



The Future of Innovative Studios: Team and Tools Behind Alan Wake

GAME DEVELOPERS CONFERENCE - MARCH 7TH 2007

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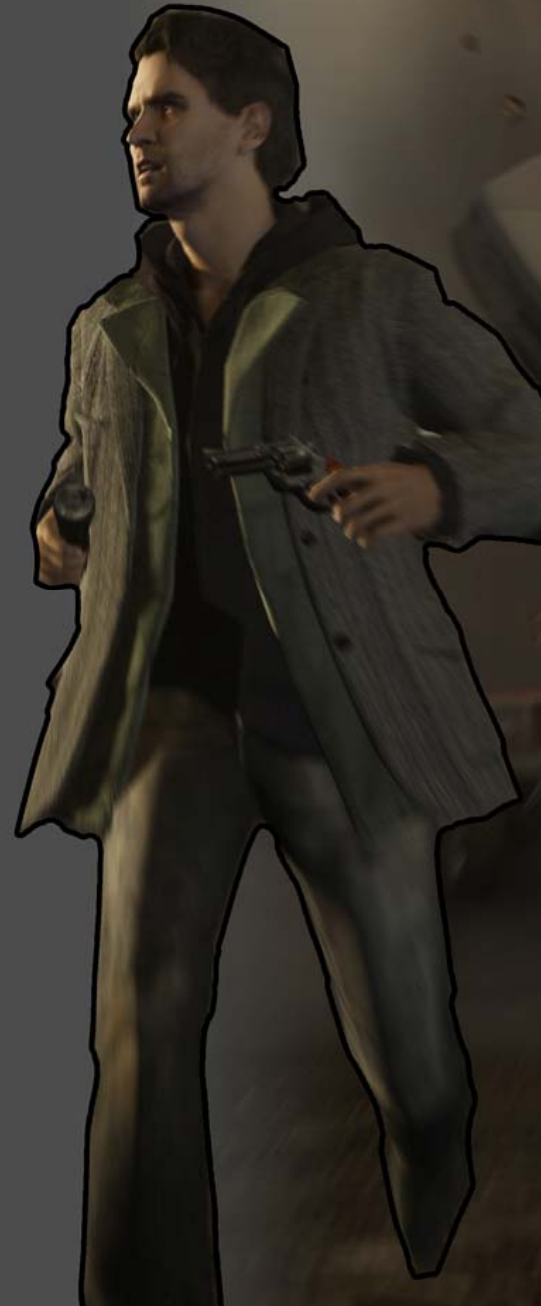
Alan
WAKE
www.alanwake.com

Introduction

- **Remedy Entertainment**
 - Independent studio founded 1995
 - 31 employees in Helsinki, Finland
 - Death Rally, Max Payne, Max Payne 2
 - Max Payne IP now owned by Take2
- **Alan Wake™**
 - Remedy owns the IP
 - Microsoft Game Studios
 - XBox360 and Windows Vista

Today's Topics

- Ambitious Project Goals → Strategy
- Remedy's Team
- In-house Content Creation Tools
- Outsourcing & Middleware
- Project Management Tools
- The Future



Ambitious Project Goals

“A psychological action thriller”

