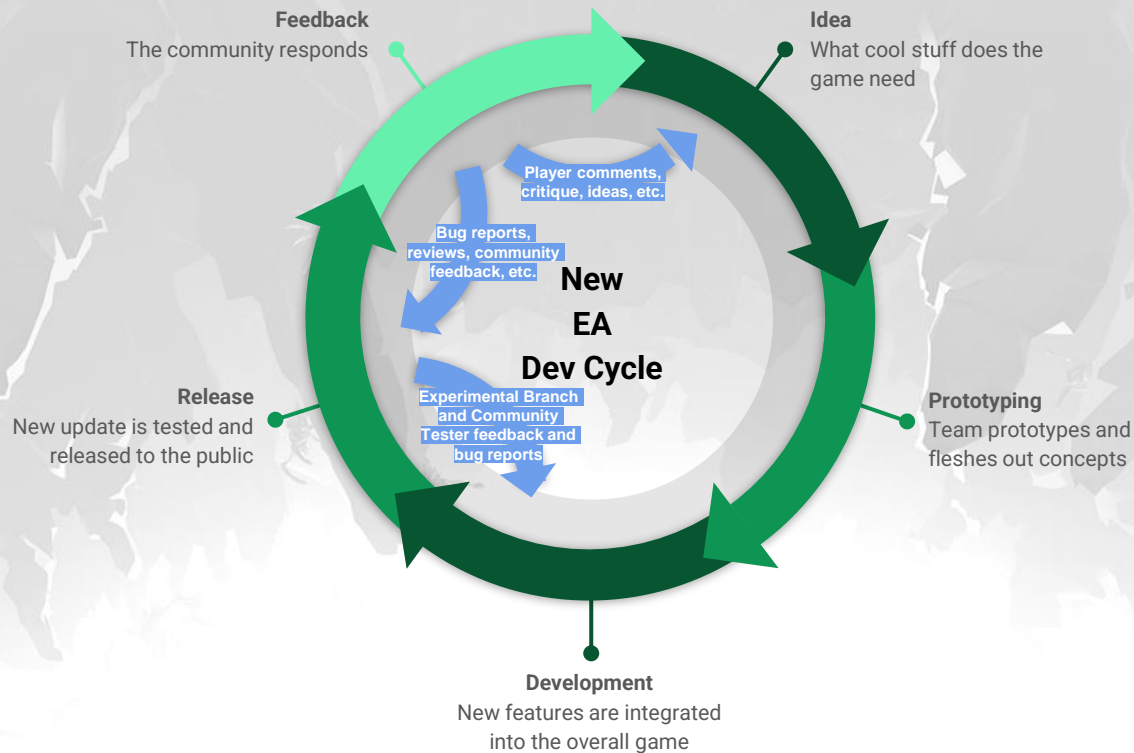


KiGrind7

2 Jun, 2018 @ 3:09am

Test version for an alpha/beta version of a game... this is the definition of going full ♥♥♥♥♥. A development build of a development build. Jesus.







UPDATE 17

OKTOBERFEST!



DEEP ROCK
GALACTIC
DANGER. DARKNESS. DWARVES.

NEW FANXFORGE DESIGNS
USE CODE LOOTBUG FOR 20% OFF
UNTIL AUGUST 5TH, 11:59PM PST

GRAND PRIZE WINNER
ROCK AND STONE TO THE BONE BY R2D2UPGRADE



UPDATE 22

ONE YEAR IN ORBIT



DRG COMPETITION
MAKE A TOTALLY AWESOME
COMMUNITY TRAILER!



UPDATE 18.5

HALLOWEEN!



XMAS PARTY 2019

YEARLY PERFORMANCE BONUS



DRG BOARD GAME
KICKSTARTER LAUNCHES
FEBRUARY 10



DEEP ROCK
GALACTIC
DANGER. DARKNESS. DWARVES.



REGIONAL EVENT

SPACE BEACH PARTY



TESTERS



patch-notes-testers

communication-testers

forum-bug-reporting

forum-feedback 1

bug-reporting-testers

Space Rug 17

EXPERIMENTAL BRANCH



experimental-info

experimental-discussi...

