

# “Creating Immersive Narrative Games Without Big Budgets or Resources”

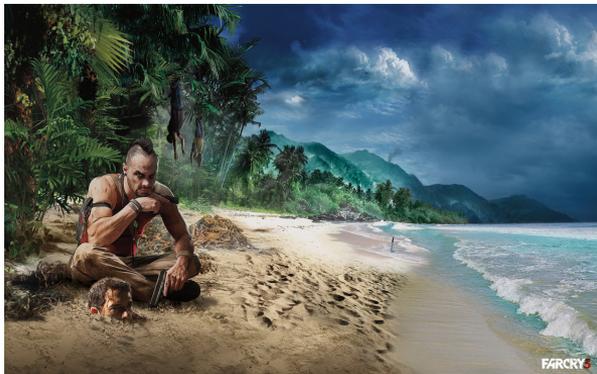
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[www.hotsauceinteractive.co.uk](http://www.hotsauceinteractive.co.uk)

# IMMERSIVE & NARRATIVE GAMES



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**IMME**



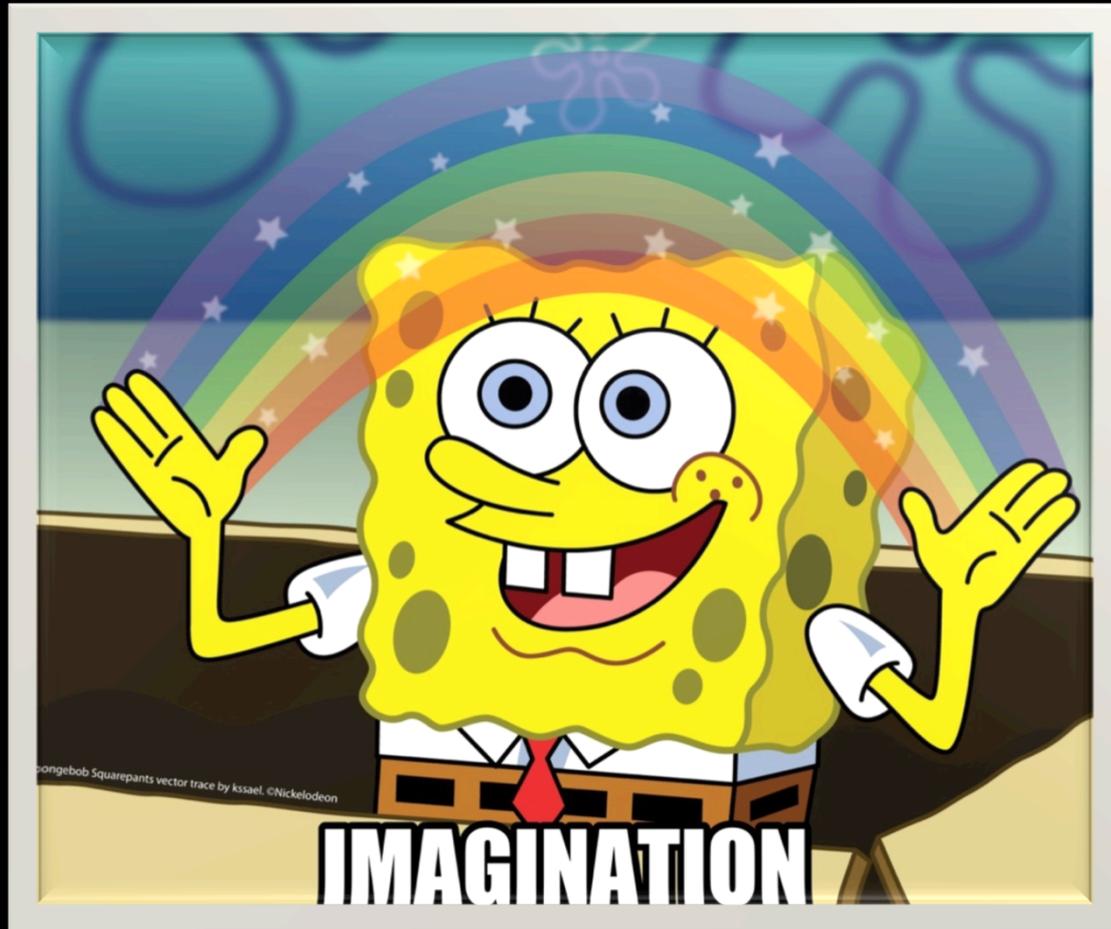
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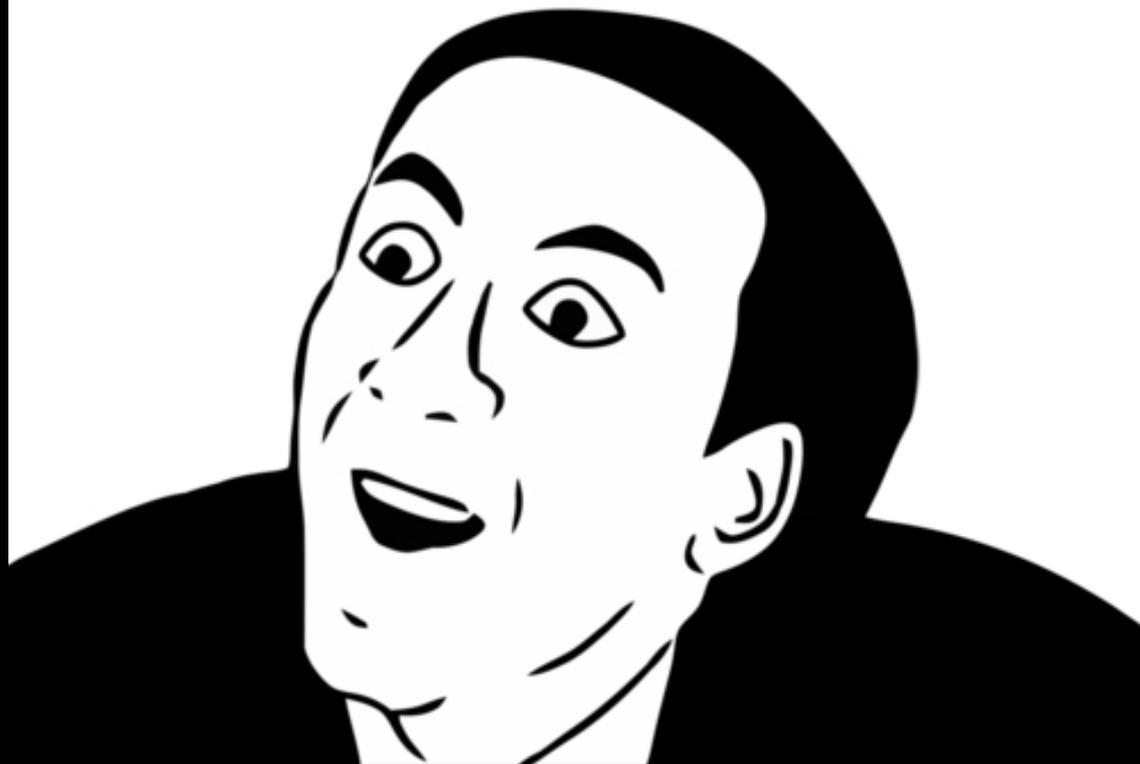
**AMES**