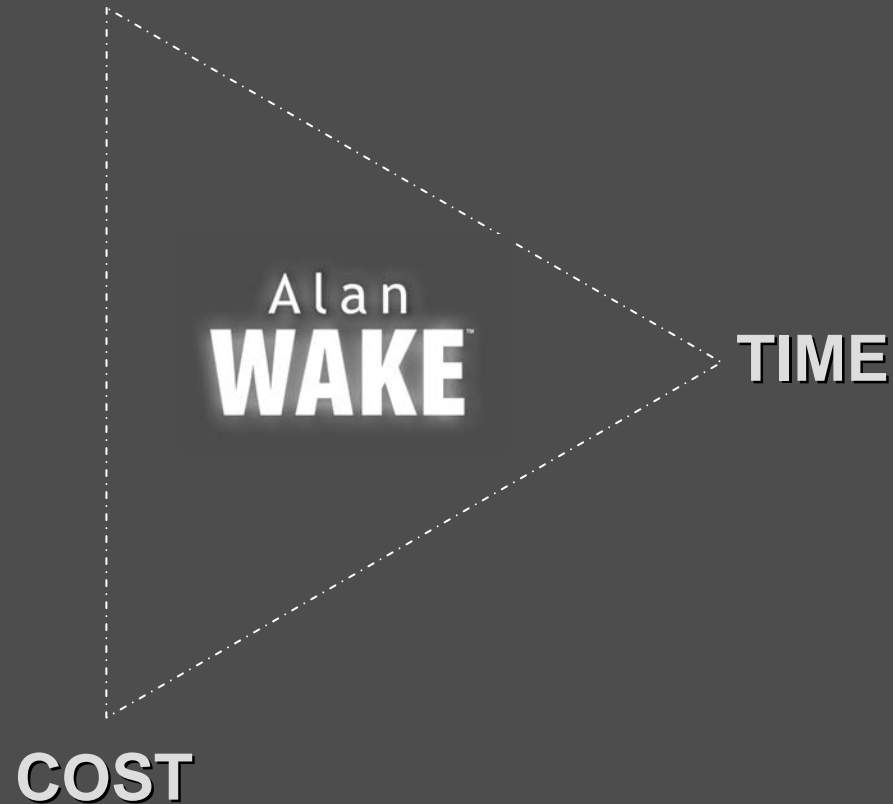
“Light as a new game play mechanic”

“A cinematic story in a massively large free-roaming open world”

“A game that gets 90+ reviews”