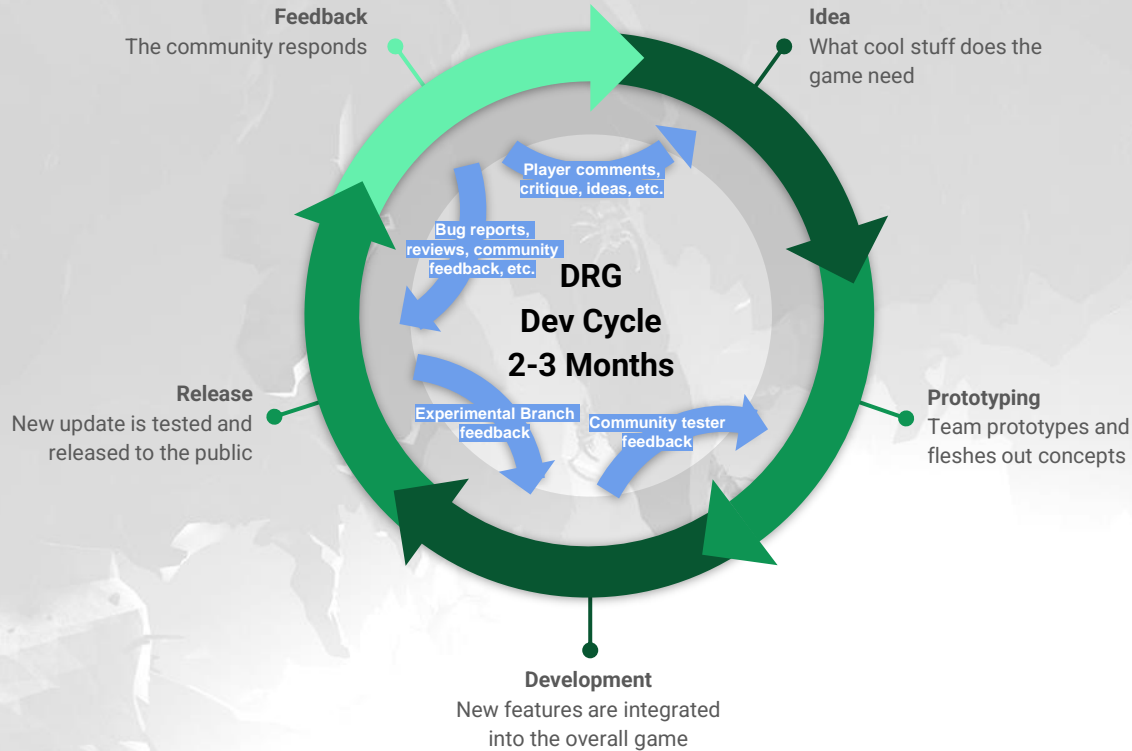
feedback-experimental 1

