

# Extrasolar Postmortem: Game Design at 0.0003 fps

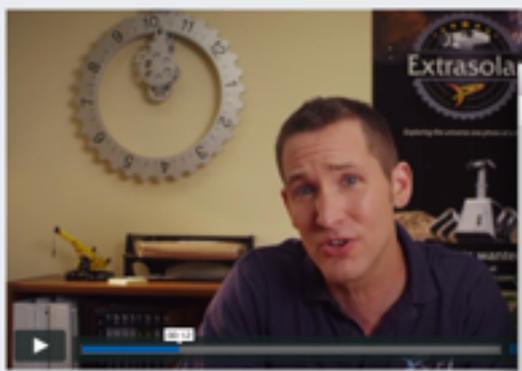
**Dr. Rob Jagnow**  
Founder, Lazy 8 Studios

Home | Map | Profile | extrasolar

Home | Messages | Thank You

From: Dr. Turing  
To: j.gagnon@gmail.com  
Subject: Thank You

Fri Feb 21 2014 19:25:14 GMT-0800 (PST)



Extrasolar - Mail more in... | https://hd.us-west-1.amazonaws.com

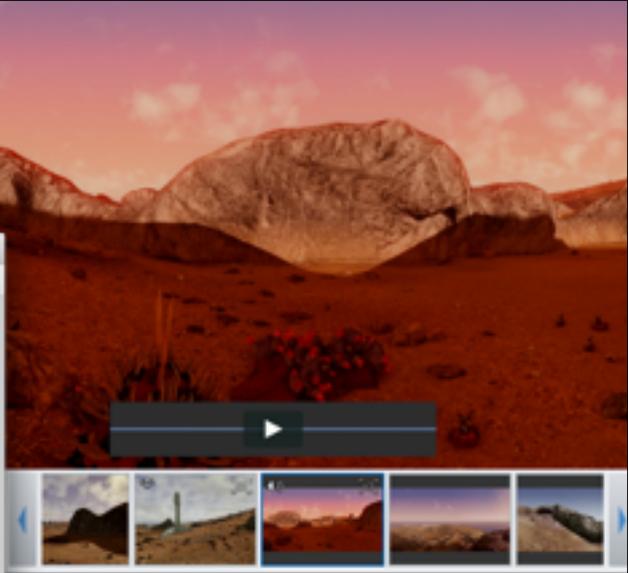
https://us-west-1.amazonaws.com/static.extrasolar.com/attachments/DOC\_FD...

**XRI**  
eXoplanetary Research Institute  
San Francisco, CA

July 20, 1994

Lt. Gen. Ryan T. Arling  
Office of the Secretary of Defense  
1000 Defense Postage  
Washington, DC 20301-1000

Subject: Re: Funding



```
Terminal | ~kryptex/xri/scripts
executing secure_send.pl
to cancel, type 'exit'. to forward document, type
'forward <recipient>'. Recipient options:
. enki
. jane
. kryptex
. turing
> forward arling
Unable to forward, invalid recipient: arling
>
```

...the conditions under which you will provide funding...  
...humanity is not yet ready for this, Ryan. Knowl...  
...cause widespread panic, fear, religious backlash, ...  
...tion with the people who can handle it.

## Local Resident Dies in Car Crash

**GEORGE CHRISTIAN**

Menlo Park -- A devastating car accident resulted in the death of Noam Jemison, a quiet Menlo Park resident, late last night.

Dr. Jemison was driving home from his job in San Francisco...

The other driver did not stop after the accident; police are still looking for the suspect. Nearby residents of Woodside Drive heard the crash around 1:30am and called emergency services.

The highways of the Bay Area have claimed many lives...

