

Camoutay



GDC
MARCH 18, 2014



500 Nights Of Failure

Designing République's
One Touch Gameplay

THE VISION



THE VISION



iPad



iPad Mini



iPhone5



iPhone4

THE VISION



THE VISION



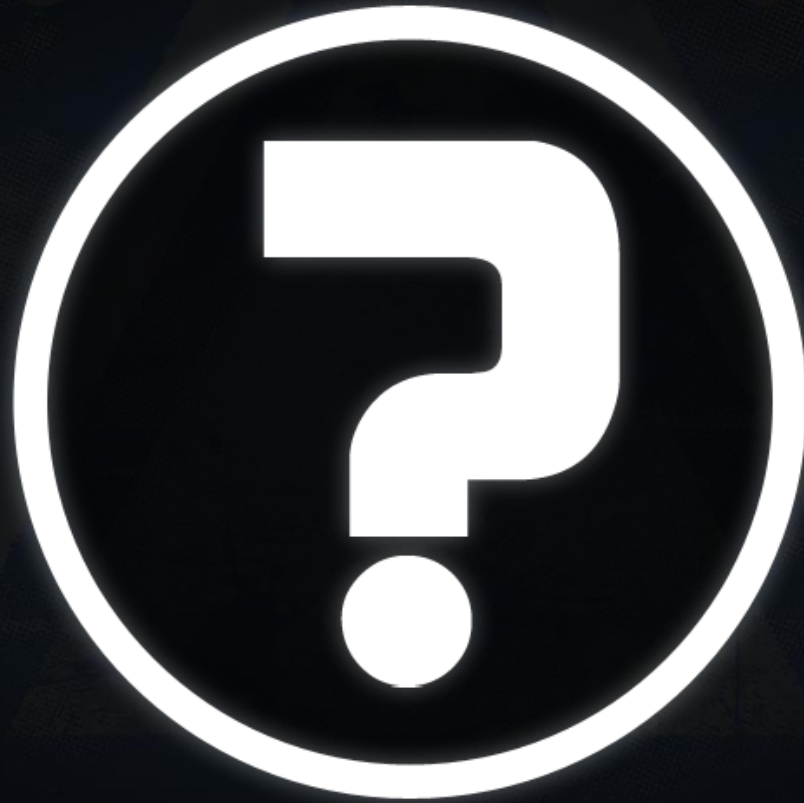
THE VISION



THE VISION



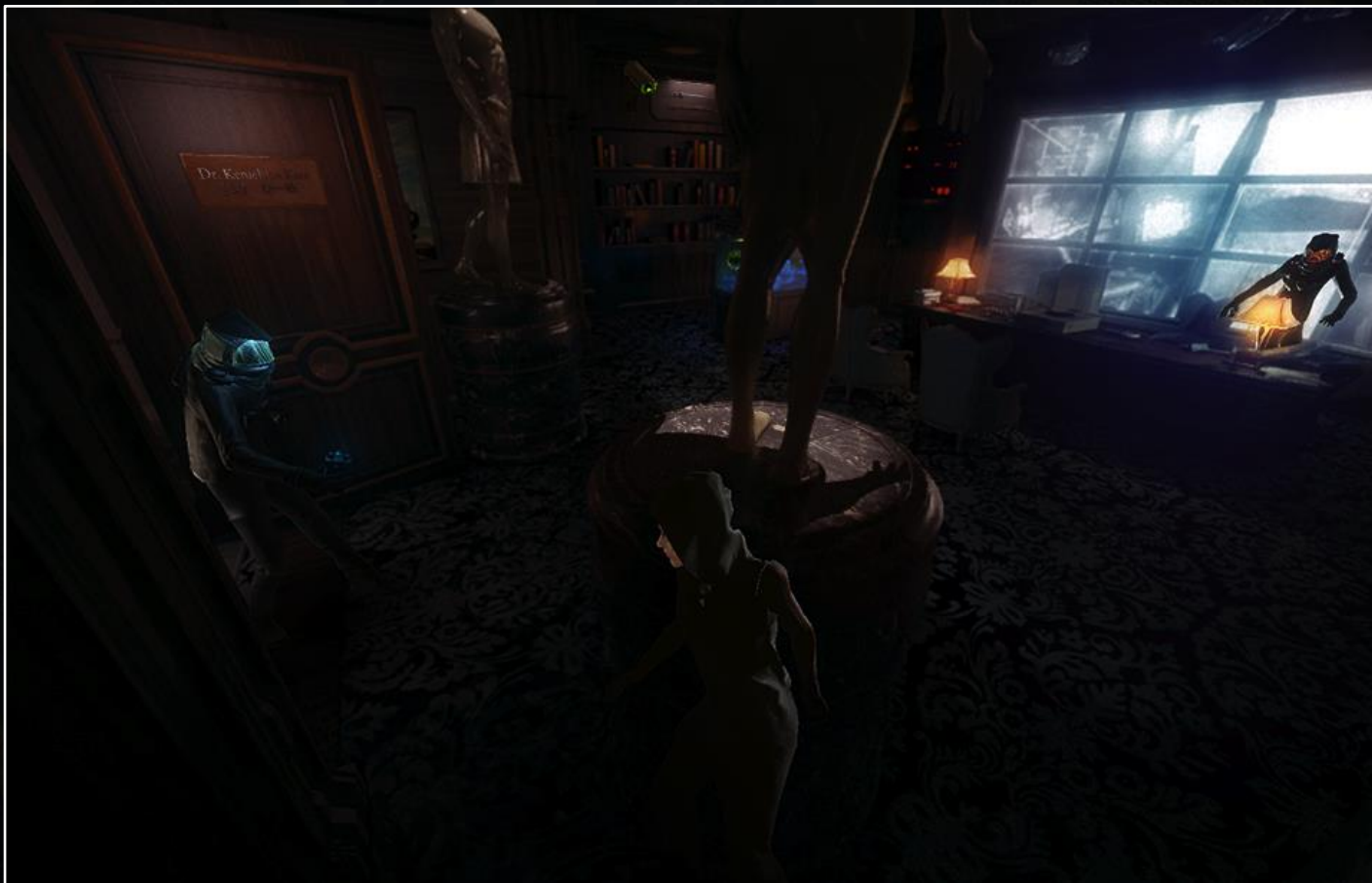
THE VISION