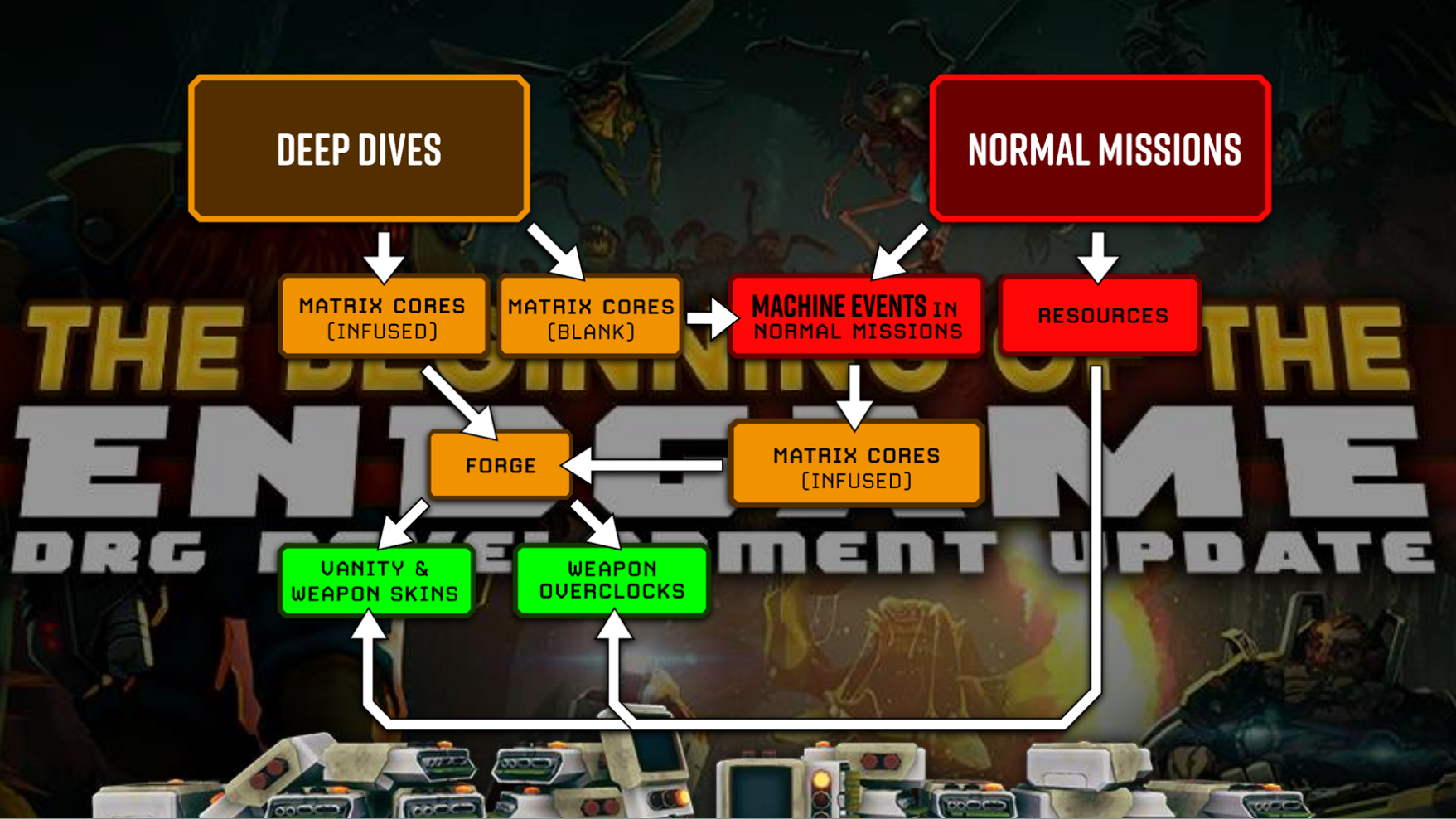
report-bug-experime... 1

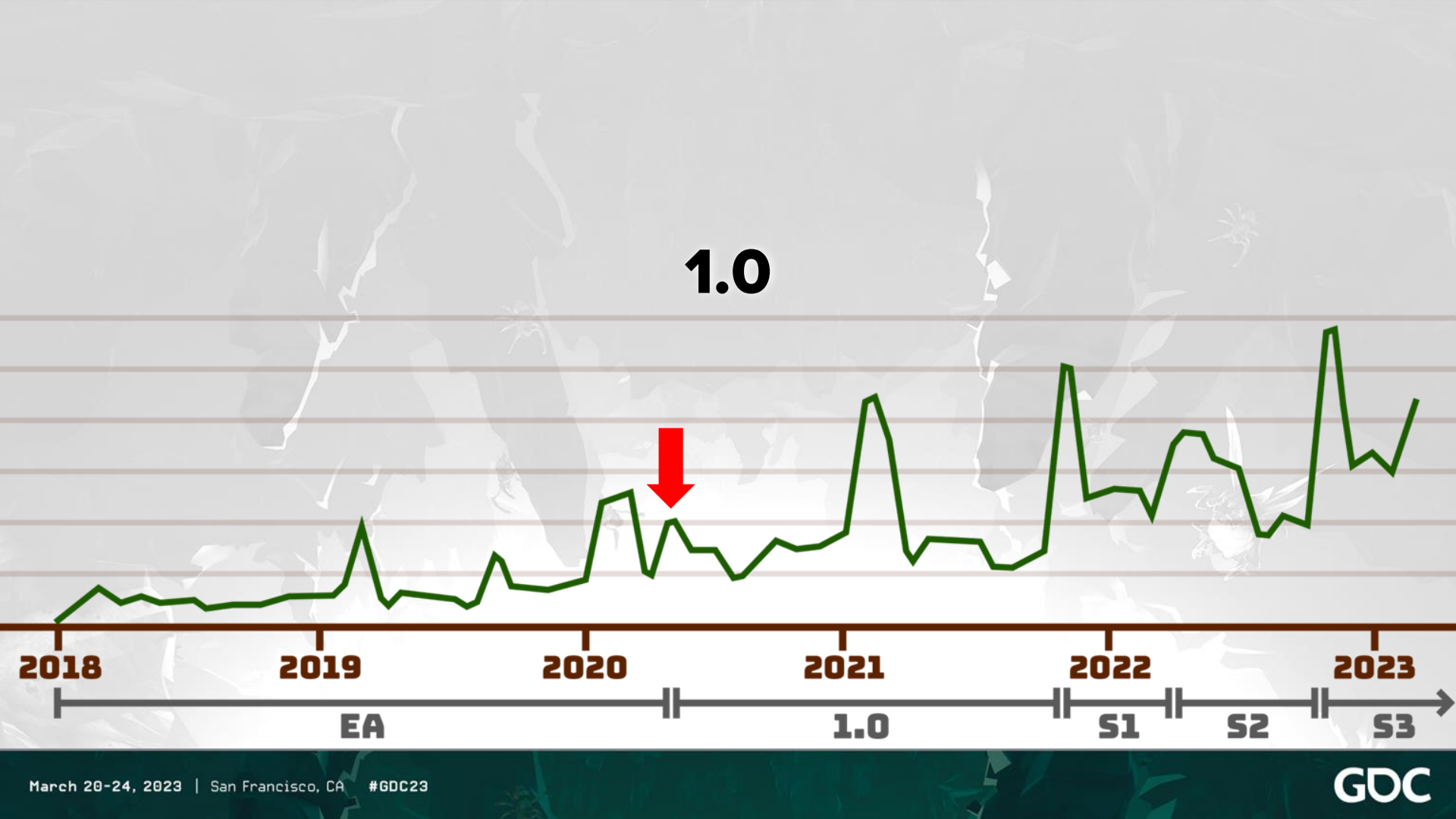
experimental-branch-...

changelist-only-for-ex...

experimental-bug-disc...