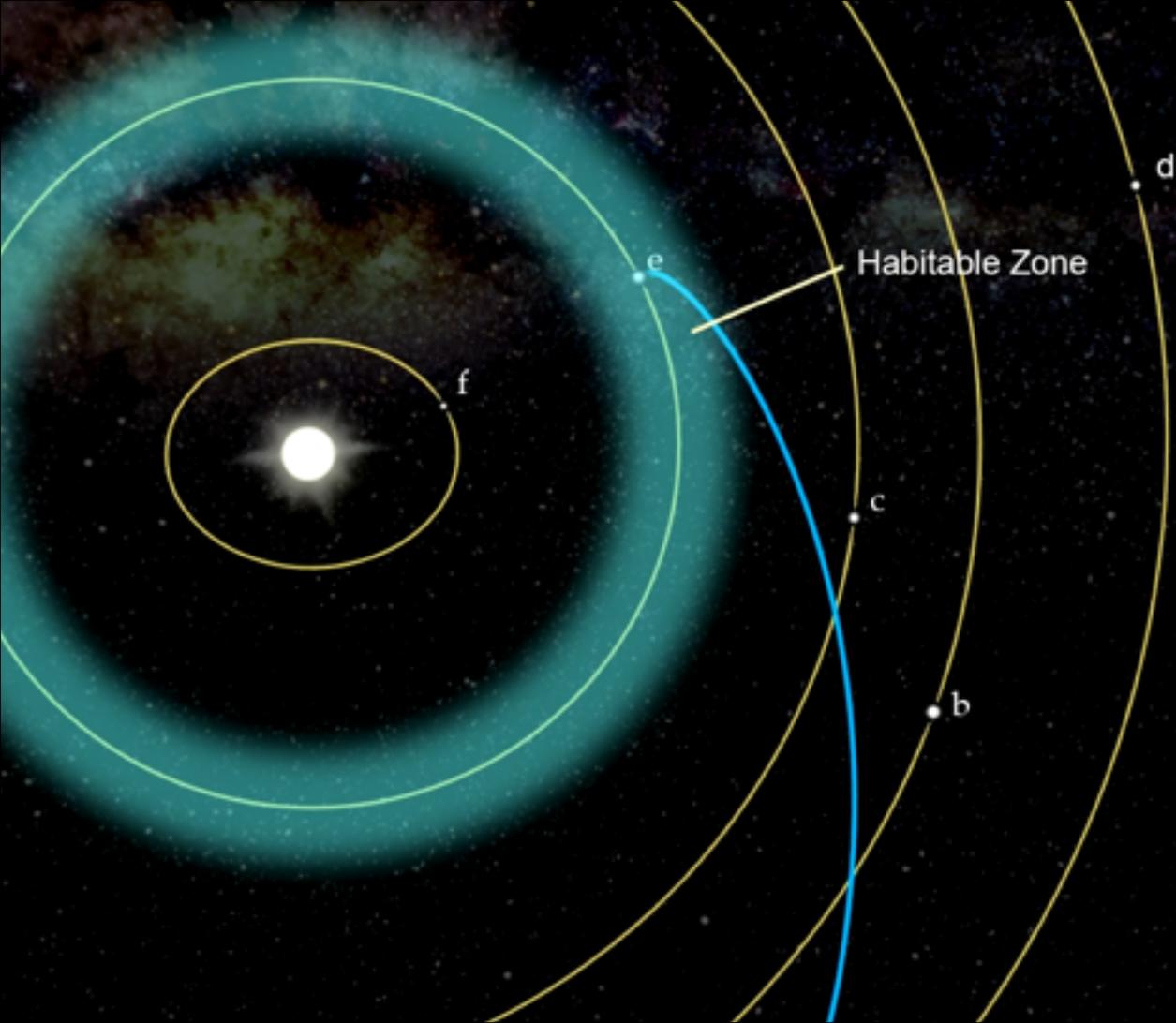
How did we get there?





