



CRYSIS



Crysis in the making

- ⌚ Cevat Yerli, CEO and President
- ⌚ Sten Hübler, Lead Designer
- ⌚ Bernd Diemer, Producer



GDC08



- ⌚ **2004: The Vision**
- ⌚ **2005: Core X Playable**
- ⌚ **2006: E3**
- ⌚ **2007: Final**
- ⌚ **Nanosuit**
- ⌚ **Sandbox Gameplay**
- ⌚ **Keeping the Vision**



Far Cry vs. Crysis

⌘ *Key achievements*

- ⌘ Graphics
- ⌘ Technology
- ⌘ Sandbox design
- ⌘ Human AI

⌘ Take it to the next level

⌘ *Key learning*

- ⌘ B movie story
 - ⌘ Quicksave
 - ⌘ Too difficult
 - ⌘ Non-human AI
- ⌘ Challenge and improve in next title





⌚ The Vision

- ⌚ “Frozen Paradise”
- ⌚ Maximum Game Expression
- ⌚ Outsmart Core Gameplay
- ⌚ Realistic Sci Fi
 - ⌚ Alien Invasion





The Vision

-  **Creating a world that sells realistic Sci-Fi**
-  **Believable, telling, evolving – almost a character**





⌚ 2005: Core X Video

⌚ „Best looking game ever“

⌚ Core X Video

⌚ Jungle

⌚ Frozen

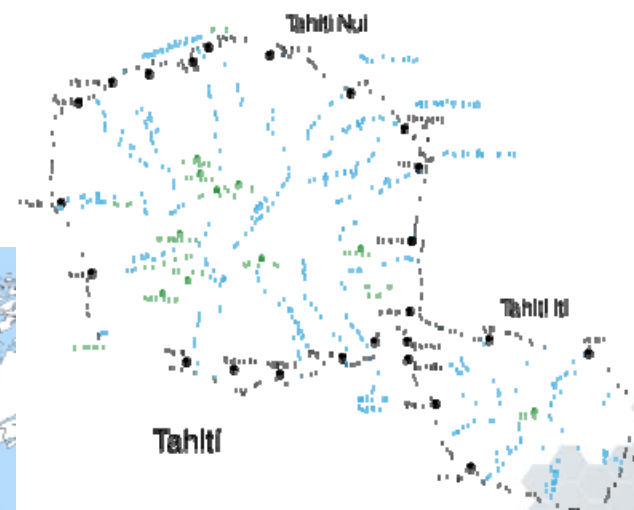
⌚ Alien





Photoreal Graphics & Motion

- ⊕ Realism as gate to believability
- ⊕ Field Trip - Tahiti
 - ⊕ Find out how it actually looks like!





Photoreal Graphics – The trip ☺





🕹️ 2006: E3

- 🕹️ “Looks good, but can I play?”
- 🕹️ Nanosuit
- 🕹️ Breakable vegetation
- 🕹️ AI
- 🕹️ First public showing





Nanosuit





Destroyable vegetation





First public showing

- ③ **Project Vision vs. Public expectations**
 - ③ **Proof of Fun**
 - ③ **Selling the vision to the public and the team**
 - ③ **“It really works!”**