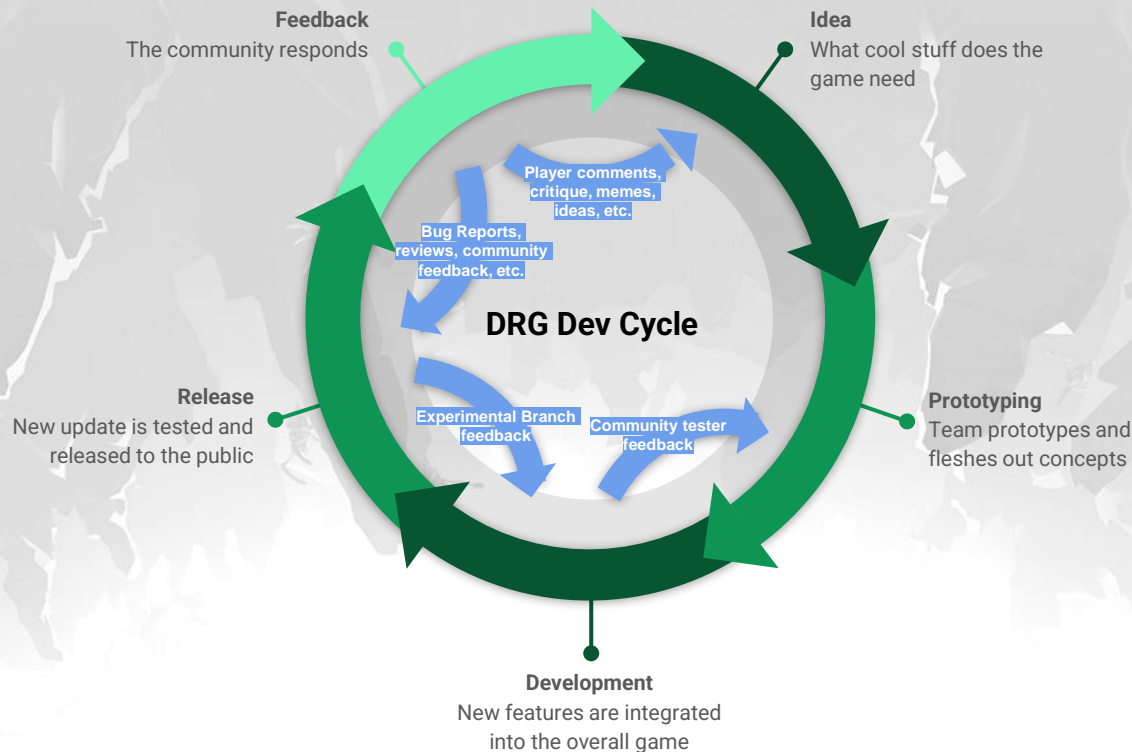








How DRG never truly left Early Access



The Performance Pass

Mikkel (Game Director):

We should do Seasons, with a Battle Pass.

Me:

@#%&! I hate battle passes, they suck. The players are gonna freak out!

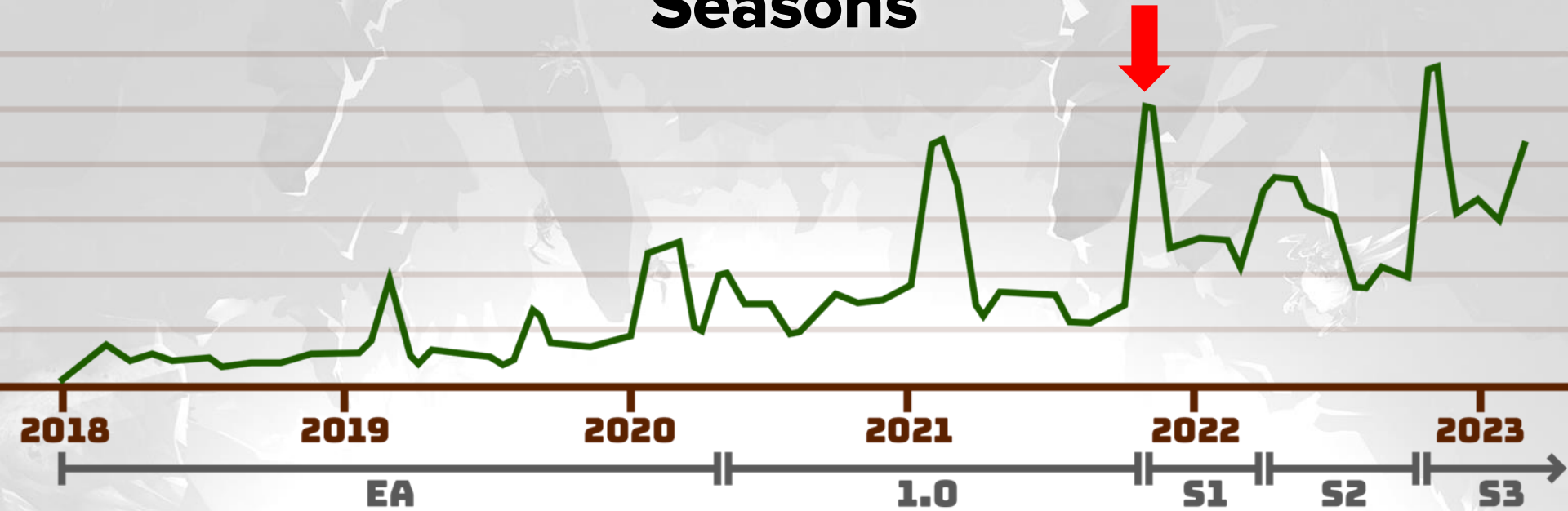
Predatory Design

TANGENT

It needs to **stop**.

