Improving tool design through editor triage

Robin-Yann Storm

GAME DEVELOPERS CONFERENCE® | FEB 27–MAR 3, 2017 | EXPO: MAR 1–3, 2017 #GDC17

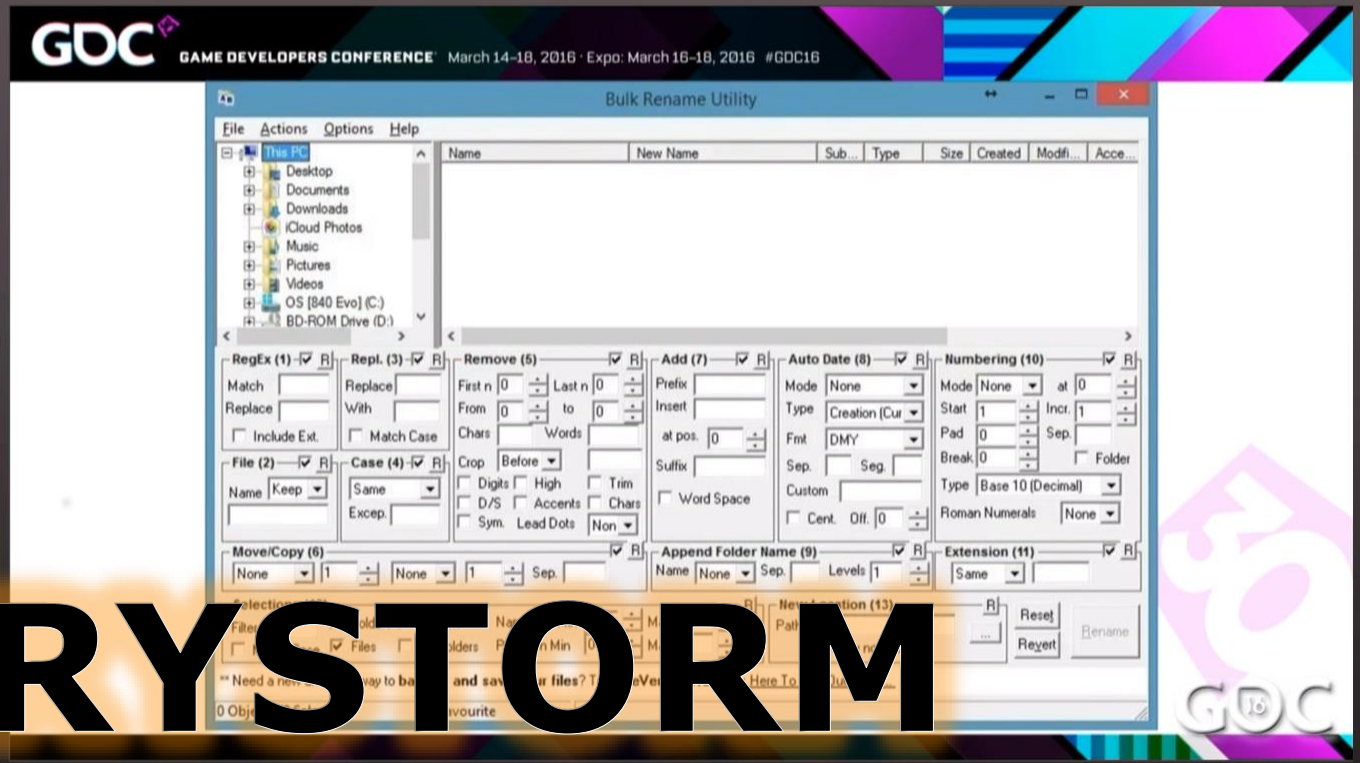
UBM

realtimeCSG
LEVEL DESIGN TOOLS
DESIGNED FOR SUPER
FAST ITERATION

sabreCSG
rapidly create levels with
powerful boolean tools

io interactive®

GDC 16


GDC GAME DEVELOPERS CONFERENCE March 14–18, 2016 · Expo: March 16–18, 2016 #GDC16
Bulk Rename Utility
File Actions Options Help
This PC
Desktop
Documents
Downloads
iCloud Photos
Music
Pictures
Videos
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BD-ROM Drive (D:)
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Append Folder Name (9)
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Revert
Rename
Here To
GDC 16