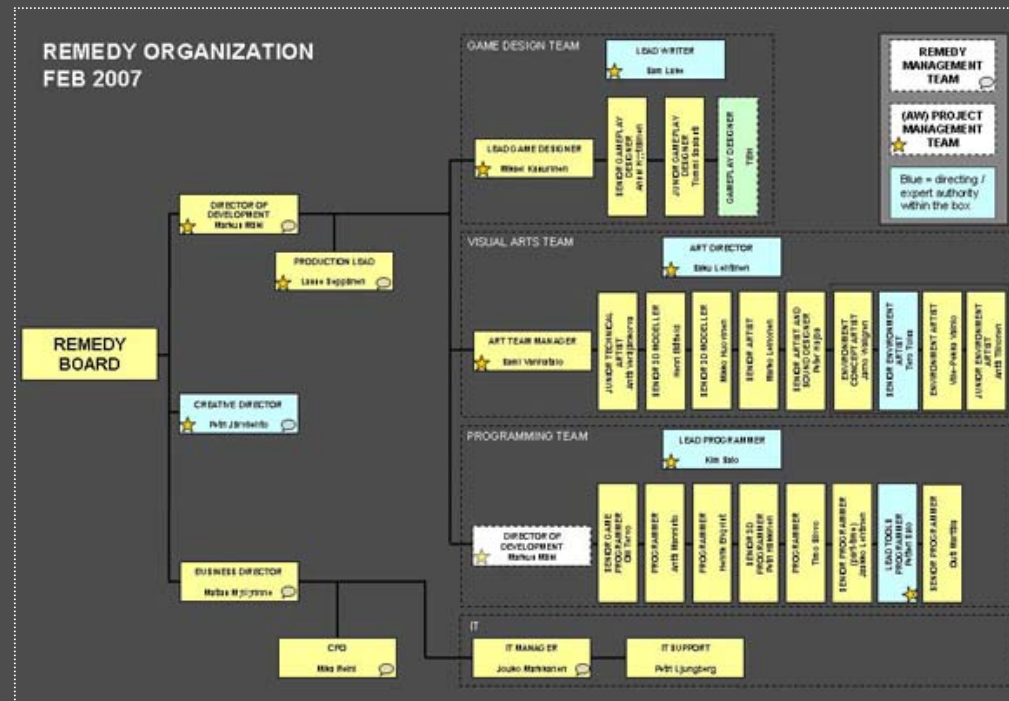
Innovation-oriented Project Strategy

GREAT GAME



Remedy Team Composition

- **Game Design: 5 (+1 tbh)**
 - Story & Creative Direction
 - Gameplay Design
- **Visual Arts: 11**
 - 3D Modeling & Animation
 - Environment Art
 - Technical Art
 - Sound & Music
- **Programming: 9**
 - Game
 - Tools
- **Project Management: 2**
- **Business + Legal + Finances + Office: 2**
- **IT Support: 2**
- **TOTAL: 31 (+1 tbh)**