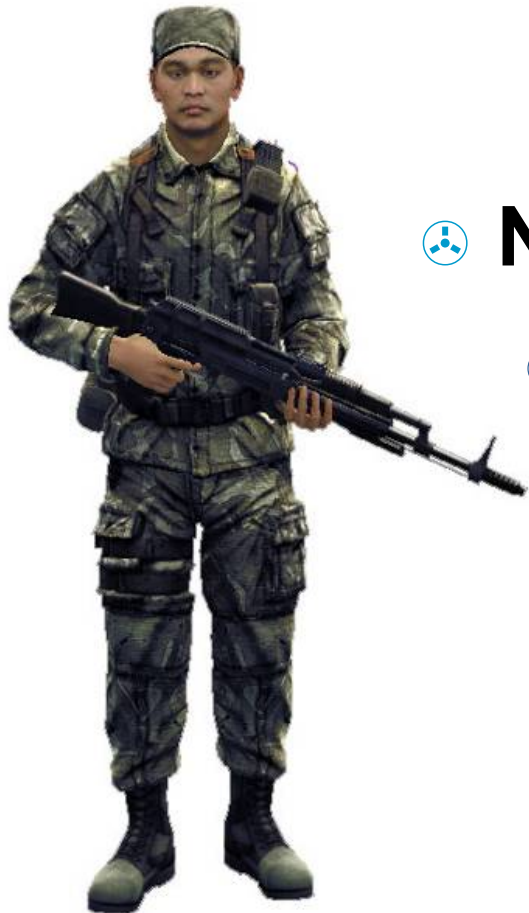
A.I.

⦿ Realism vs. believability

- ⦿ Chasing perfection
- ⦿ AI believability is conveyed in context
 - ⦿ Realism isn't fun
 - ⦿ Entertain and challenge

⦿ Never the same battle twice

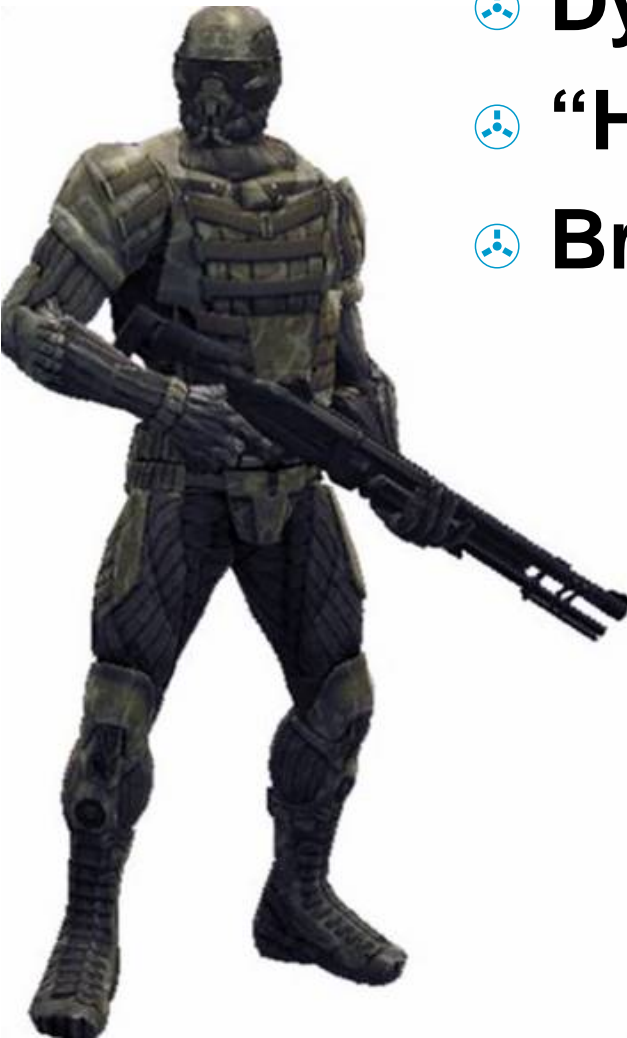
- ⦿ Frankenstein's babies





A.I.

- ⊕ Flow graph - good and evil
- ⊕ Dynamic worlds and their burden
- ⊕ “Human” instead of “Perfect”
- ⊕ Break expectations





⌚ 2007: Final

- ⌚ **Systematic Nanosuit gameplay**
- ⌚ **Sandbox levels**
- ⌚ **Keeping the vision**





⌚ The Nanosuit

⌚ Customization is king

⌚ Extra dimension of choices

⌚ Player-expressed hero

⌚ Outsmart Gameplay

⌚ Expressing Play style:

⌚ Act, not react

➔ Feature IP





Nanosuit

- ⚙️ So what cool stuff can I do with it?
- ⚙️ Bottom-up feature design





Nanosuit

- ⦿ **Complexity and Usability hate each other**
- ⦿ **Prove it in the game: Iteration and playtesting**
- ⦿ **Focus tests: Painful but good**



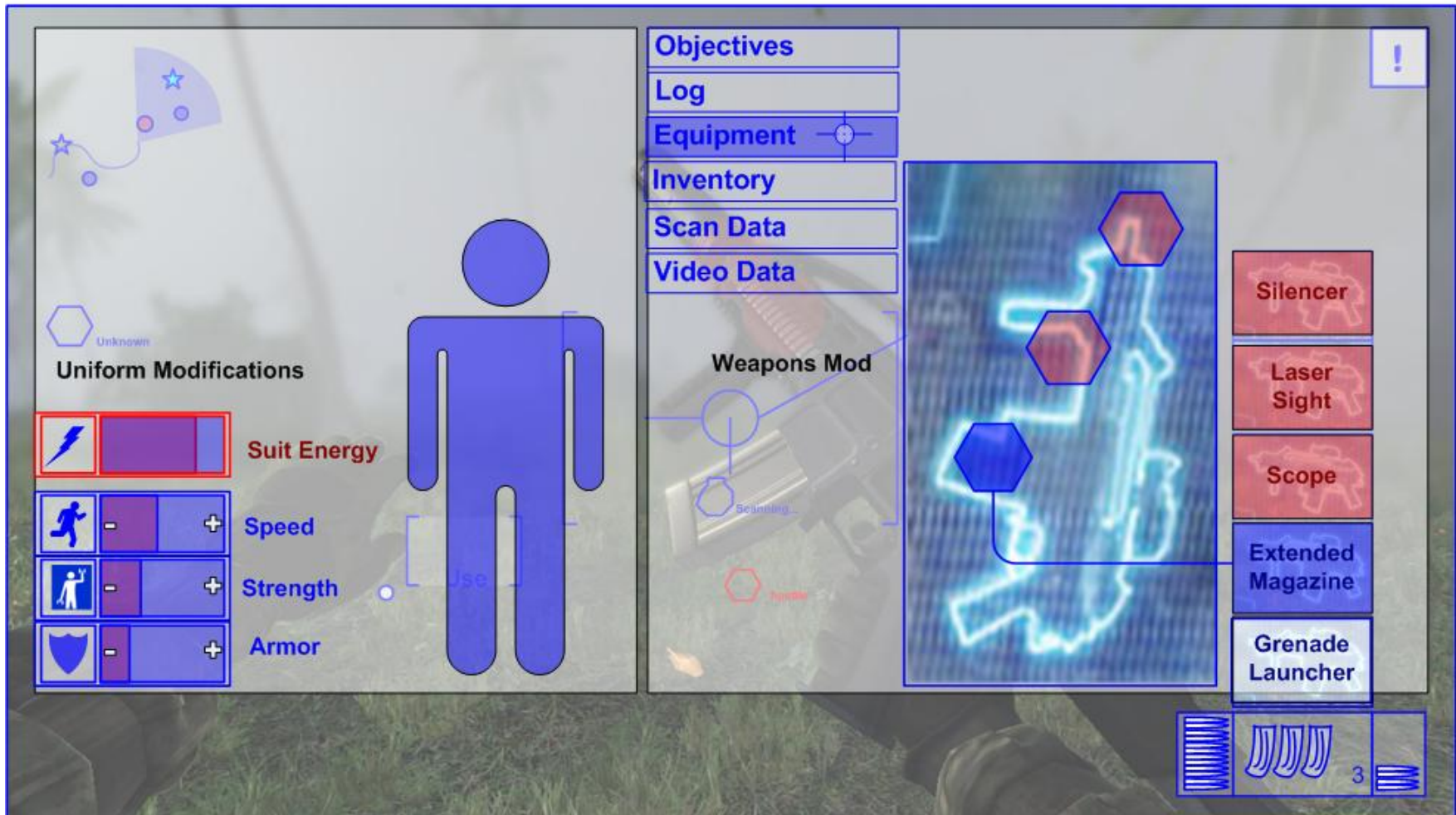


O RLY?