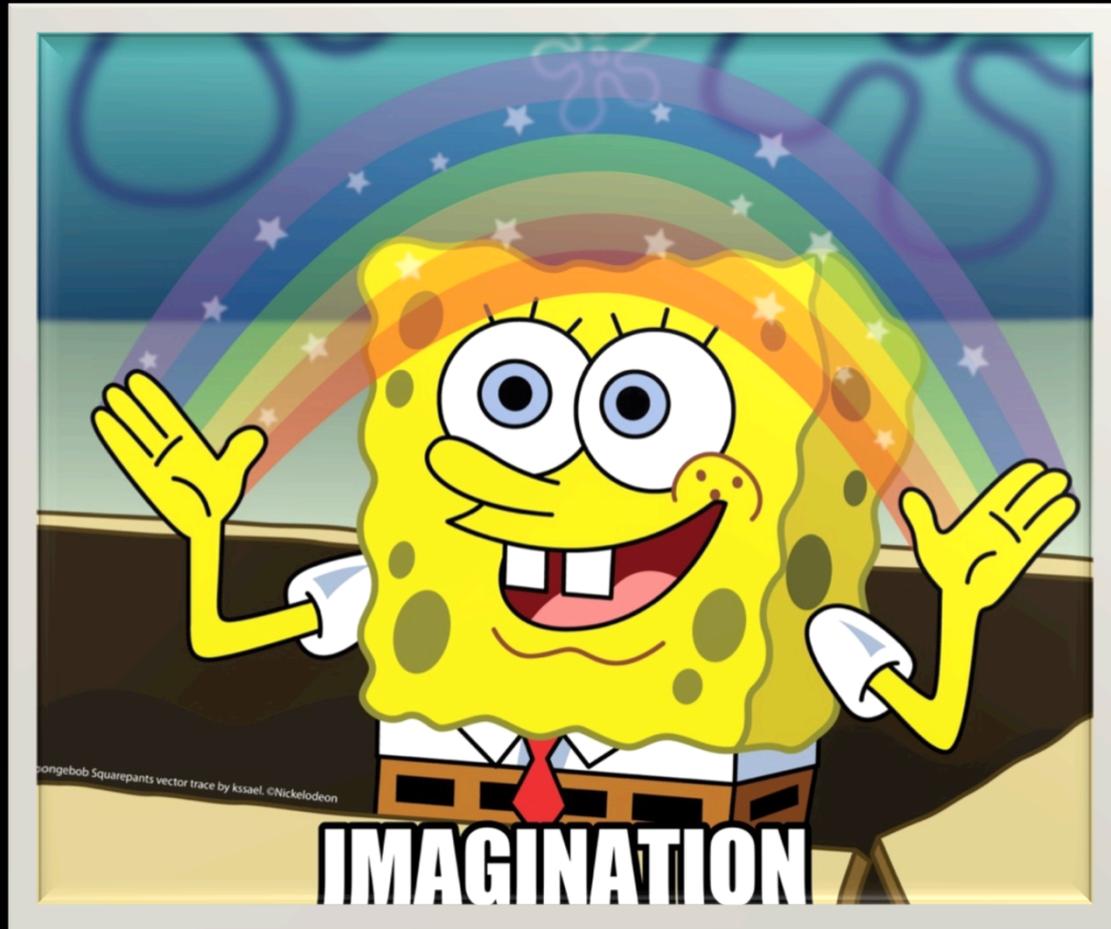


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**YOU DON'T SAY?**





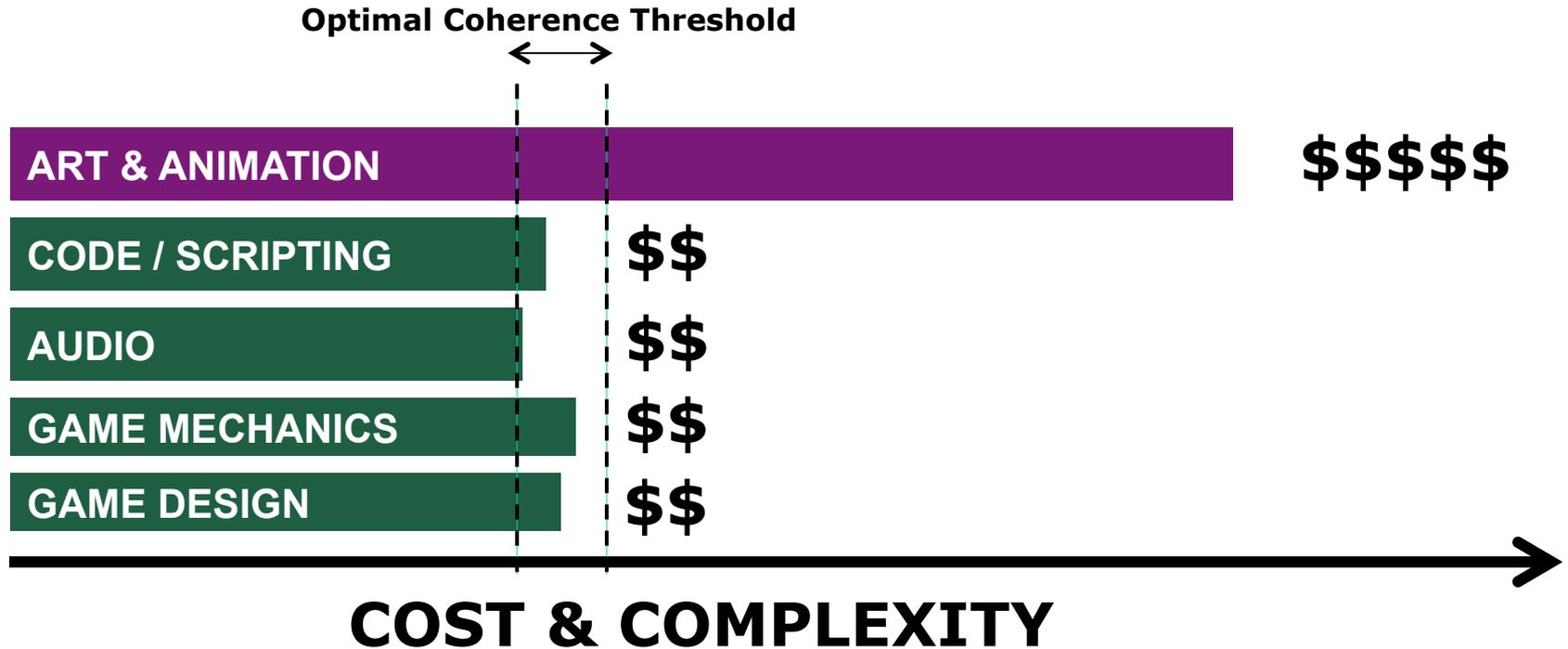