# extrasolar







## Messages

See All

	kryptex81	he knew...	6 days ago
	Jane Van Susteren	Re: Flower Structure	6 days ago
	kryptex81	hidden message	6 days ago
	SR-K Rover	Audio Detection: Anomaly, norf...	10 days ago
	Dr. Turing	Landmarks	11 days ago
	kryptex81	enki, listen in.	11 days ago
	kryptex81	Re: the interstellar message	12 days ago
	Dr. Turing	Re: The Interstellar Message	12 days ago

## Tasks (2)

See All

Active

- Audio source, northern coast
- Explore other parts of the island
- Tag 3 different colors of bioluminescent species
- Photograph and tag bristletoe variation
- Find serpentweed, spindlepup, and aircomber

Completed

- Tag starspore in open and closed state
- Tag gordy tree in various life stages

## Current Planet Status



Sunset

Sunrise in 6h 56m

Waning Crescent  
Rises in 5h 33mFirst Quarter  
Sets in 4h 07m

## Newest Photos (3)

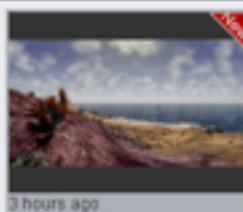
See All



one hour ago



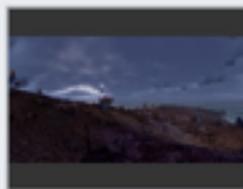
2 hours ago



3 hours ago



5 days ago



5 days ago

## Rover Location



## Discoveries (3)



Bristlebrush



With a new, open-ended design space, how do you focus ideas?

# What are your *core design values*?

- Help make fast, consistent design decisions
- The whole team should understand
- May evolve over time



+





+



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# Our core design values

#1: The fiction is paramount

#2: Make it accessible

#3: Respect the player's time

So... is this an ARG?

# Common ARG channels we avoid

- Community-driven puzzle solving
- Real-world media or events
- Physical locations
- Interactions with live actors
- SMS messages
- Phone calls

# Accessible storytelling channels

- Websites
- Email
- PDF files
- Web videos
- Online voicemail
- Digital images

Our core design values led to  
unconventional design decisions

# We're all looking for the magic formula

$$\begin{aligned} & \text{FREE-TO-PLAY} + \text{SEO} \\ & + \text{PAID USER ACQUISITION} \\ & + \sum_{i=0}^{\infty} \text{ABUSIVE\_SOCIAL\_MECHANIC} \\ & + \text{WHALES} * \text{ADDICTIVE\_MECHANIC} \\ \hline & \text{SUCCESS?} \end{aligned}$$

# Write your own formula

STRONG, CONSISTENT FICTION  
+ IMMERSIVE STORY  
+ BEAUTIFUL IMAGERY  
+ ACCESSIBILITY

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SUCCESS?

# Unconventional Design Decision #1: Immediately reject the player

- We lose up to 24% at this step
- + Emotional experience
- + Helps establish expectations
- + High retention for those who get through

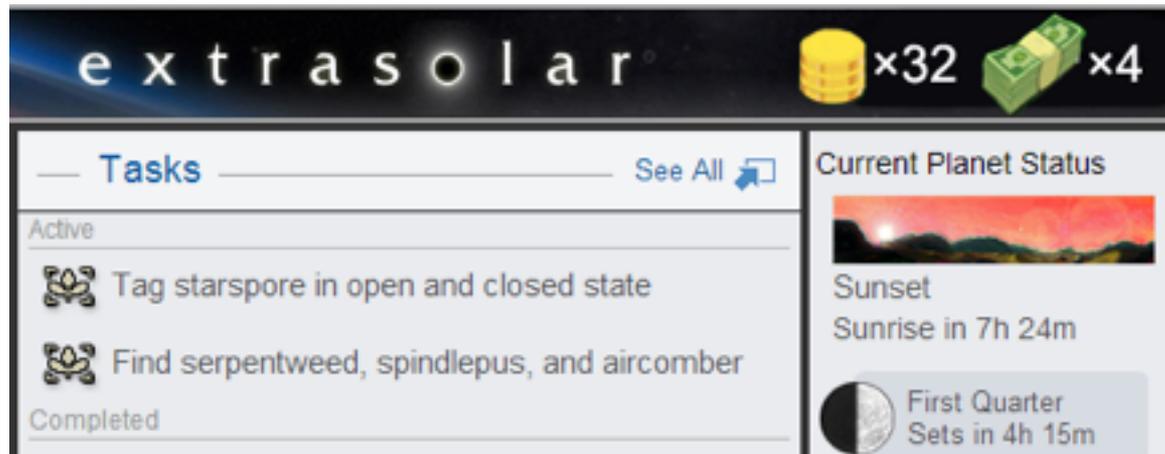
# Unconventional Design Decision #2: Ridiculously Generous Demo

- All of season 1: free
- Median completion time: 27 days
- Players can optionally pay to upgrade
- Extrasolar is so weird, how else could we build an audience?