Consumer-friendly business models **can** and **do** work.

Seasons





SEASON OVERVIEW

COSMETIC TREE

SITUATION BRIEFING



RIVAL ESCALATION

SEASON 02

SCRIP AVAILABLE: 0

NEXT REWARD

SCRIP
COMPANY CREDIT

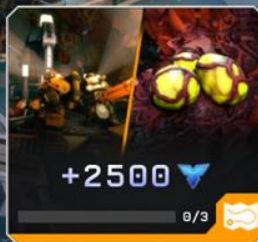
LEVEL 0

0/5000

SEASON EVENT BONUS



SEASON CHALLENGES



90

91

92

93

94

95

96

97

98

99

100

∞





SEASON OVERVIEW

COSMETIC TREE ¹

SITUATION BRIEFING



SEASON 1

RIVAL INCURSION

SEASON ENDS IN 22 DAYS

SCRIP AVAILABLE:  1

WASTER

WEAPON FRAMEWORK
SUBATA 120



Attrazoine 33 ▾ 6 Nov, 2021 @ 5:26am

Bought the DLC before I even watched the trailer. Thank's for what you do, devs, and keep up the fantastic work.

#239



Owen Forman for 1 år siden

I got really worried when they said "season pass" but since it's free I'm actually extremely excited. Thanks for being so in tune with the community GSG!



Encephelonify for 1 år siden (redigeret)

This is what happens when a dev actually cares about their game and the community it's brought in. What an incredible sight.



Skyblade ▾ 4 Nov, 2021 @ 7:22pm

season progression is like 1/3 of the speed it needs to be.



HVYsupercool 🌟 10/26/2021 3:44 PM

Personally I feel its good for the longevity of the game I got a bit bored when my main acc went past level 200



TimeBucks ✓ for 1 år siden

It's so different but still fits the game so perfectly



Regaldog 10/26/2021 2:43 PM

I would have preferred new OCs for old weapons rather than a new cosmetic system when there are so many cosmetics already but this DOES look fun



ZverZ ▾ 4 Nov, 2021 @ 1:38pm

stupid solution! 🤔

Deep Rock Galactic: Season 1 - Narrated Trailer



Ghost Ship Games



Abonnerer ▾



23.319



Del



Download



Klip



Gem



March 20-24, 2023 | San Francisco, CA #GDC23

2018

2019

2020

2021

2022

2023

EA

1.0

S1

S2

S3

GDC



13

1311

983

1190

1358

375

1727

1

247

134826

18



A

B

C

D

E

F

11263 / 15000



13 DRILLER

04

4860/25000

x30

SLOT



HEADWEAR



Long range communication capability and tactical heads-up display. Very cyber.
Uses equipped Paintjob

7800 60 / 69



BALACLAVA

SEASON 02

For extreme windchill use.

6000 / 30



BALACLAVA - UNIFORM

SEASON 02

For extreme windchill use. Styled to fit your armor.
Uses equipped Paintjob

6000 / 30



BARRISTER

SEASON 02

OBJECTION!

7500 / 38



BEANIE - GREEN

It gets cold down there sometimes.