PROTOTYPE



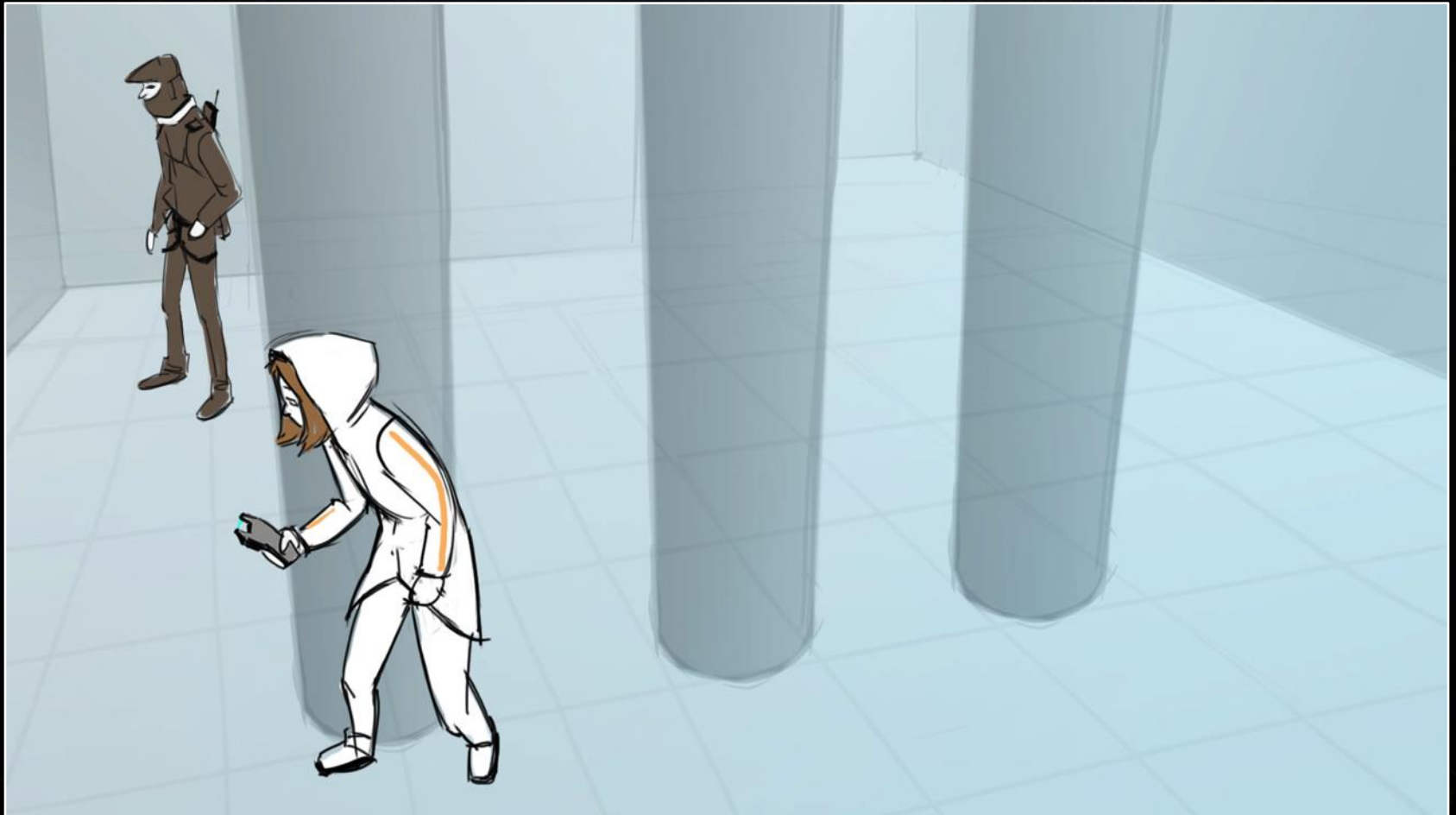
PROOF OF CONCEPT



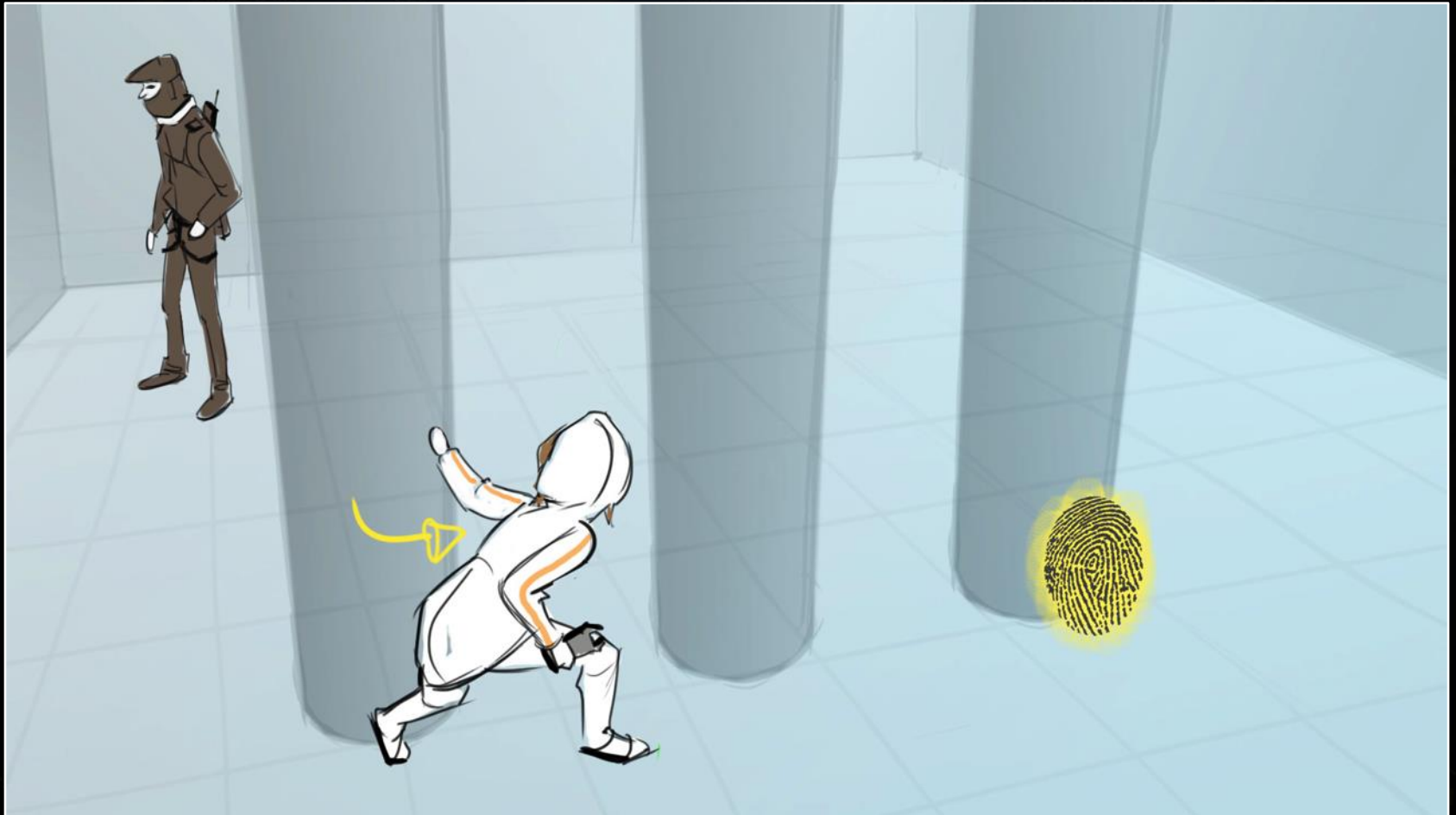
HOPE COVER



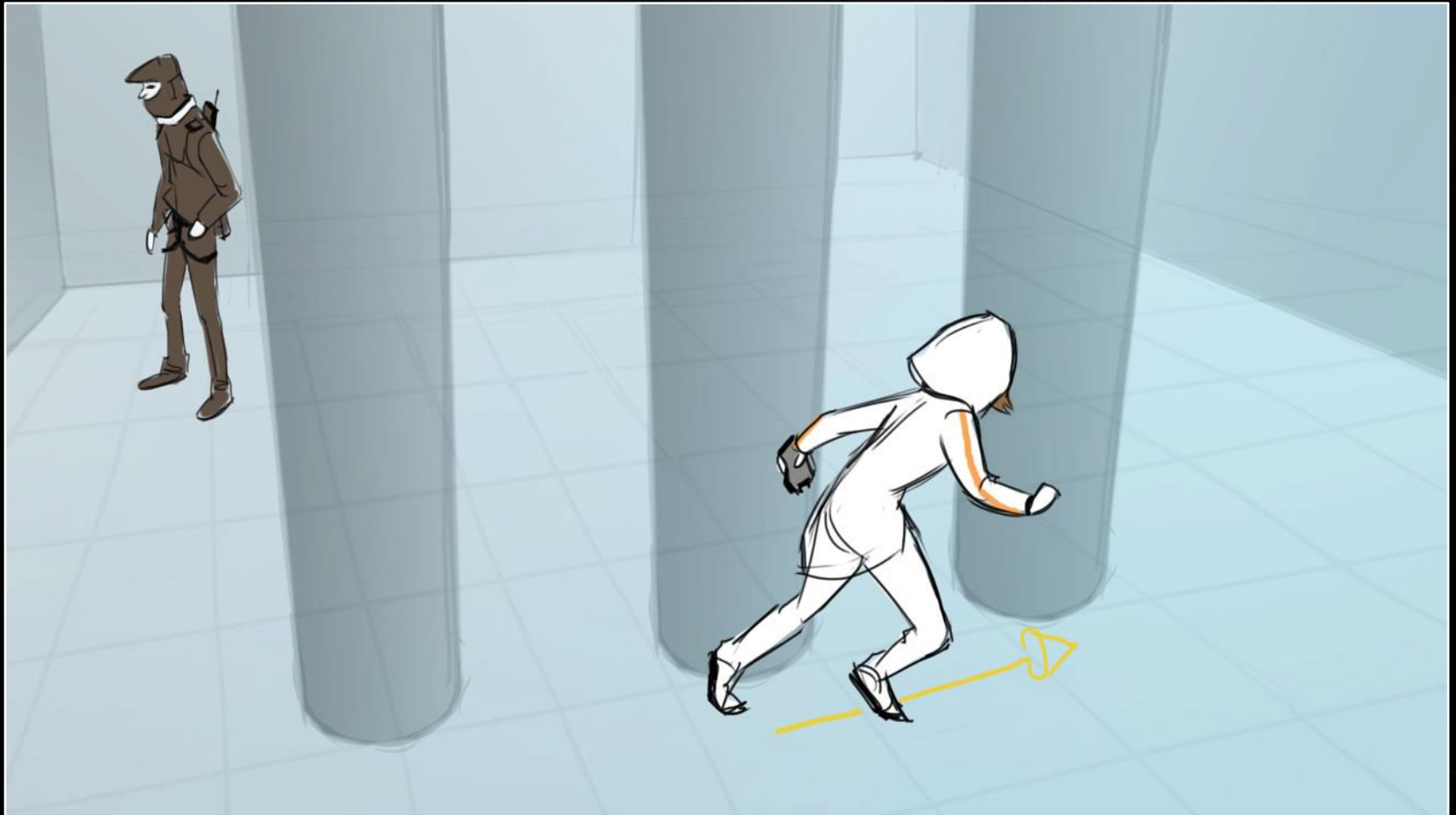
HOPE COVER



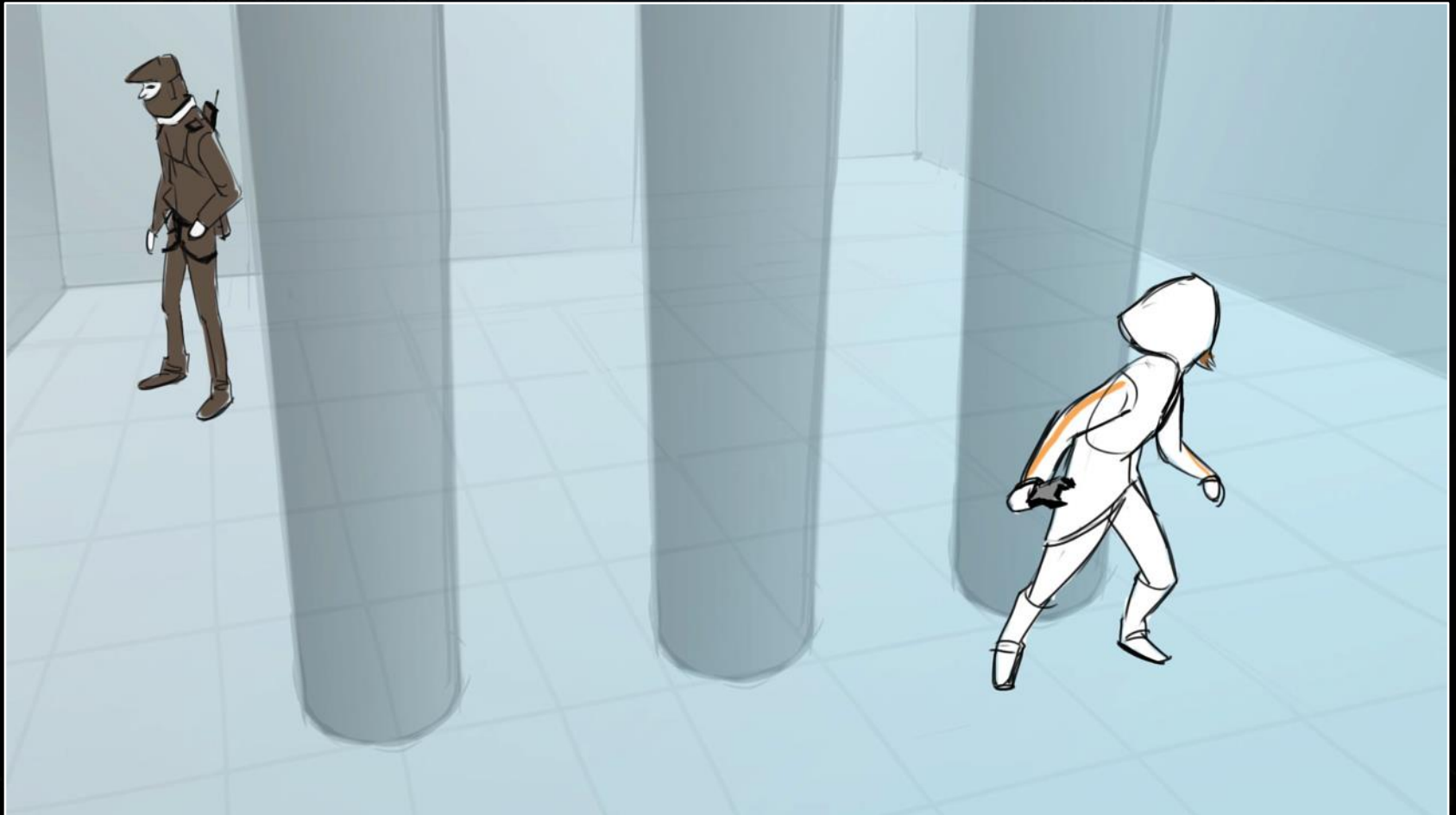
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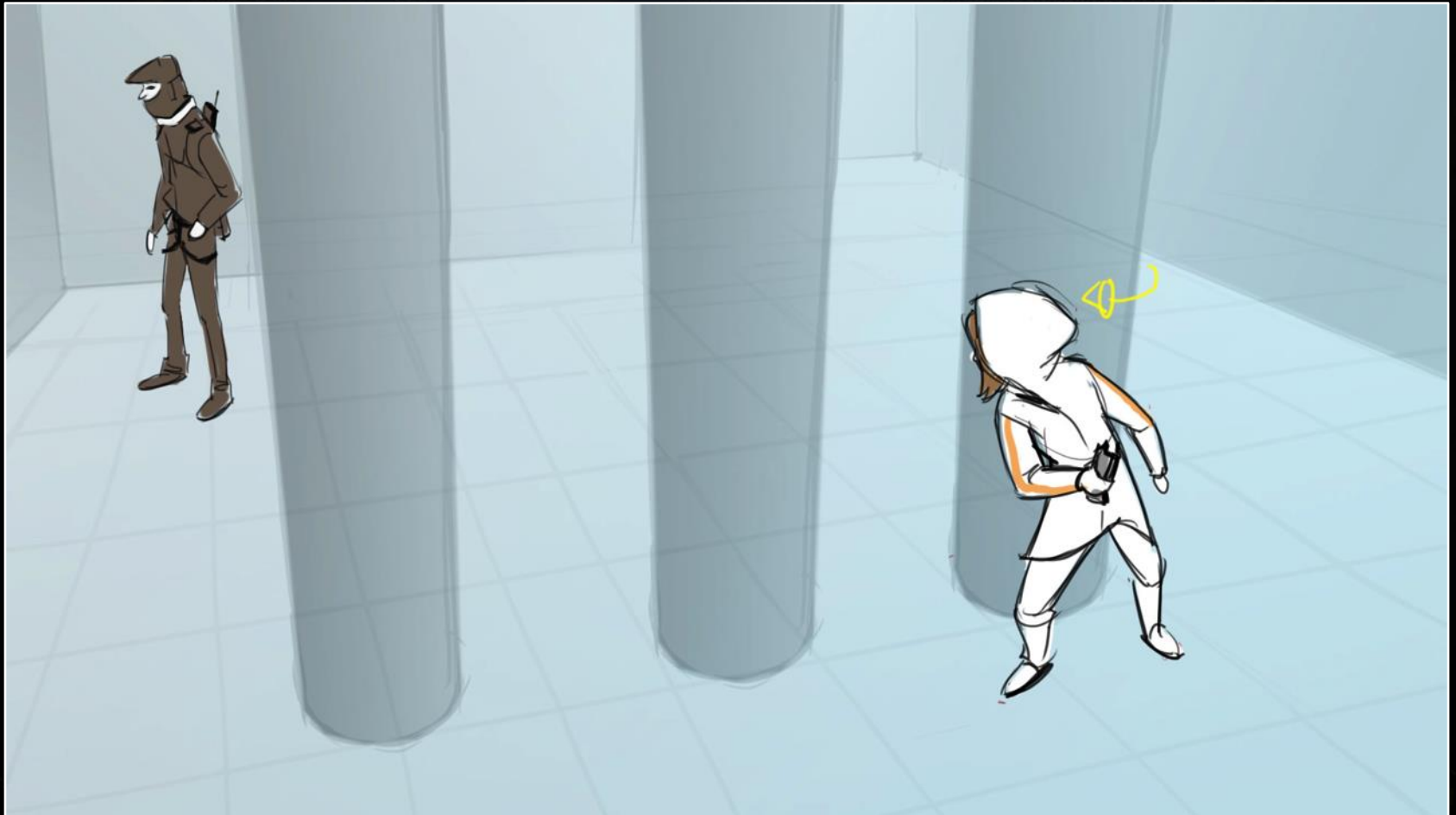
HOPE COVER