# COHERENCE



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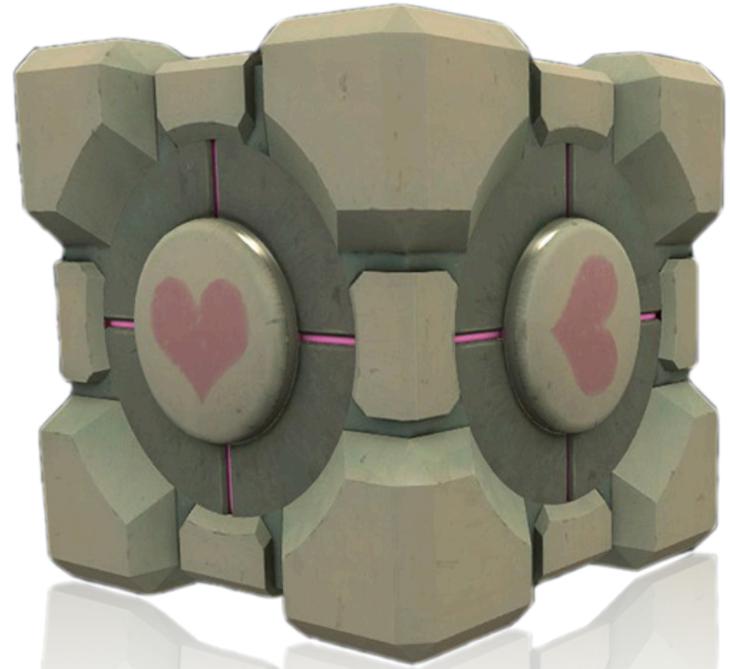
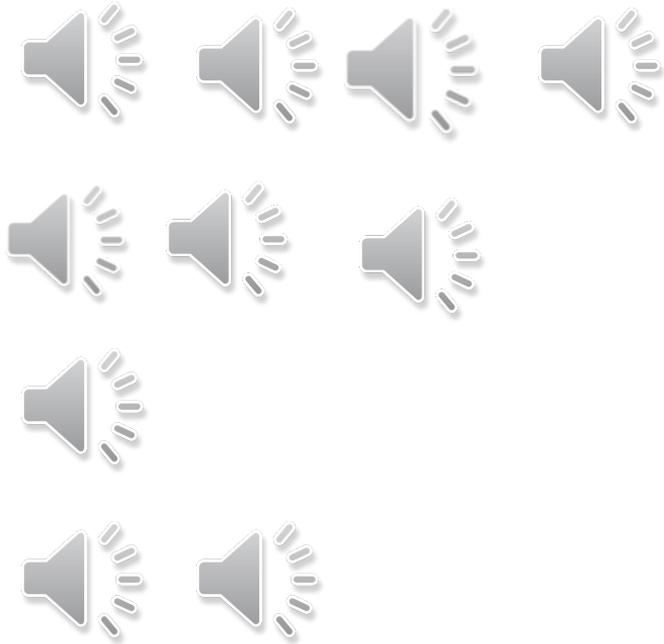
# COHERENCE AND COST