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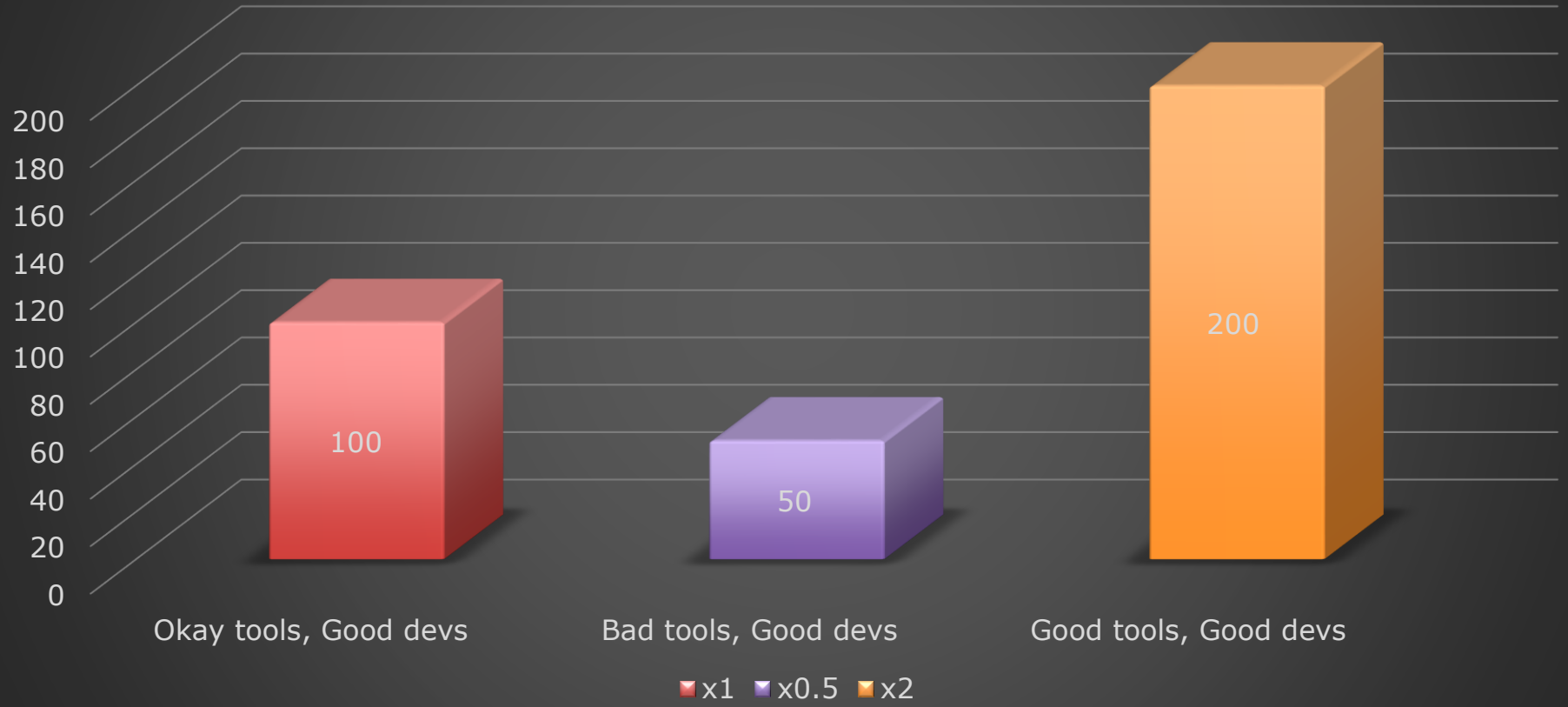
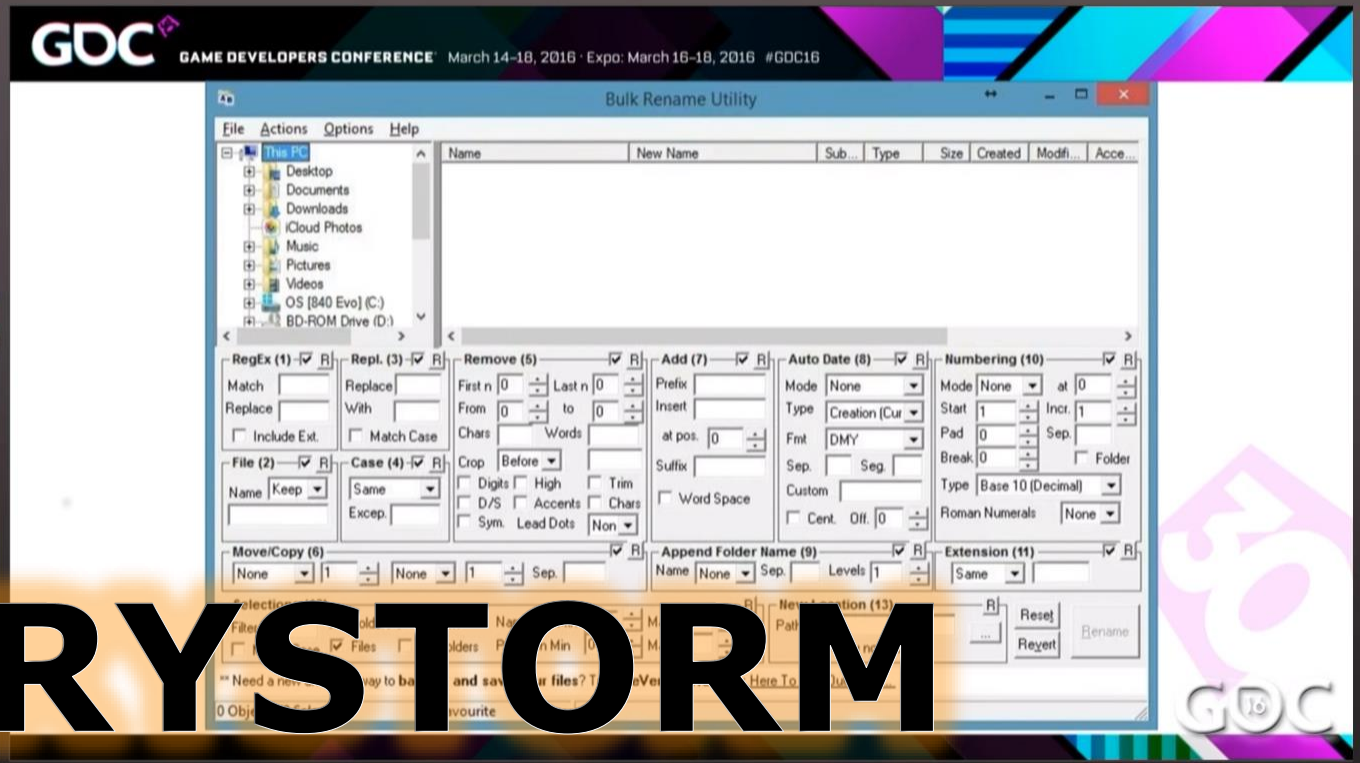
The Multiplier of Tool Design