HOPE COVER



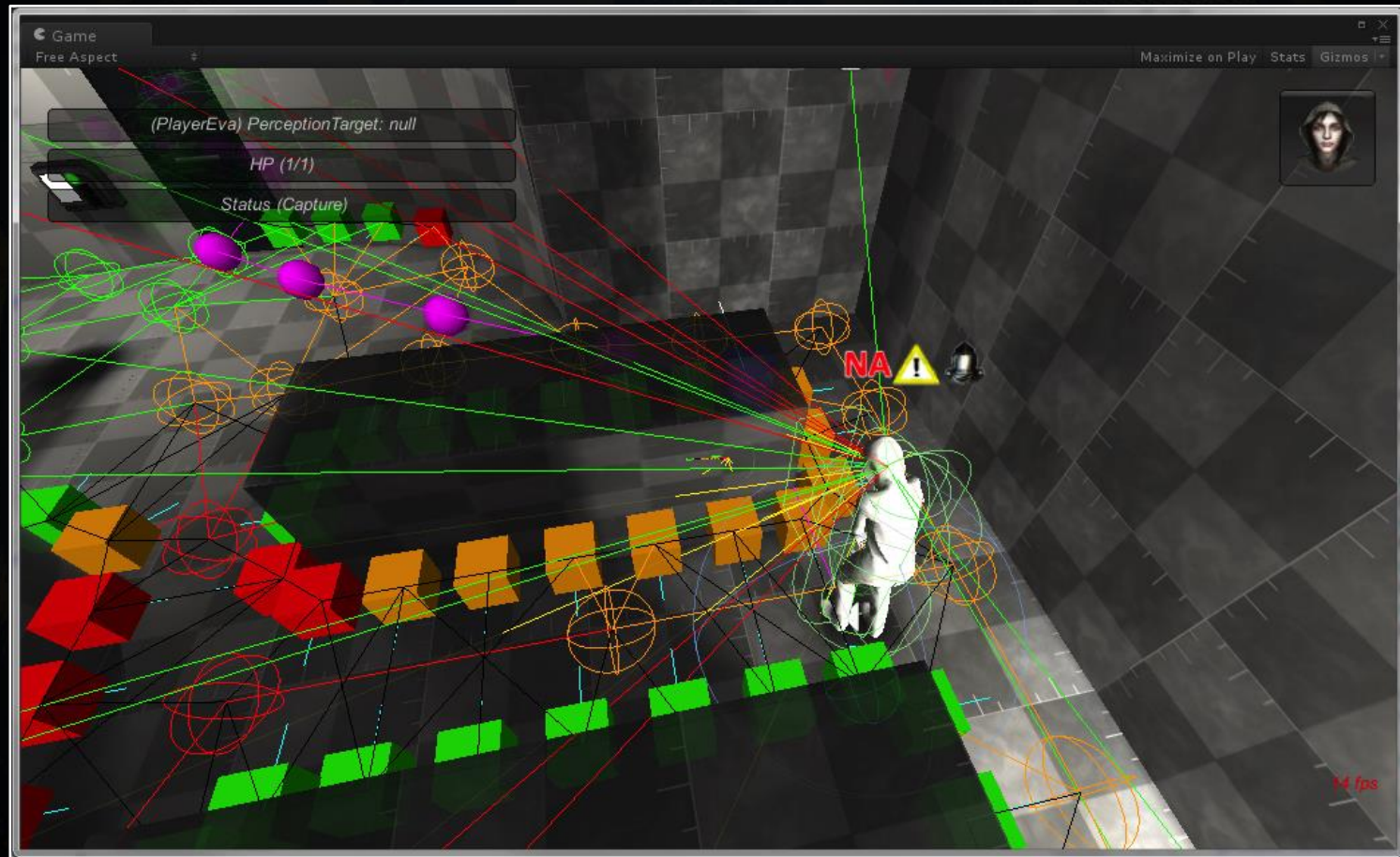
HOPE COVER





BUILDING THE THING

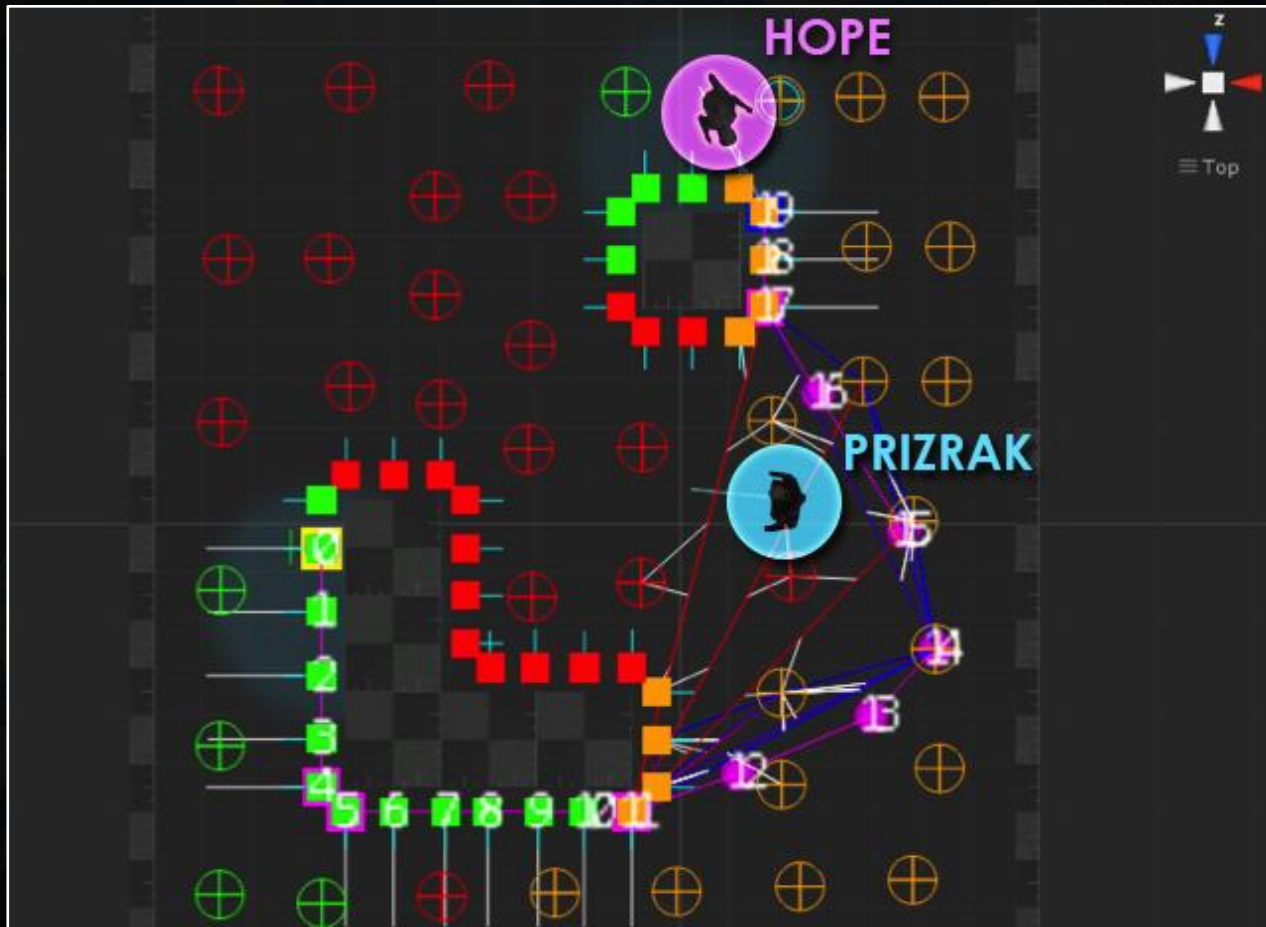
INFLUENCE MAP



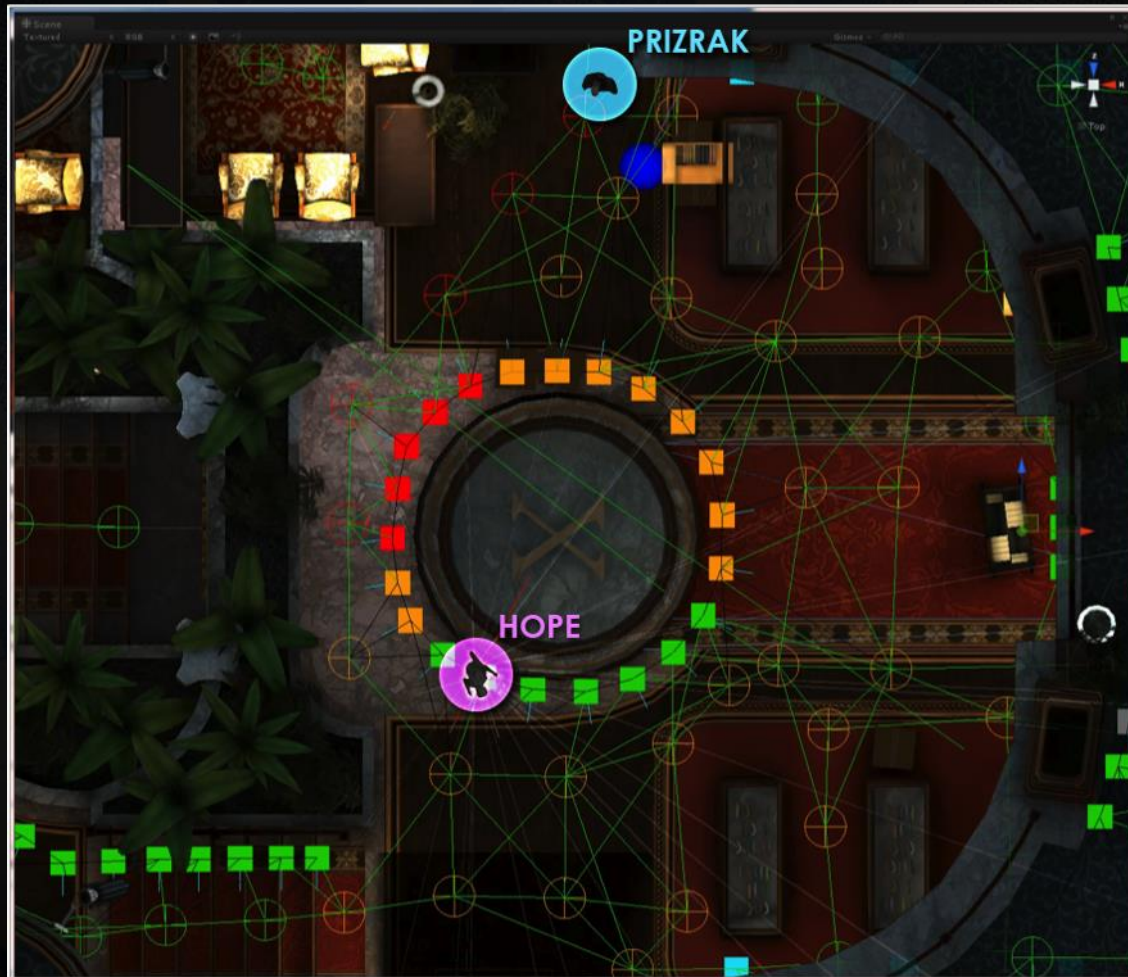
WAYPOINTS vs. NAVMESH



WAYPOINTS vs. NAVMESH



INFLUENCE MAP



INFLUENCE MAP



GOAP SYSTEM

Back

...IND CH_GuardProle_default_pose_a_01(Clone)

...ABLE CH_GuardProle_default_pose_a_01(Clone)

(forever) CH_GuardProle_default_pose_a_01(Cl

SuspicionStage: NO_SUSPICION

Add LOW suspicion stimuli

Add MEDIUM suspicion stimuli

Add HIGH suspicion stimuli

Add VERY HIGH suspicion stimuli

ZERO suspicion gauge

ThreatLevel: SAFE

ResetThreatLevel

Replan

Target: None

Goal: AI.PatrolGoal

AI.ForceDoorAction

noaction

KITCHEN:
PREP AREA

Revive spawned guards



Open Door

Radio For Help

Wait

Search For Alt Route

GOAP SYSTEM

TOUCH BLOBS



TOO MANY INPUTS

- Run
- Crawl
- Pickpocket
- Hide In Locker
- Open Item Box
- Change Weapon
- Enter OMNI View
- Pepper Spray Prizrak
- Enter Vent
- Pick Up Item
- Hide in Plant
- Taser Prizrak
- Attach To Cover
- Play Audio Tape
- Check Inventory
- Hide Behind Alcove