# Unconventional Design Decision #3: Force the players to wait

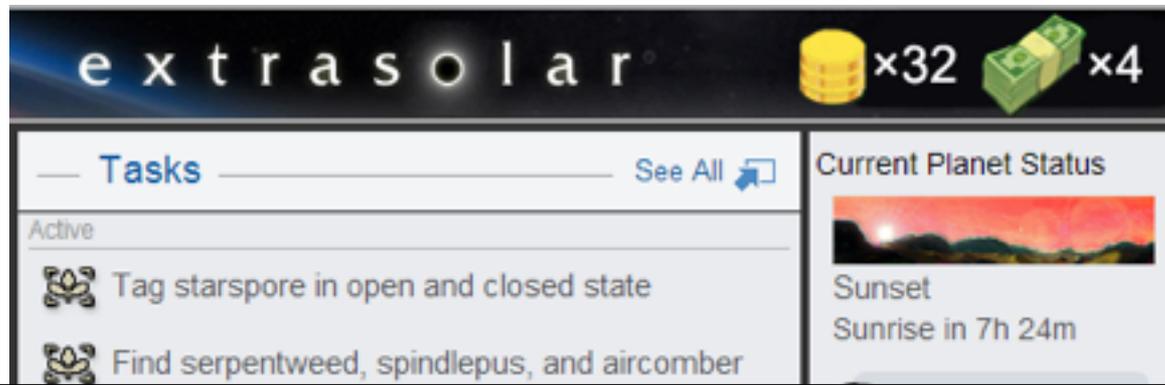
- Waiting is frustrating at first...
- ...but becomes part of your daily routine
- No filler. Respectful of the player's time.
- Grind makes the experience worse

# Unconventional Design Decision #4: Monetization



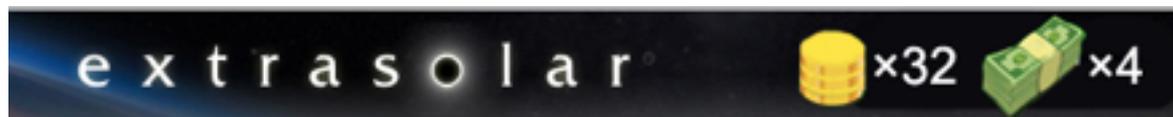
# Monetization “best practices”

- Microtransaction
- dual currency
- grind economy



# Unconventional Design Decision #4: Monetization

- Constant microtransactions hurt fiction
- Paying up front is not an option
- Episodic content
- \$9.50 per episode or \$25 for all 3
- 15% of players pay, ARPU is \$2-3.



Tasks	See All 	Current Planet Status
Active		 Sunset
 Tag starspore in open and closed state		
 Find serpentweed, spindlepus, and a		
Completed		

Tasks	See All 	Current Planet Status
Active		 Sunset Sunrise in 7h 24m
 Tag starspore in open and closed state		
 Find serpentweed, spindlepus, and aircomber		
Completed		 First Quarter Sets in 4h 15m

 **Pioneer**  
Support XRI

Unconventional designs come  
from unconventional contributors

# How do you make a big game with a small team?

- Core team: 4 programmers, 1 artist
- Development cycle: 3.5 years
- Cost so far: ~\$600k
  - Part-time team: \$400k