Fullscreen interface

Crysis Graphical User Interface – HUD Design



Mod screen: Pressing the Equipment button in the HUD brings up the mod screen for uniform and weapon. Attachments and uniform properties can be adjusted and selected with the Mouse.





Result: Death by Chicken!

Crysis Graphical User Interface – HUD Design



Mod screen: Pressing the Equipment button and uniform properties can be adjusted as

on. Attachments



Analogue Interface





...results in:





Leading to Death by Chicken!





Nanosuit

- ⦿ **Binary modes**
- ⦿ **Tangible parameter changes between modes**
- ⦿ **Fast and intuitive access**
- ⦿ **Show the specific action in the interface**
- ⦿ **The player is always right**
- ⦿ **Let the player do „Cool Stuff“**

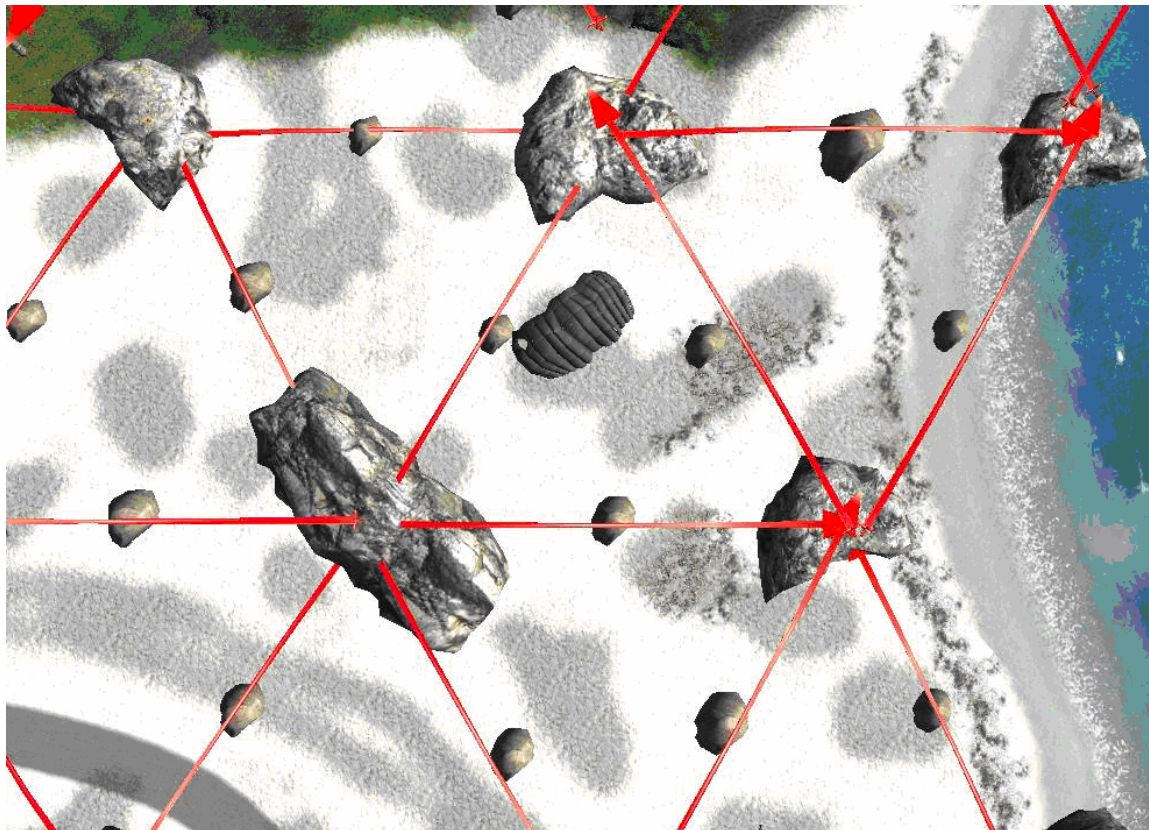




So how does it get in the game?