HOPE COMBAT



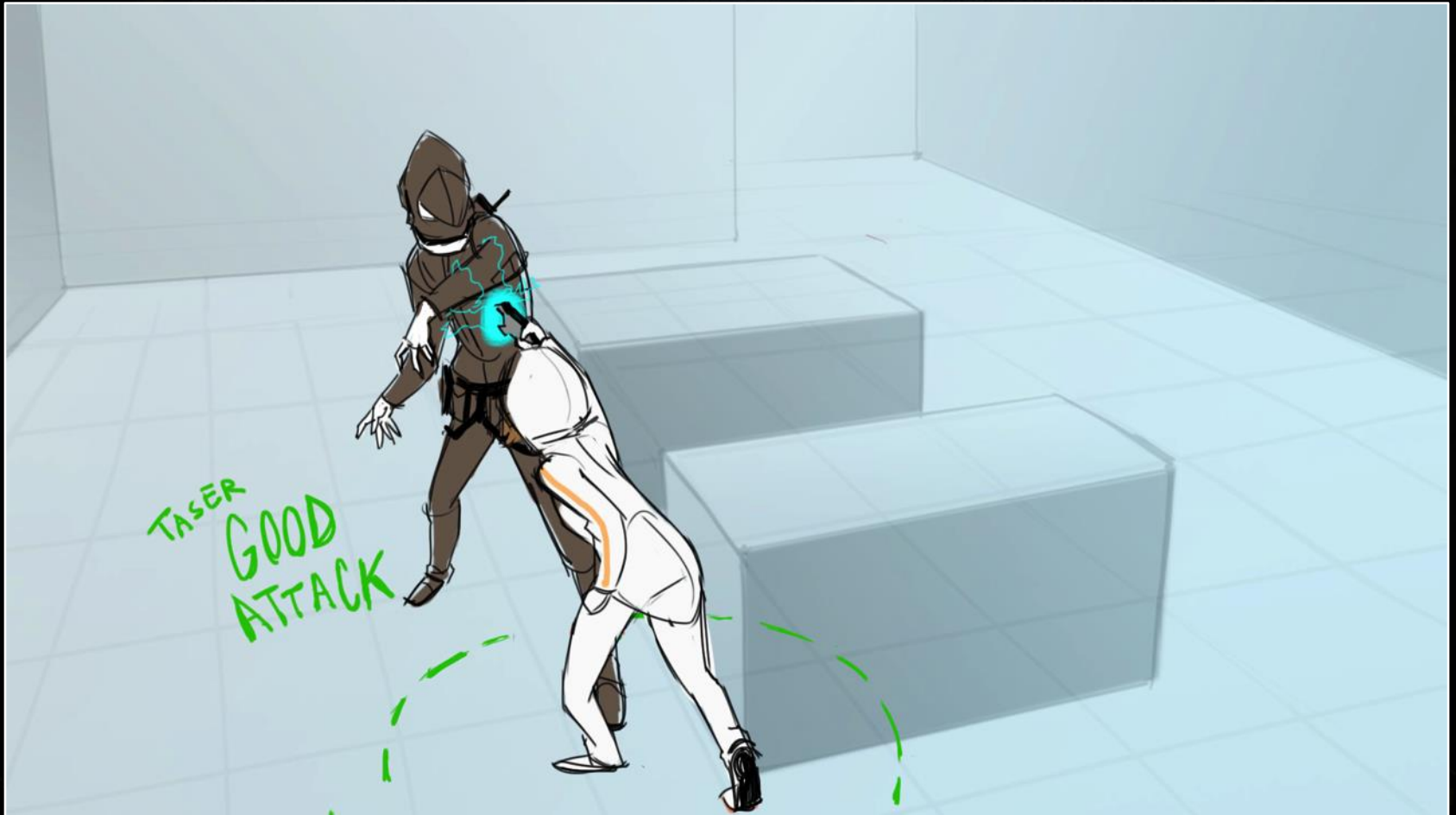
HOPE COMBAT



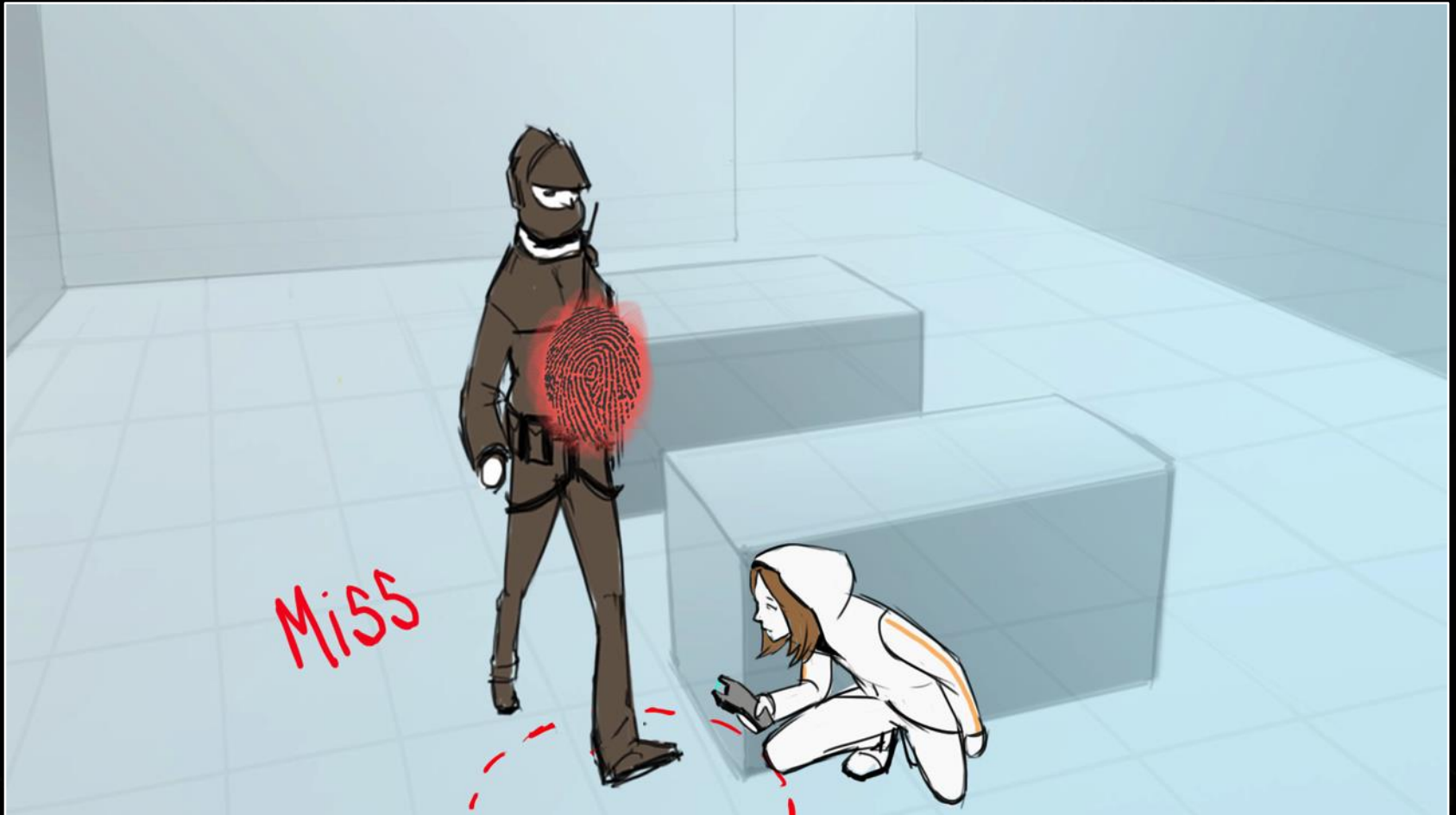
HOPE COMBAT



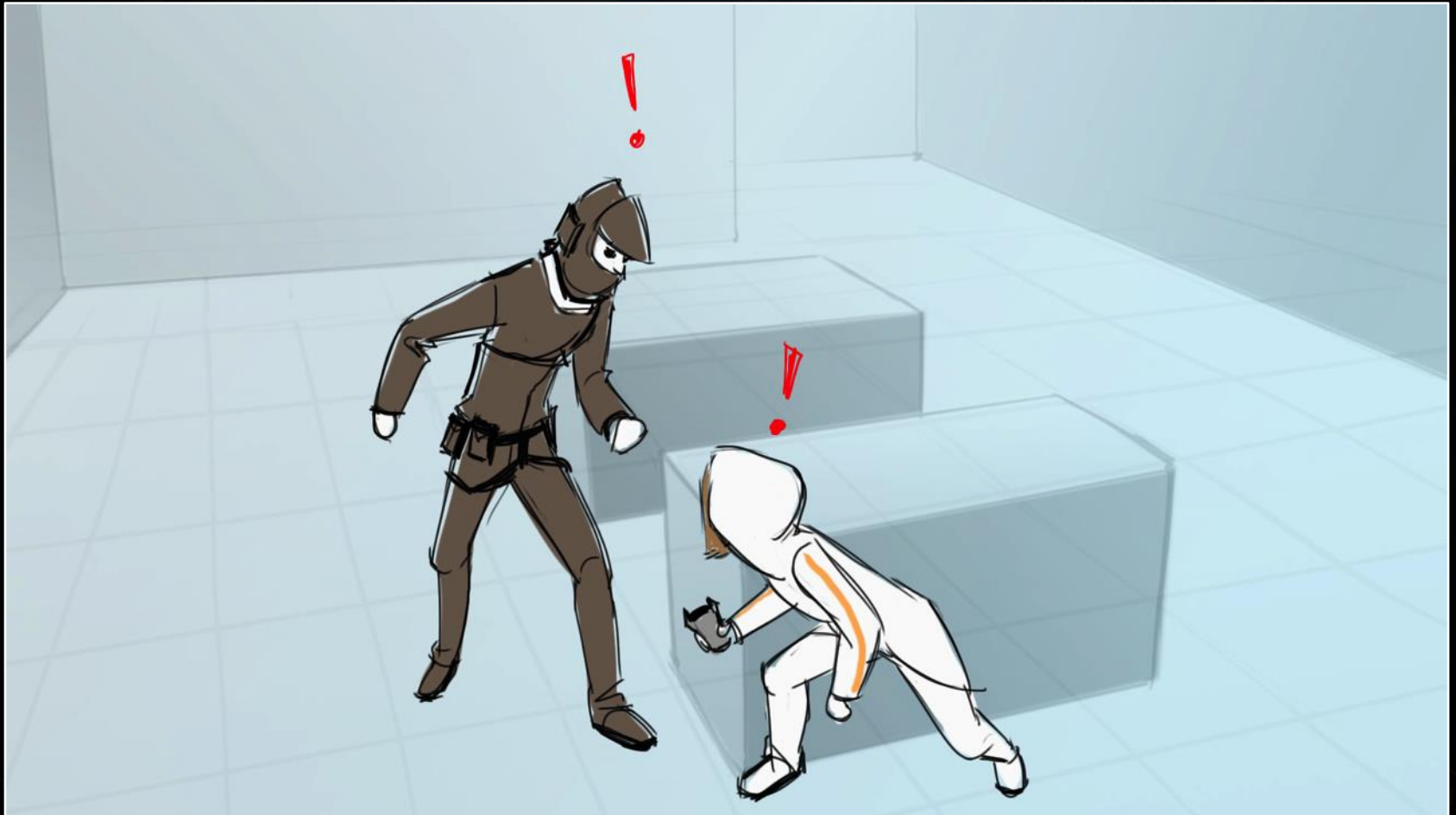
HOPE COMBAT



HOPE COMBAT



HOPE COMBAT



HOPE COMBAT



HOPE COMBAT



TAP ON HOPE



- Pin Hope to Cover
- Prompt Hope to Talk
- Cycle Weapons
- Access Hope's Inventory