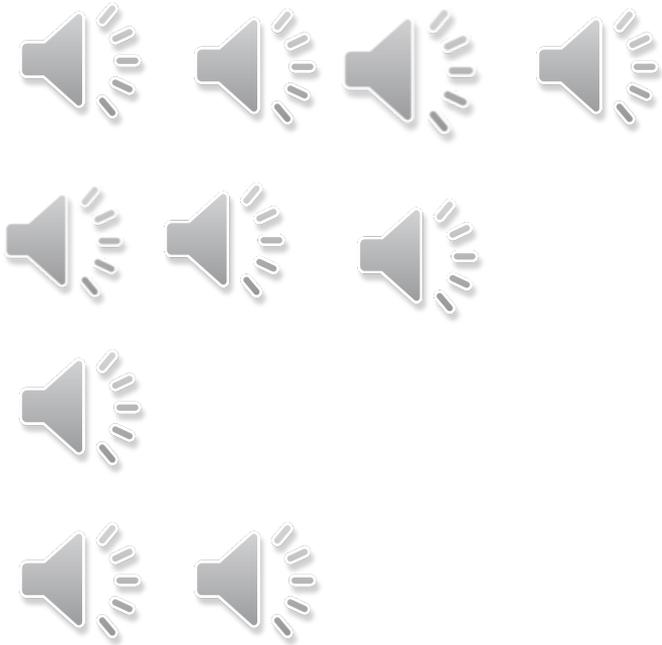


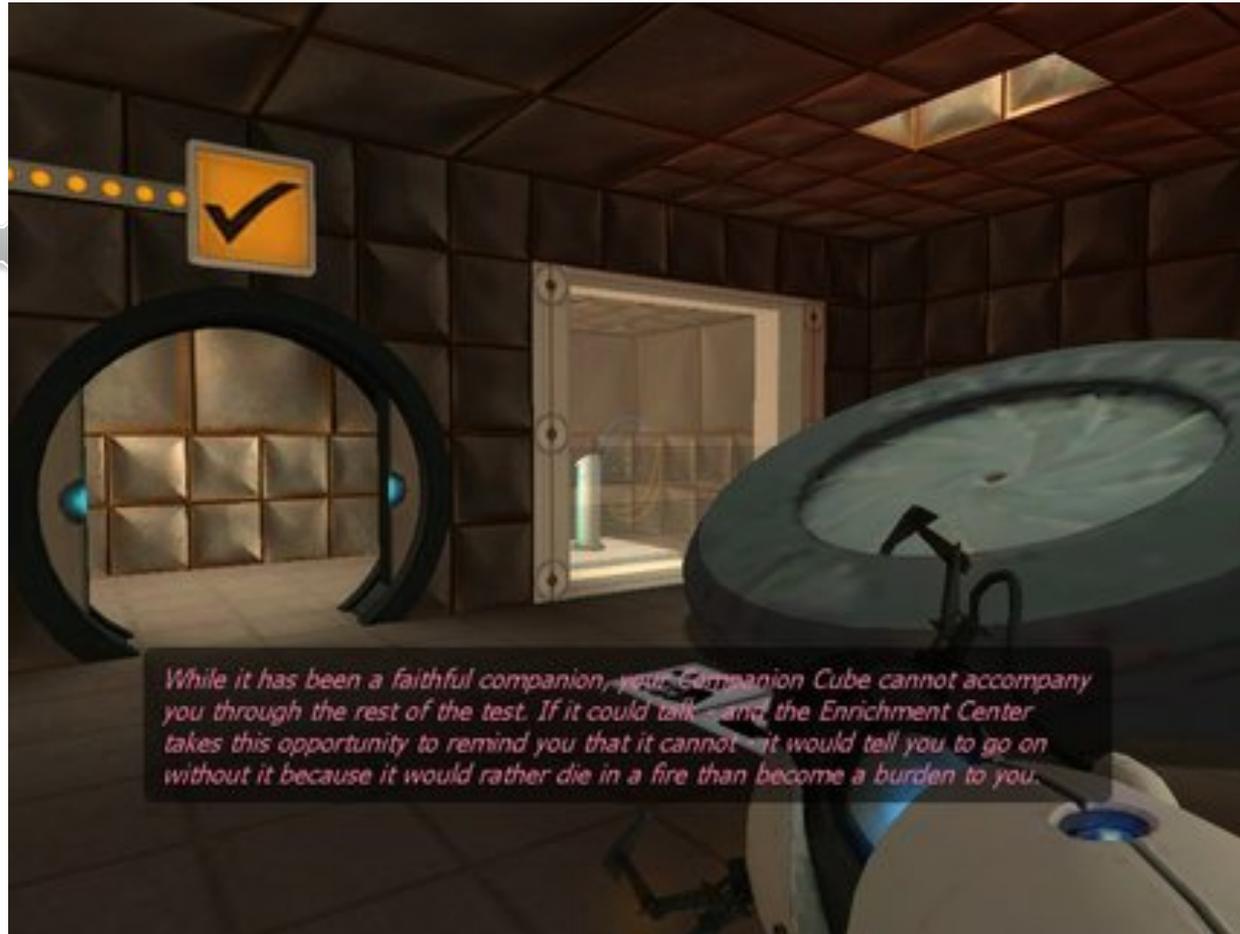
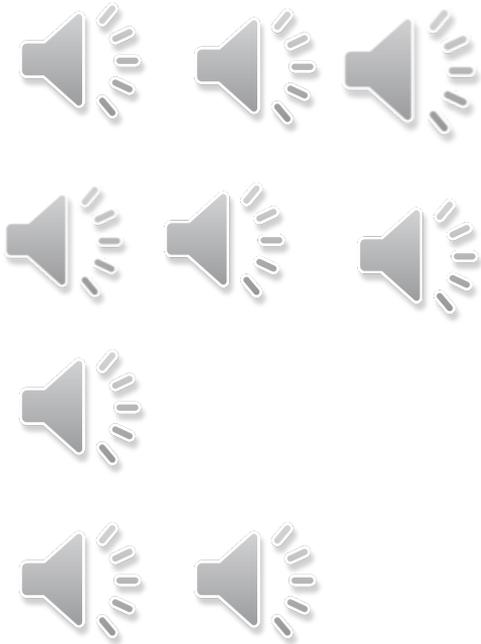
# CHARACTERS



"Beyond: Two Souls", Quantic Dream









## How to save the Companion Cube

by manateeman1 • 4 years ago • 327,855 views



## Portal: SAVING THE WEIGHTED COMPANION CUBE IN CHAMBER 17

by swordzzzzz • 5 years ago • 149,338 views



# Companion Cube

- About 20 lines of Dialogue
  - VO delivery = cheap
- Clever / Relevant Narrative Level Design
  - Game has levels anyway = hardly no extra cost
- “Simple” 3D Art
- First Person View
  - Already has a more personal “feel”