③ Implement the tools to use a feature

- ③ Not in the original design, levels have to be changed to prompt the use of the feature





Nanosuit

Provoking feature use



There is too much stuff in the way here if the player wants to use speed burst to get to the next major piece of cover. Tweak the line of sight and distance from this point to nearby major pieces of cover.



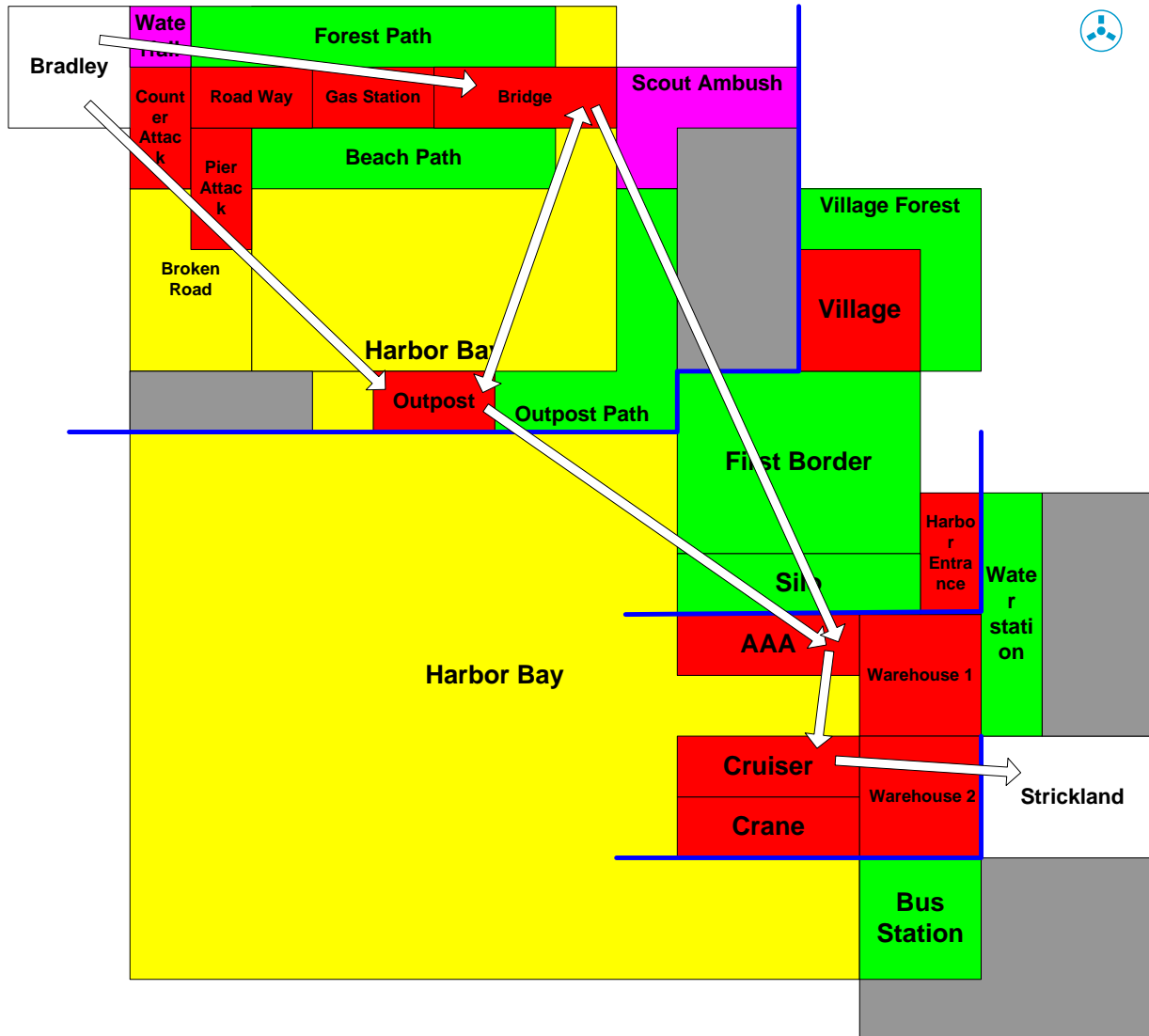
Sandbox Level Design



- ⚙ **Freedom!**
- ⚙ It's the player's game, not the designer's game.



Sandbox Level Design



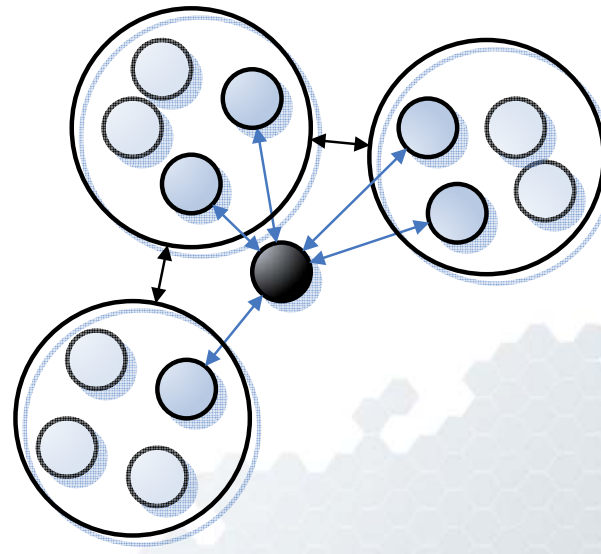
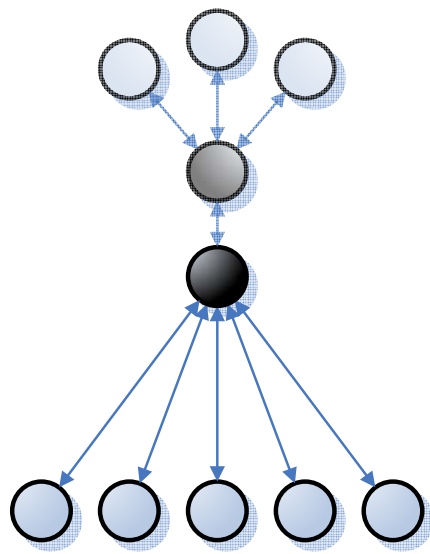
Abstract understanding

- Objectives help the player to not get lost
- Gameplay obstacles to entertain and challenge
- Gameplay focus



Sandbox Level Design

- ③ **Combine all ingredients, find the right mixture and balance**
 - ③ **Visual Fidelity vs. technical Feasibility**
 - ③ **Gameplay focus**
 - ③ **Story**
 - ③ **Reconstructed level design team - Where is my department?**





⌚ Keeping the Vision

- ⌚ Keep the strategic view on path

- ⌚ Keep the quality bar up for the whole team

⌚ But!

- ⌚ Do not innovate for innovations sake

 - ⌚ Theater of the “developers” mind

 - ⌚ Theater of the “players” mind

 - ⌚ Managing feature creep

 - ⌚ Feature Creep award 😊



The Feature Creep Award™





Keeping the Vision

- ④ **Inventing the camera while shooting a movie**
 - ④ **Technology & Gameplay**
 - ④ **DX10**
- ④ **Communicating the Vision**
 - ④ **Its a seed, inspire, engage, but challenge too**
- ④ **Quality bars and schedules: „When its done“ ain't good enough for the team**



Keeping the Vision

⦿ Conclusions:

- ⦿ Don't compromise
- ⦿ Stay flexible and human
- ⦿ A vision is developed by a team, its seeded by a visionary.