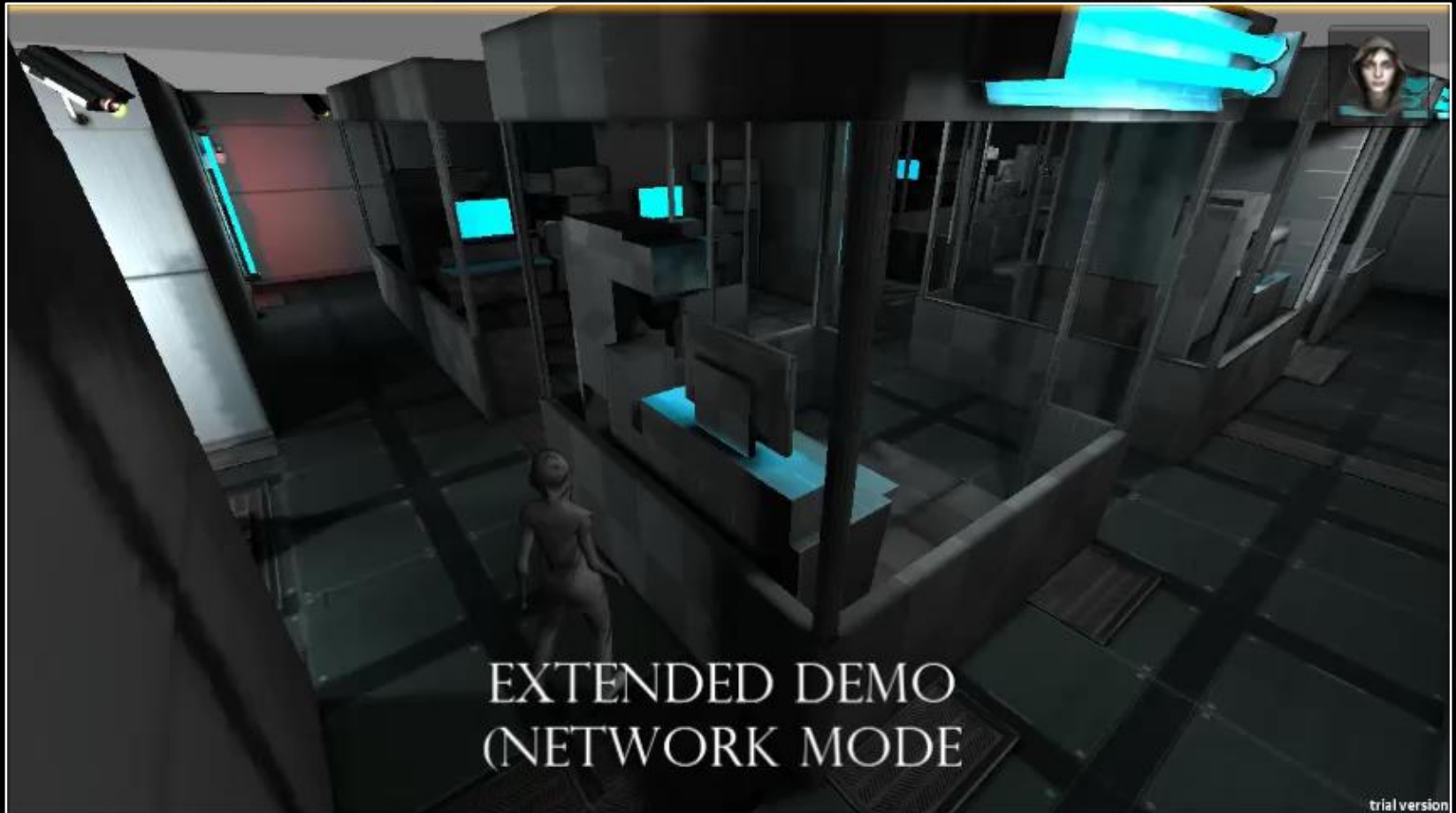
HOPE VIEW -> OMNI VIEW



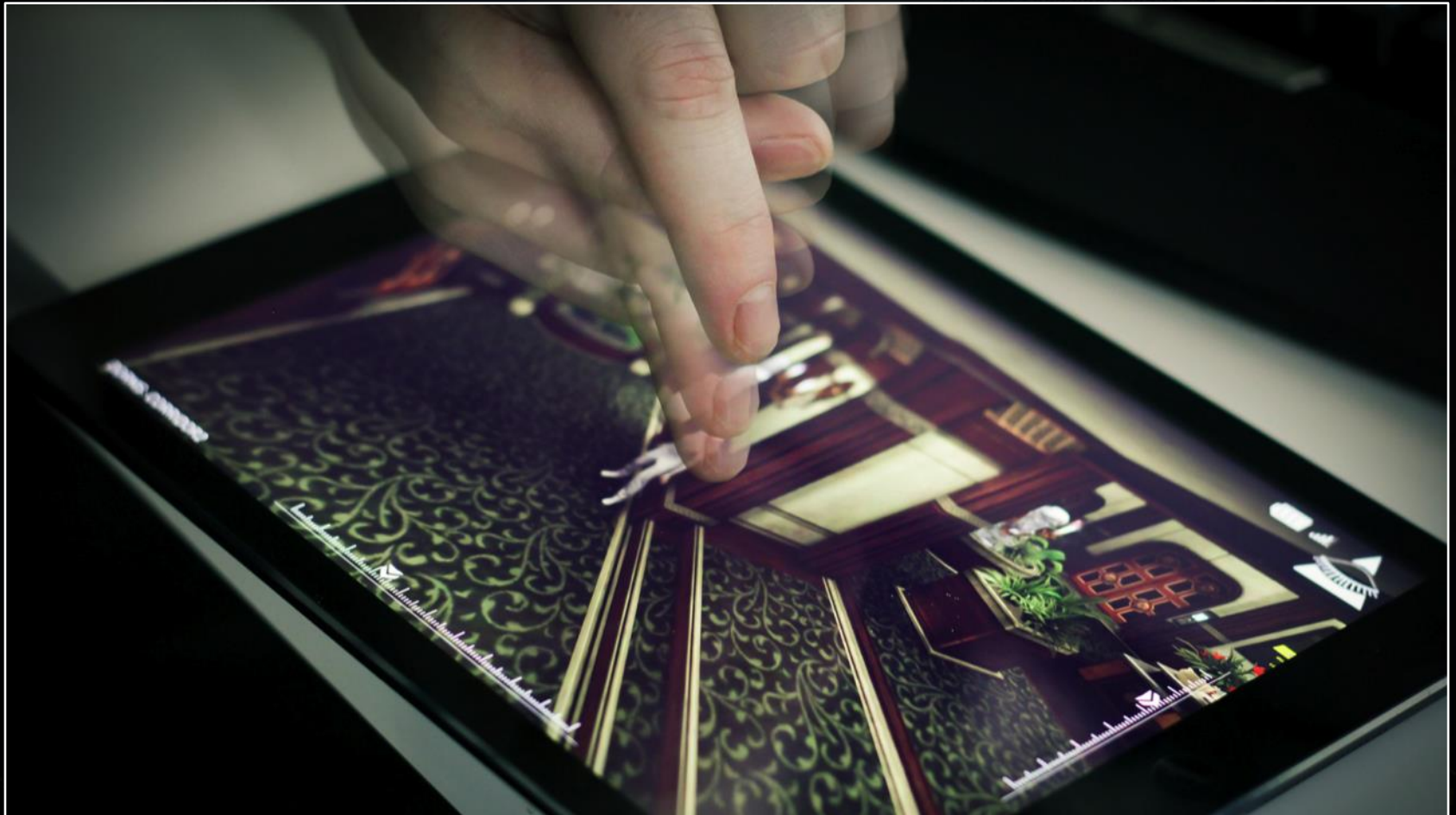
HOPE VIEW -> OMNI VIEW



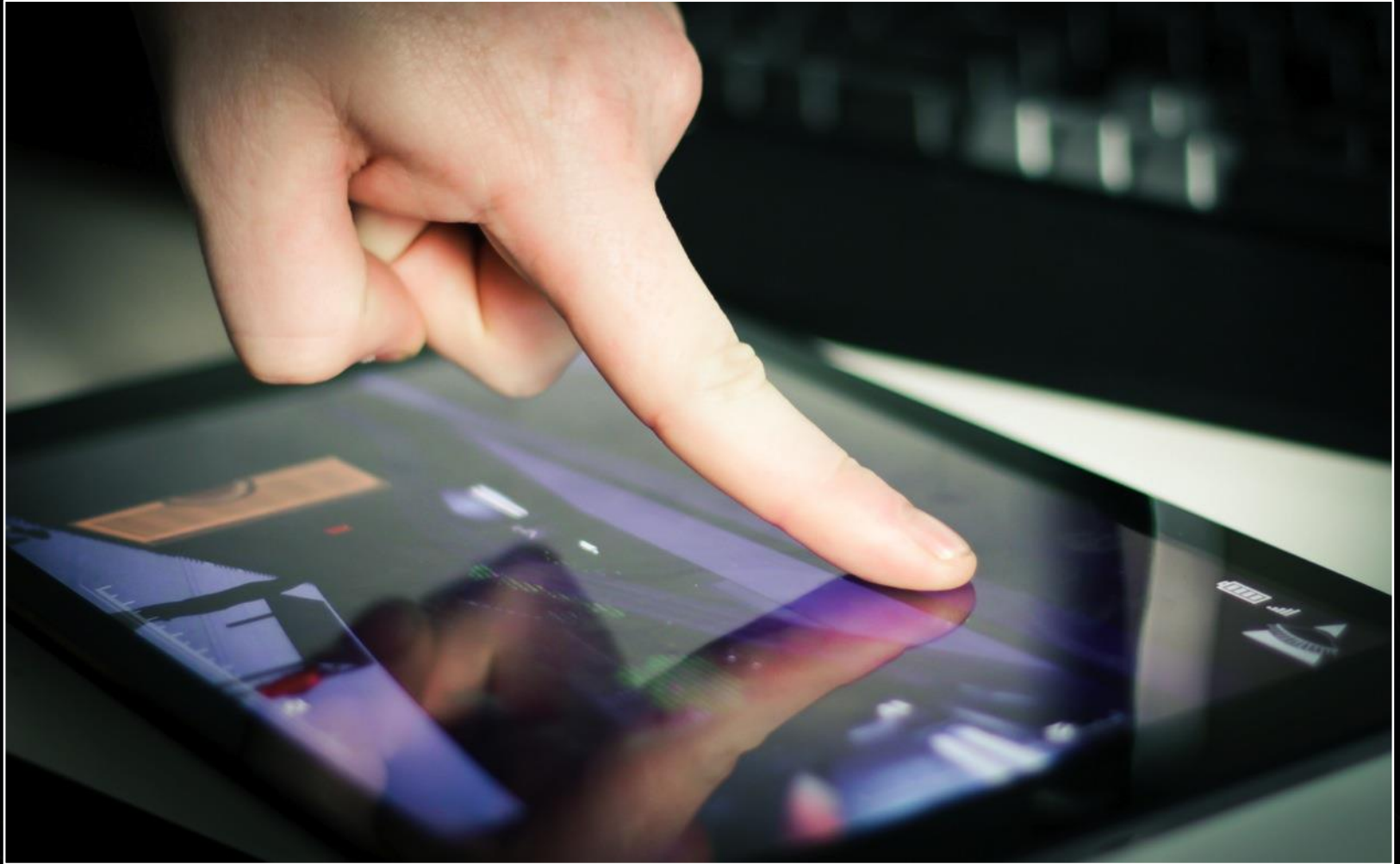
HOPE VIEW -> OMNI VIEW



DIABLO CLICKERS



LAZY TAPPERS



TOUCH FEEDBACK





THE TURNAROUND

THE TURNAROUND



THE GAME'S WORST ENEMY



LEARNING FROM PLAYERS



(SORTA) LISTEN TO PLAYERS

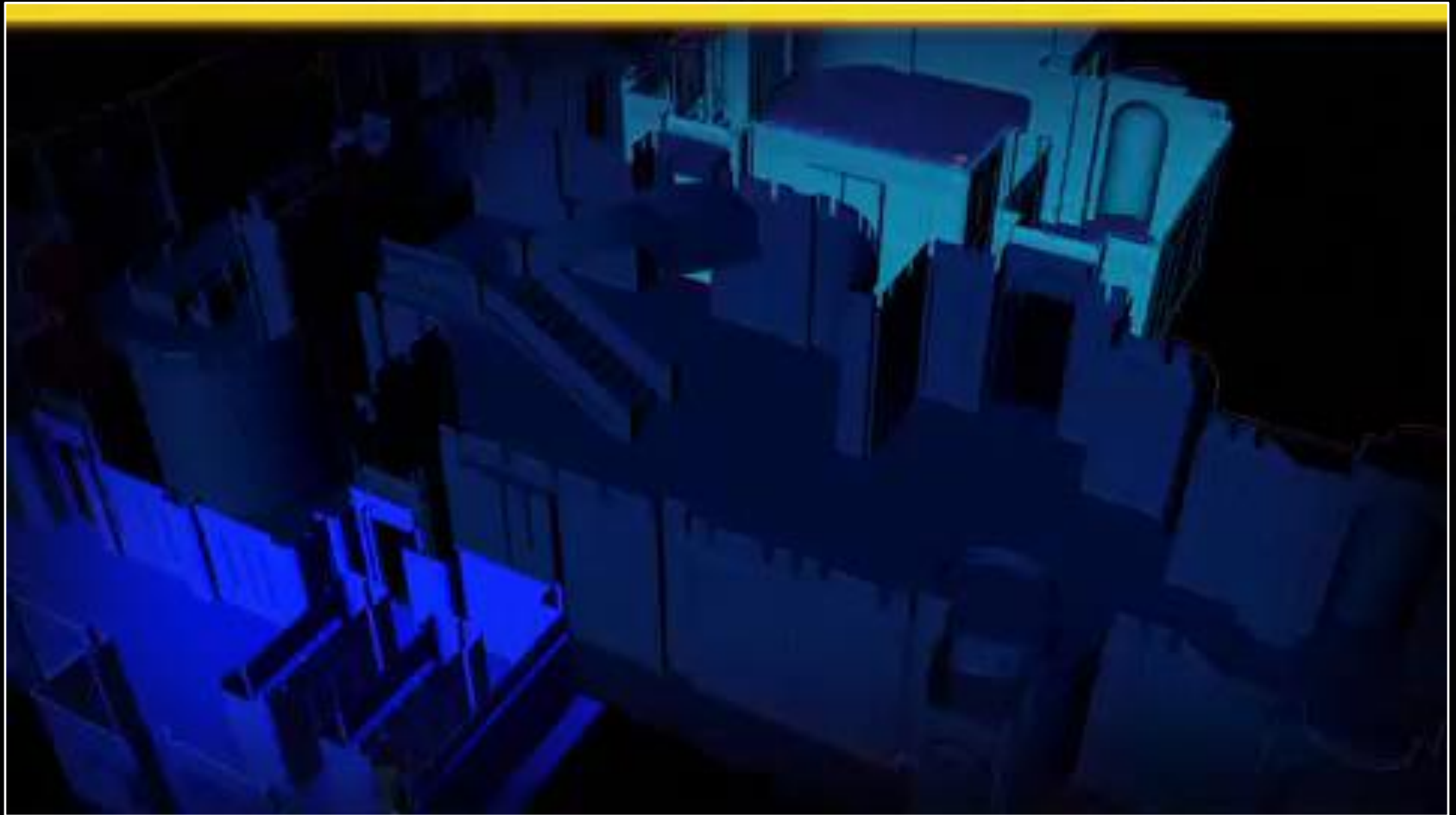


FLEXING ON THE VISION



A 5x10 grid of 50 screenshots from the video game Republic: The Revolution. The images showcase various gameplay elements, environments, and UI elements. The first row includes the game's title 'REPUBLIQUE' and scenes of the player character in different settings. The second row shows combat and exploration. The third row features a wireframe view of a building and various in-game actions. The fourth row displays a character's face, a list of items and their prices, and a character's profile. The fifth row shows a character's face, a list of items and their prices, and a character's profile.