Phillips Effect
• 2.4 min savings /day
• x100 employees = 240 min/day = 4 hours/day
• 4 hours / day = **20 hours / week**
• 20 hours / week = 6 man-months of your time
year = **1 year of your time on the project.**

GDC 16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What is tool triage?

DEVELOPERS WHO WORKED AT

BLIZZARD® ENTERTAINMENT

CD PROJEKT RED®

DICE™

RIOT GAMES

Bethesda® GAMES

Respawn ENTERTAINMENT

101 interactive®

NAUGHTY DOG

GUERRILLA

YAGER

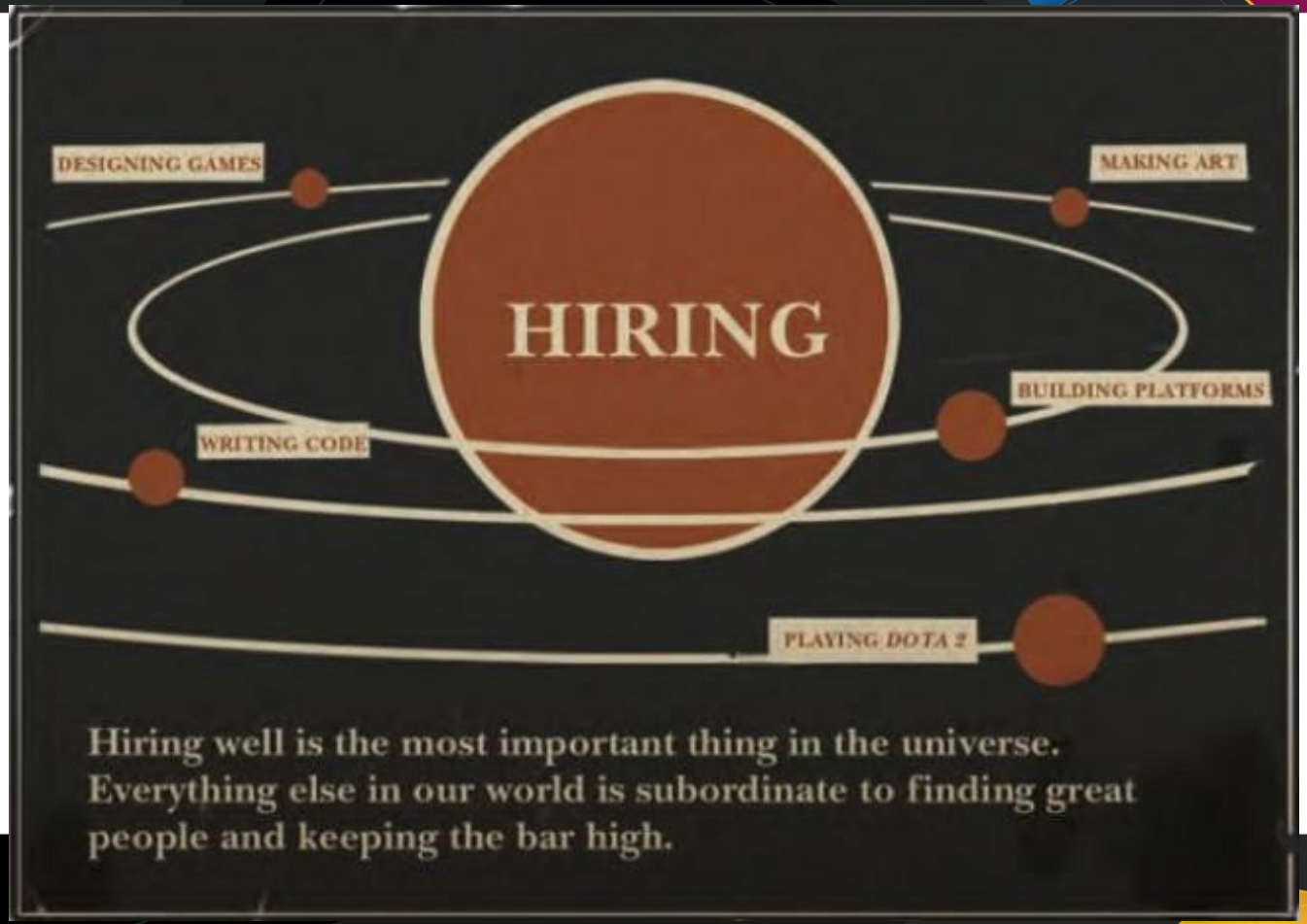
AVALANCHE STUDIOS

MASSIVE

MASSIVE ENTERTAINMENT | A UBISOFT® STUDIO

DEVELOPERS WHO WORKED AT

AVALANCHE STUDIOS


DESIGNING GAMES
MAKING ART
HIRING
BUILDING PLATFORMS
WRITING CODE
PLAYING DOTA 2
Hiring well is the most important thing in the universe. Everything else in our world is subordinate to finding great people and keeping the bar high.

UNITED COLORS OF BENETTON
USS BATAAN
LHD
My Hero
She-roes

Problems to consider

- Time & money investment