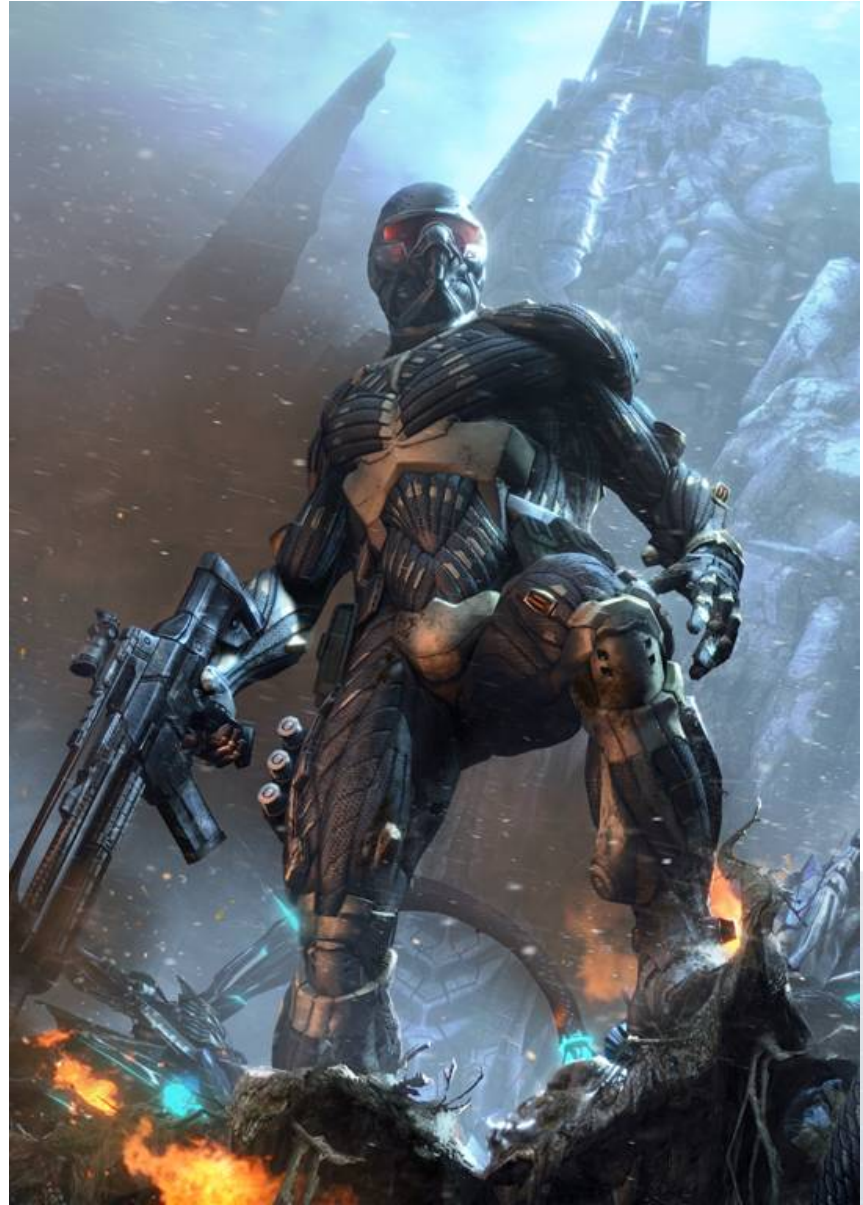


Production Key Learnings

- ③ **Focus on efficiency**
 - ③ Iterate faster on your “new gameplay”
 - ③ Prototype the animations
- ③ **Train for innovation during Pre-Production**
- ③ **Focus on your vision and keep on it**
- ③ **Seeded Ideas must create 10 more opportunities**
- ③ **Theater of players mind – very powerful**
- ③ **Agile development is your “best” friend**



Questions?





Thank you for your time!

Visit us at our booth!