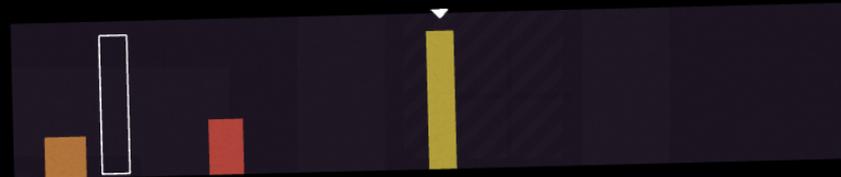
thomas was alone



A minimalist game about friendship & jumping  
 COMBINE their strengths  
 OVERCOME their weaknesses



As the water began to rise, Claire vowed to save this little rectangle, in as many restarts as it took.



This would not do. John needed room to show off his exceptional skills. As it was, he was trapped, on the wrong side of these little dot things.

a game by  
**mike bithell**

“It's also a triumph of narrative's ability to convincingly superimpose human qualities onto nonhuman objects, telling the audience what's what (who's what?) and letting the imagination take over. It proves that you don't need tens of millions of dollars and hundreds of staff to make a game story worth telling, just a good hook, an engaging vision, and a whole lot of heart.”

-- Destructoid Review

thomas was alone

lubidul @ tumblr



fresh-pixel.blogspot.com

# THOMAS WAS ALONE



thomas was alone

lubidul @ tumblr



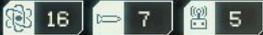
fresh-pixel.blogspot.com

# Thomas was alone

- Beautifully COHERENT (but not expensive)
  - VO delivery = cheap
- 3<sup>rd</sup> Person Perspective
- Used free engine (Unity3D free version)
- Used indiegogo to raise \$2,500
- Mike (creator) , David (music), Danny (VO) and friends