OMNI VIEW



OMNI VIEW



OMNI VIEW



OMNI VIEW



ACTION ICONS



(GO TO HALF-HEIGHT COVER)



(ACCESS ITEM LOCKERS)



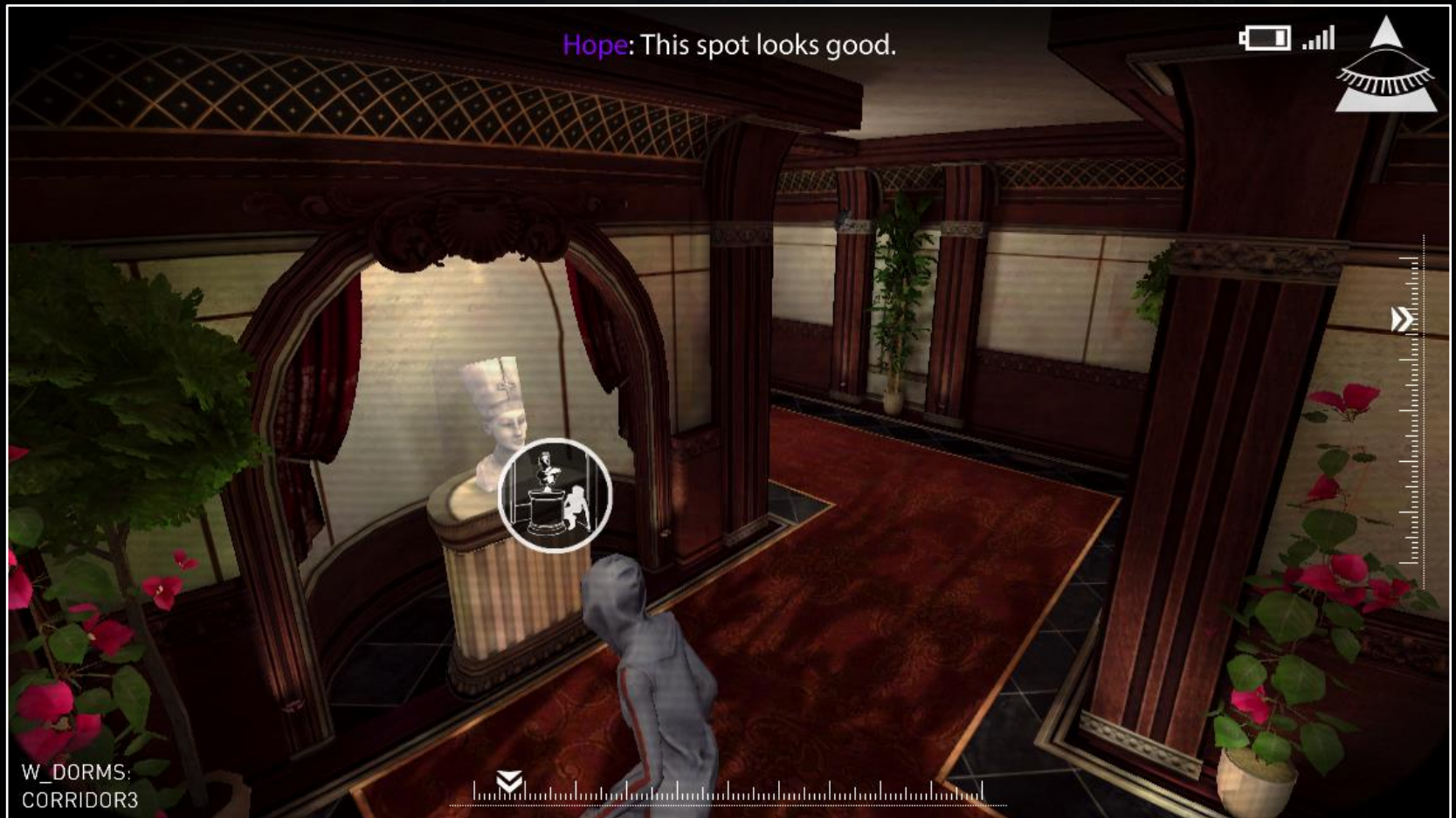
(ATTACH TO WALL COVER)



(PEPPER SPRAY PRIZRAK)



(HIDE BEHIND ALCOVE)



(STEAL)



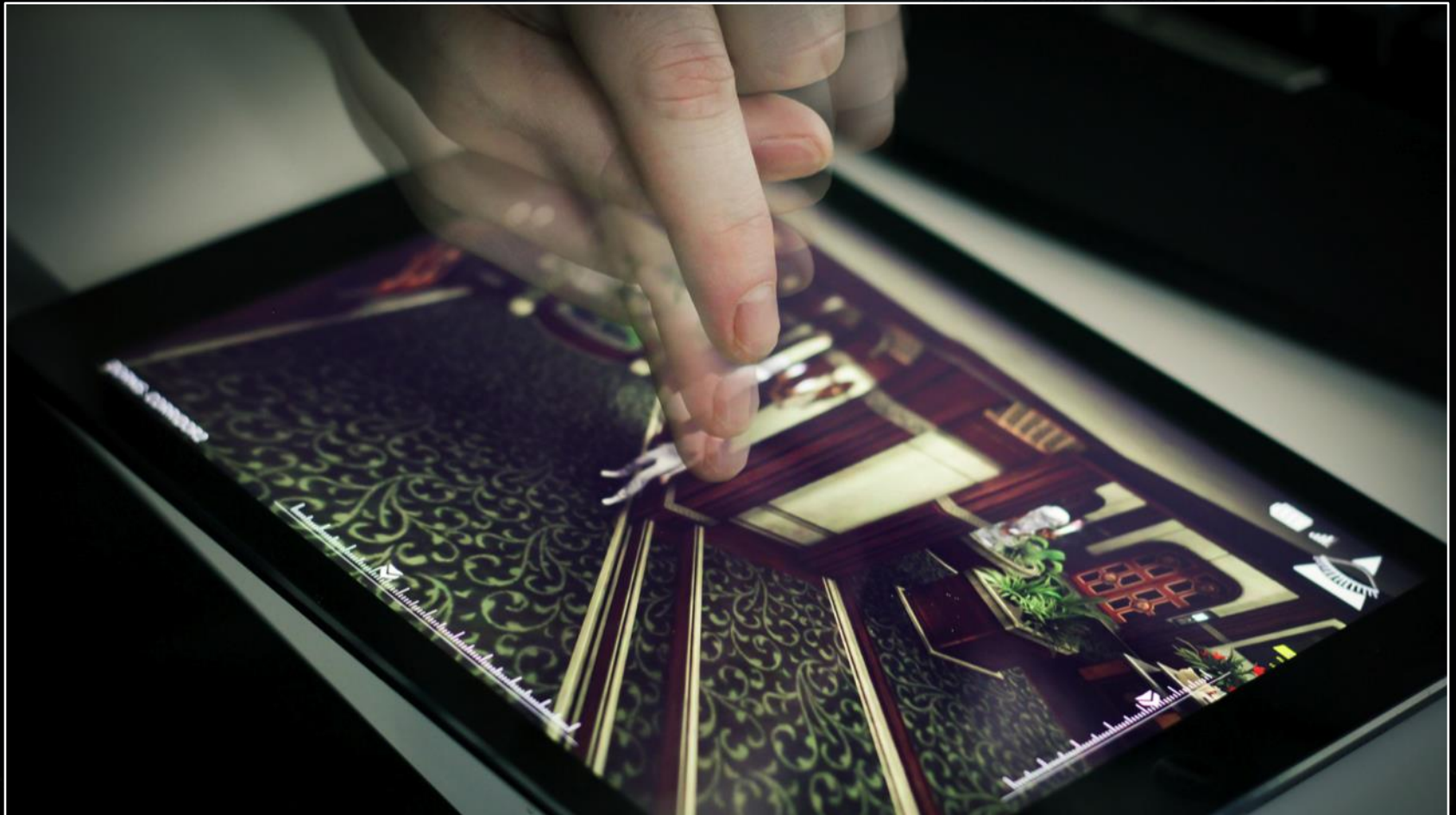
(RUN)