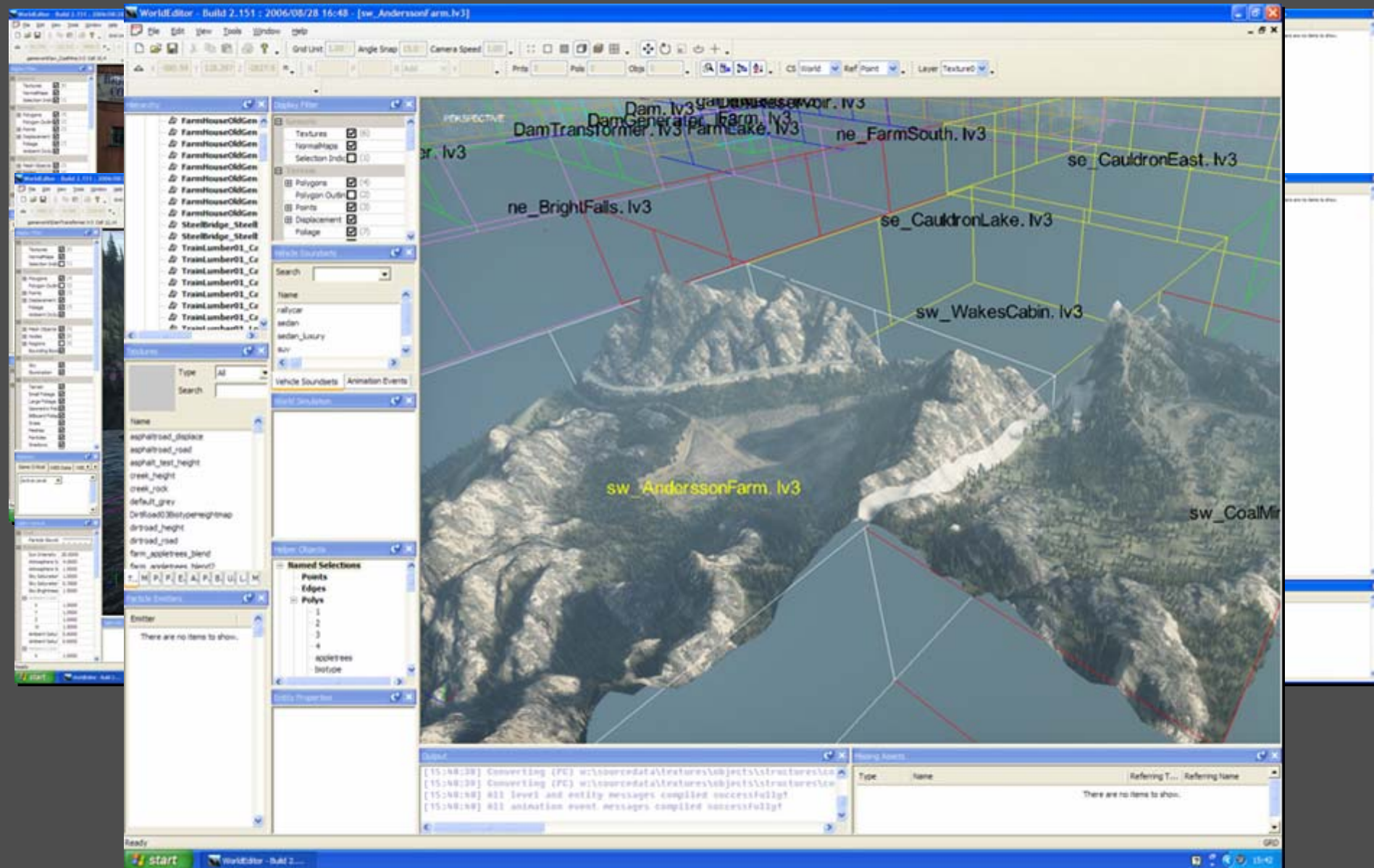


Small & Agile Approach

- **Few open jobs**
 - pick the ultimate best applicants
 - critical mass of talent
- **A small, agile team can turn on a dime and pursue whatever makes the most sense for a great game**
- **Every team member is focused on shipping a masterpiece**
- **No politics, no egos, no empire building, no nonsense**

We stay small and optimize team + processes

In-House Tools



Outsourcing & Middleware

- The industry is changing to a distributed model
- Mature middleware providers like Havok
- Remedy welcomes the change
 - We are experts in defining what the game is and how everything works together to make a great game



And frankly, other people make so much better 3D cars :-)

Outsourcing allows us to focus on the game

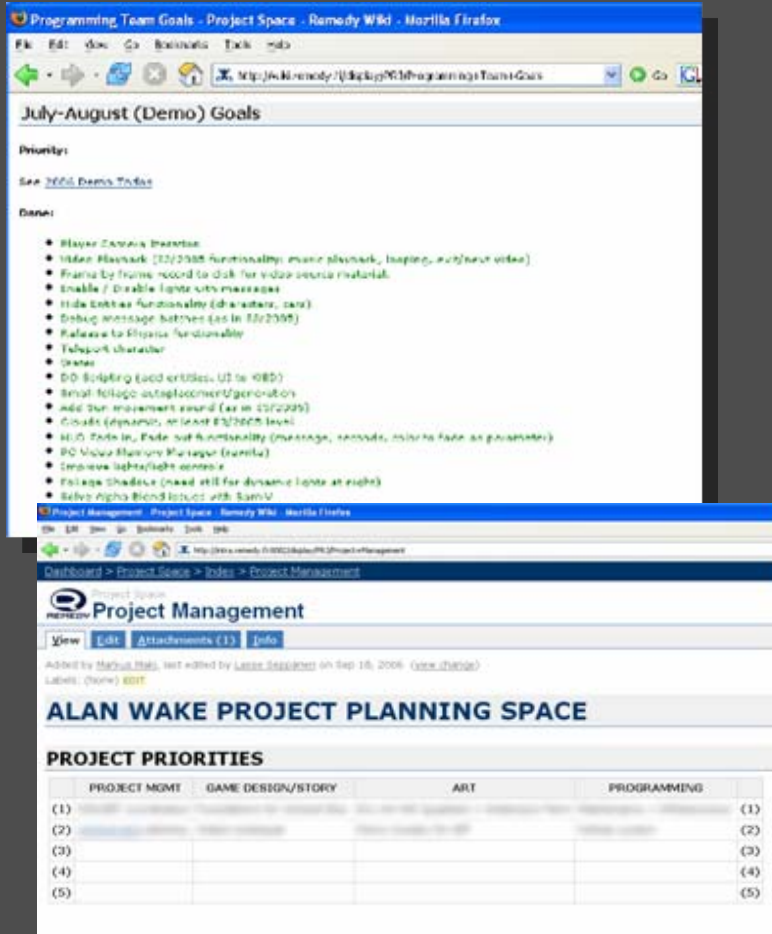
Project Management Intranet

- Project Timeline

- Goals

- Quarter
- Month

- Every Friday, PM Team sets the priorities for the coming week
 - "steering wheel"



Visualizing Schedule

Who's idle?
When?
Any ideas what to
assign to him / her?