# Take advantage of constraints

# Lessons Learned



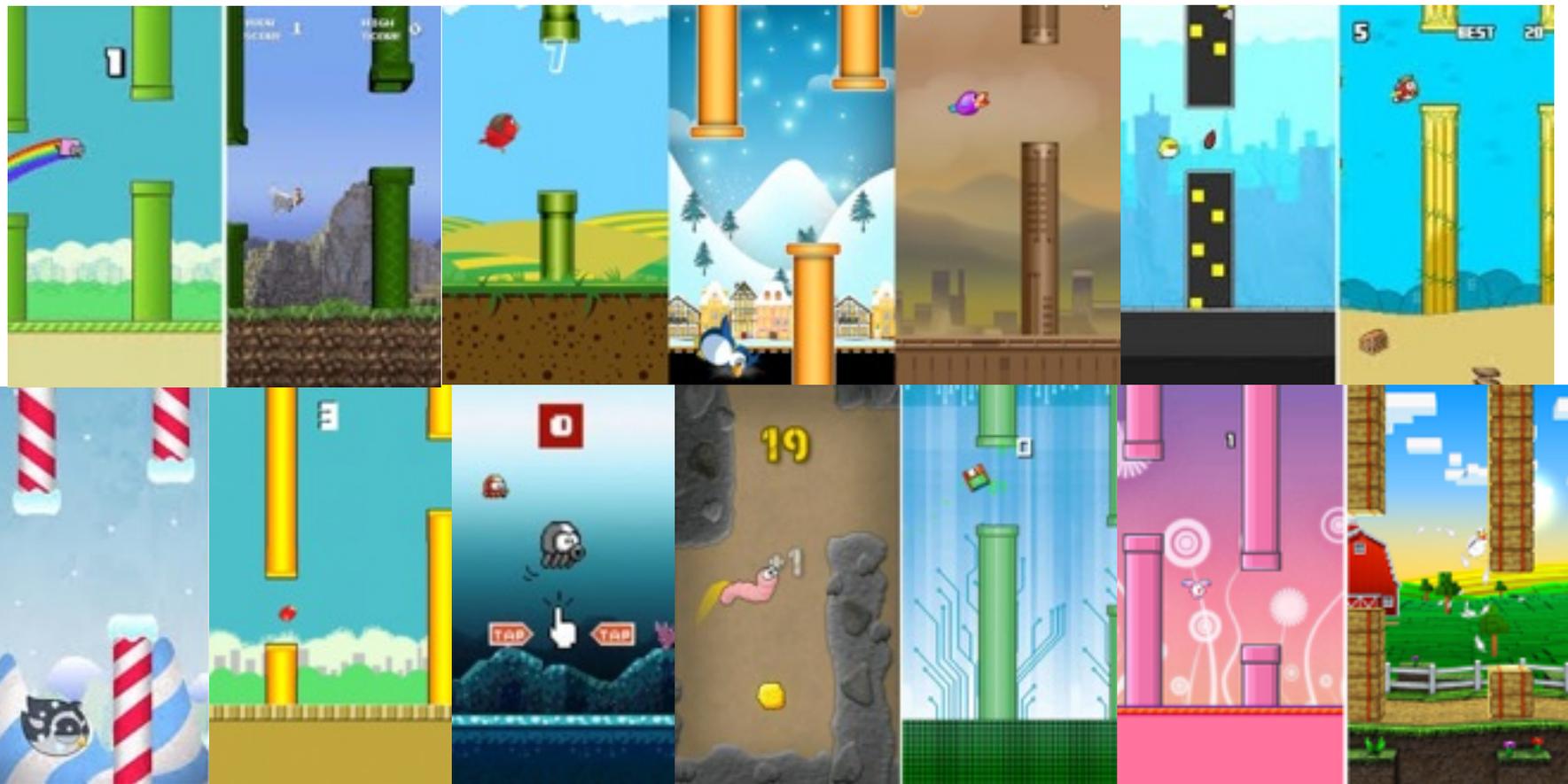
~~FREE-TO-PLAY + SEO  
+ PAID USER ACQUISITION  
+  $\frac{1}{10}$  ABUSIVE SOCIAL MECHANIC  
+ WHALES \* ADDICTIVE MECHANIC~~  

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~~SUCCESS?~~







# Thank you!

More at [extrasolar.com](http://extrasolar.com)  
or visit us at the IGF booth