WWW.GRY-ONLINE.PL

**HULL**   2

**SHIELDS**  16 7 5

EVASIVE 0   
OXYGEN 76 

WARNING!  
SHIELDS CRITICAL

FTL Drive

**JUMP**  
PILOT  
ENGINE

STORE

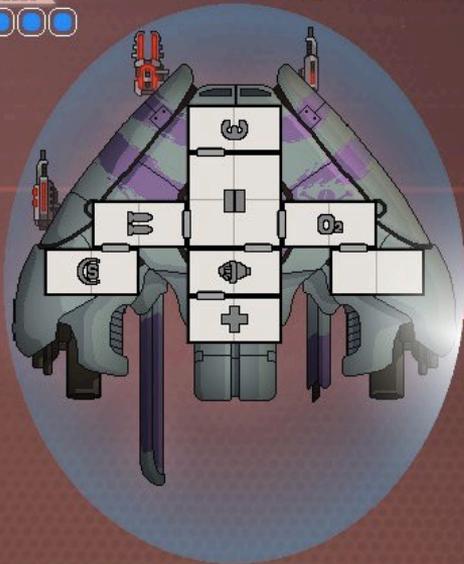
Improve the Kestral  
**UPGRADES**

WARNING!  
ENGINES CRITICAL



**TARGET**

HULL  Class: Truffle Wreckage  
SHIELDS  Relationship: Hostile









Burst Laser II 1 Artemis 2 Fine Beam 3 S. Bomb 4  
**WEAPONS** **AUTOFIRE**

 **SUBSYSTEMS** 

# Faster-Than-Light

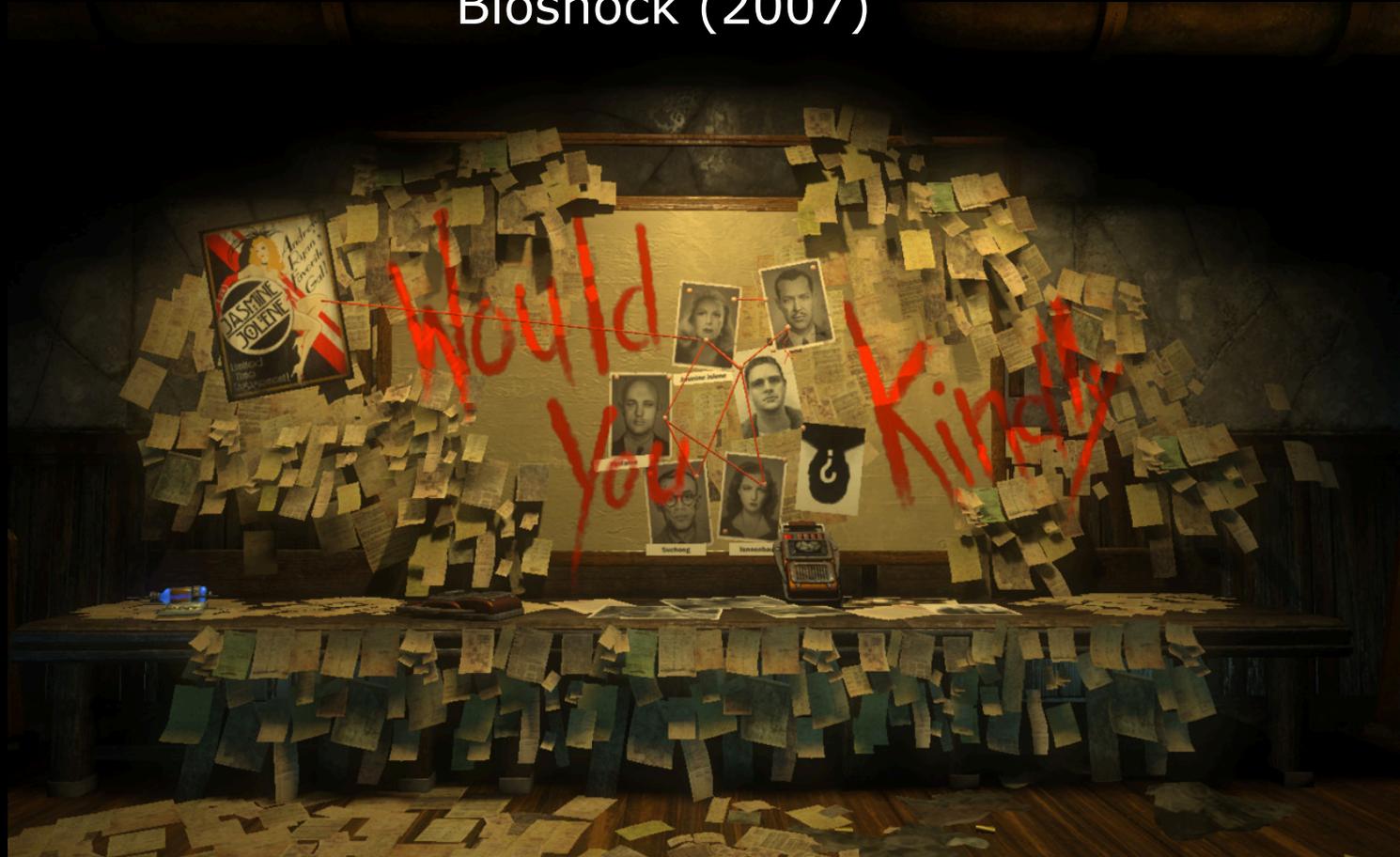
- Common Culture Knowledge
  - Think WW, Fairytales, Cultural References
- Clever Game View
- Simple but effective Story Arc
- Kickstarter: Wanted \$10,000. Got over \$200K.

# POWERFUL MOMENTS



System Shock 2 (1999)

# Bioshock (2007)



# Summary

- Player's imagination = your best friend (saves money)
- Coherent experiences matter the most
- Create powerful level design still moments from systems / assets that you already have / need
- Most powerful moments = player's interaction
- Tools are not a problem any more



THE END  
THANK YOU!

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[www.hotsauceinteractive.co.uk](http://www.hotsauceinteractive.co.uk)