“The Gantt chart that is popular
today was described in **1942** as a
layout chart by W. Clark.”
[www.wikipedia.org]

white space

Is There a Better Way?

- **Constant number of people = bandwidth**
 - Over time, resembles a pipe
- **Closer time needs more resolution**



The "Pipe" Visualization

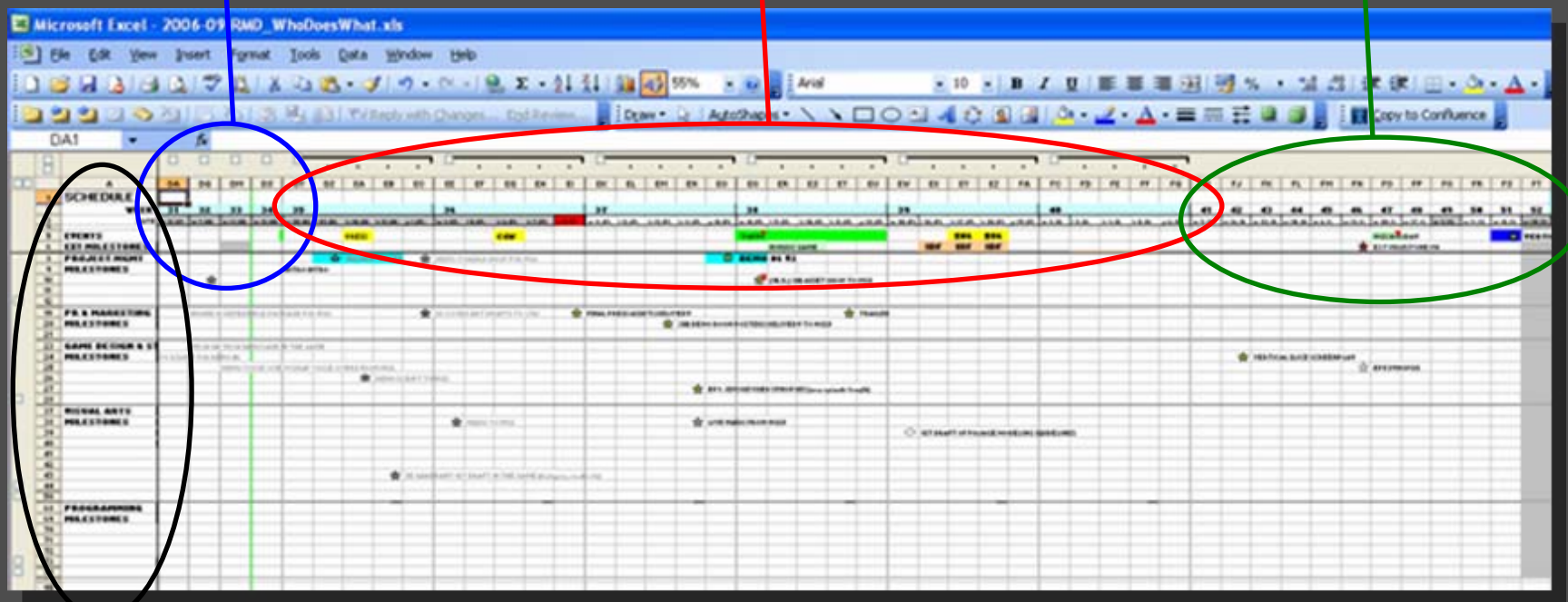
Past

Resolution: Weeks

Close to present

Resolution: Days

Future Resolution: Weeks



Sub-teams

TIME

REMEDY 

Future = New Thinking

- Doing more of the same as before - NOT
- Completely new engine, tools & processes for Alan Wake™
- Opportunities to re-think and re-design our old ways
- Opportunity to make the best games ever
- Fantastic to work with 3rd party experts
 - Asset outsourcing
 - Trailer companies
 - Casting agencies
 - Musicians
 - Microsoft's usability research
 - Etc etc etc

The future is rich with opportunity - with new thinking

Questions?

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