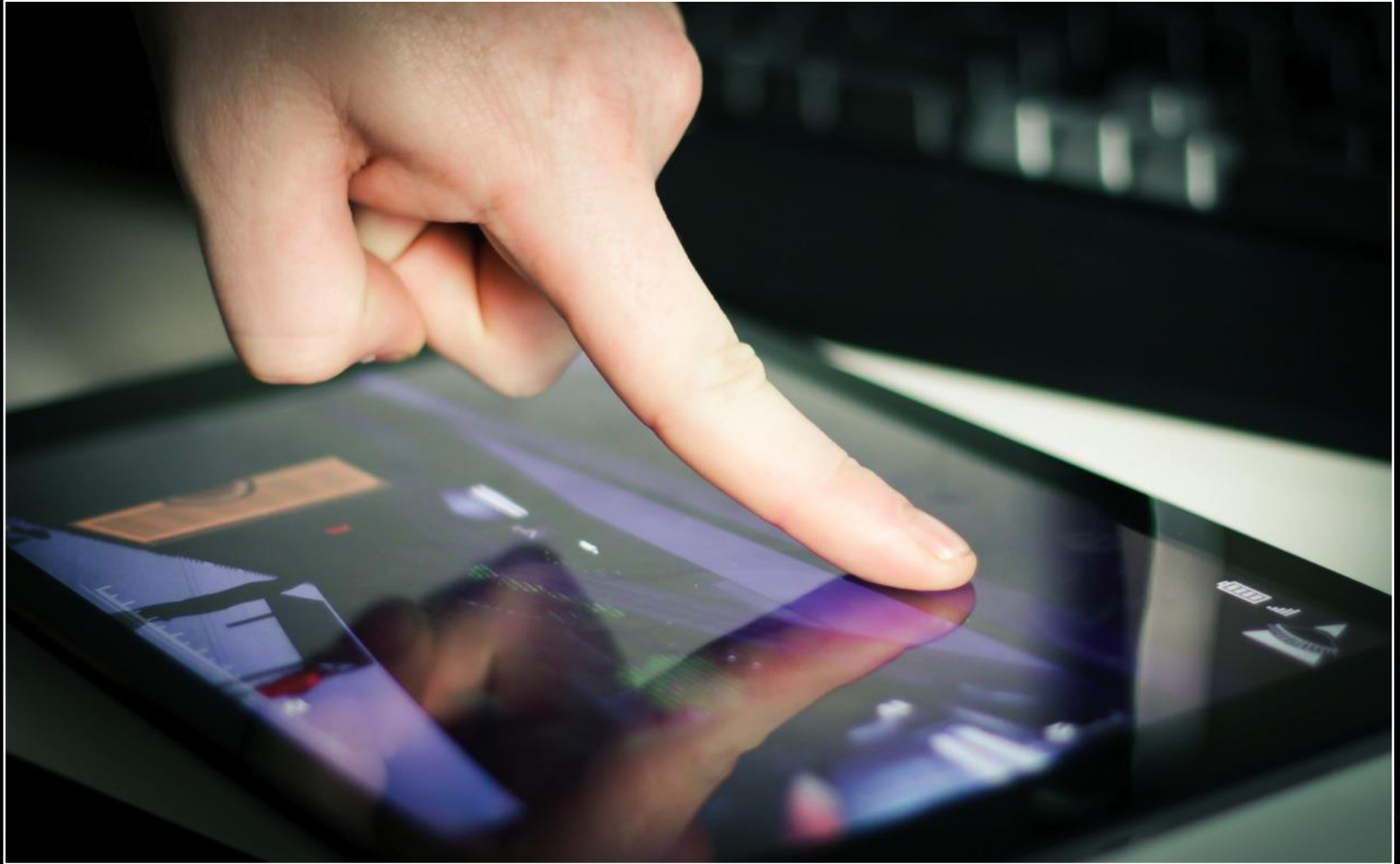
ACTION ICONS



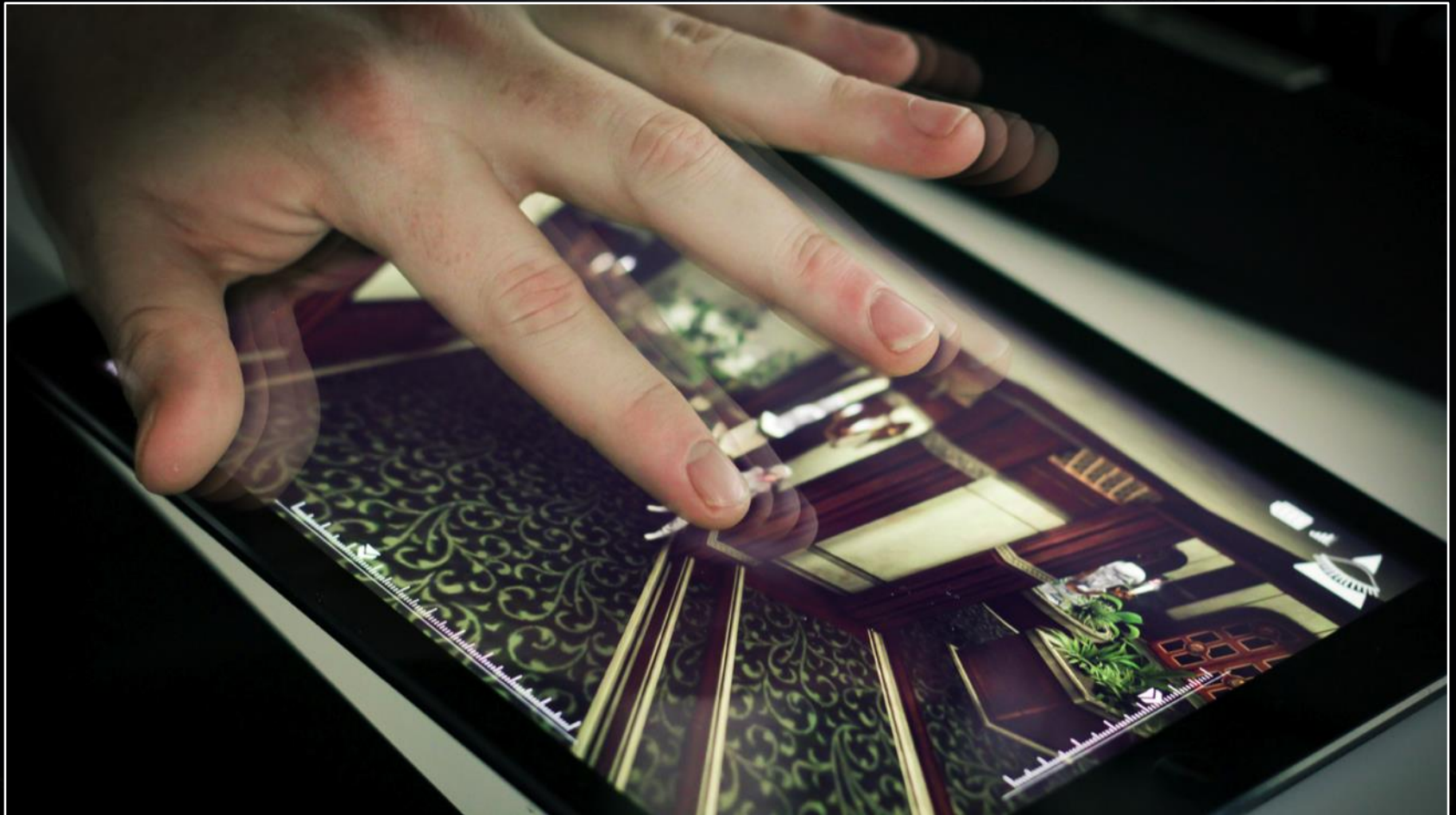
DIABLO CLICKERS



LAZY TAPPERS



ACCIDENTAL TAPS



THE TURNAROUND

- Stay true to “One Touch” vision
- Direct all efforts on the problem
- Watch how people play
- Focus on feedback (even if requires more UI)
- Build own “aim assists” for touch
- Never give up

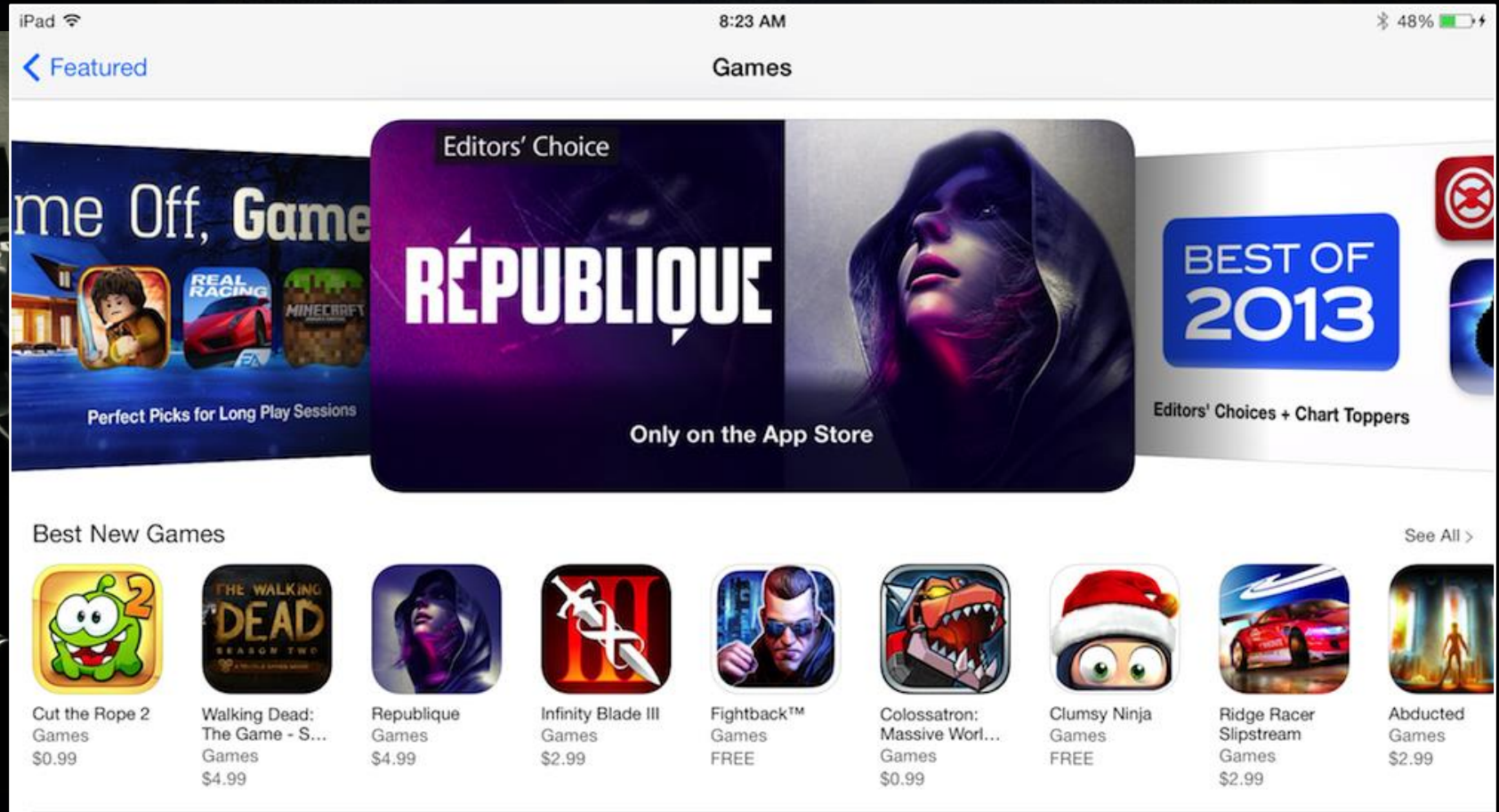
RACE TO THE FINISH



SUBMISSION



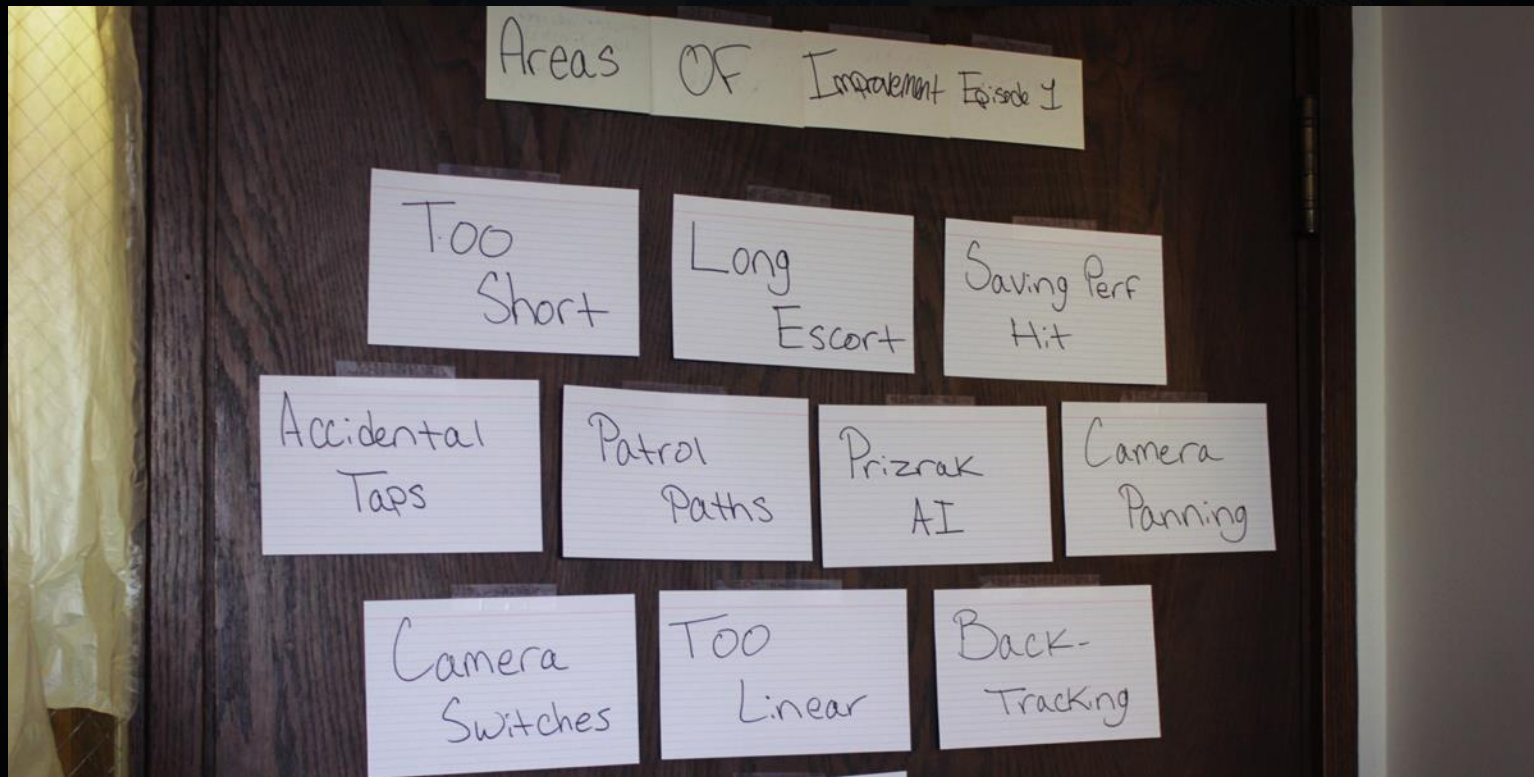
RECEPTION



"ONE TOUCH" RECEPTION

- The Washington Post: "Sets a new benchmark for mobile game quality."
- CNET: "Perfectly designed for touch."
- FOX: "Simple, one-touch controls make for an intuitive game that is easy to pick up and play"

LOOKING FORWARD



Camouflaj