2200 / 11

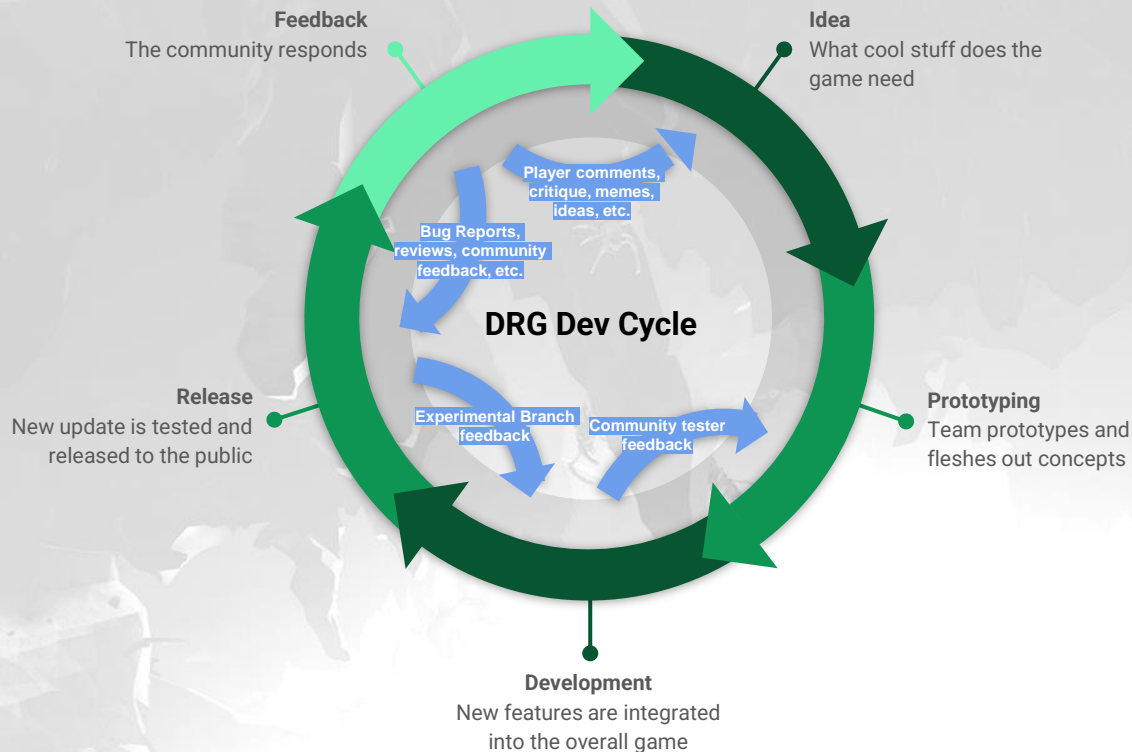


BEANIE - UNIFORM

It gets cold down there sometimes. Styled to fit your armor.

CLOSE





DEEP ROCK GALACTIC

LIVING ROADMAP

REVISION 19 - MARCH 2023

The living roadmap reflects the Current plan as per the date it is released
All unchecked updates can (and likely will) change before implementation

2022

APRIL 2022

SEASON 02



New Season and Performance Pass // New Secondary Weapons // New Warning: Rival Presence // New Enemy: Nemesis // Phazonite // Medical Gown

NOVEMBER 2022

SEASON 03



New Season and Performance Pass // New Event: Meteor Impact // New Warning: Lithophage outbreak // Rockpox Infection // Cleaning tools // Cave variations // New grenades

2023

END OF Q2 2023

SEASON 04

NEW SEASON

A themed Season, with Season Challenges and Season Events. And it's not robots!

NEW PERFORMANCE PASS

As always, a brand new Performance Pass and Cosmetic Tree filled with hats, beards, skins and other goodies.

NEW ENEMIES

We've had disturbing reports of previously unseen fauna down in the caves of Hoxxes. There has been no visual confirmation yet, but whatever it is, it's hostile and aggressive.

OTHER UNDECIDED STUFF

We'll be adding lots of extras as usual. We are constantly experimenting and trying out new stuff so not all is decided yet, but we are really excited about jetpacks.

TBA
SEASON 05

To be decided...

GDC

March 20-24, 2023
San Francisco, CA

Thank you for your time.



Mikhail Akopyan
@dagadegatto

#GDC23