- Canvassing/Politics
- Giant multi teams
- Special meetings
- Communication between non-physical teams
- Faceless system
- Constant change
- Mid & low priority items

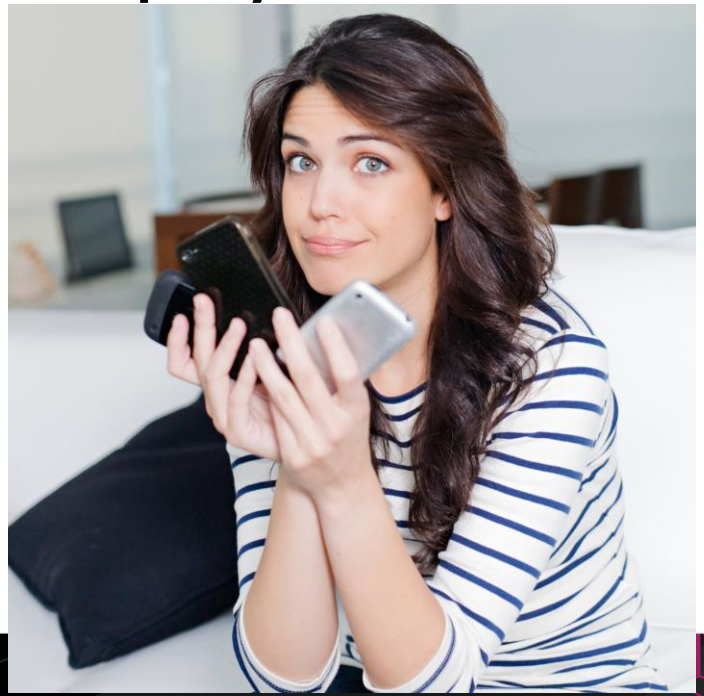
Time & money investment

Canvassing/Politics

Giant multidisciplinary teams

Set special meetings

Communication between non-physical teams



Faceless system

Constant change

Mid & low priority items

Problems to consider

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- Big team
- Medium team
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THE TICKET-TO-MOSCOW APPROACH

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THE PROGRAMMER-CHECK-UP APPROACH

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THE DESIGN-BY-COMMITTEE APPROACH

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THE IN-THE-ROOM APPROACH

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THE POINT-ASSIGNMENT APPROACH

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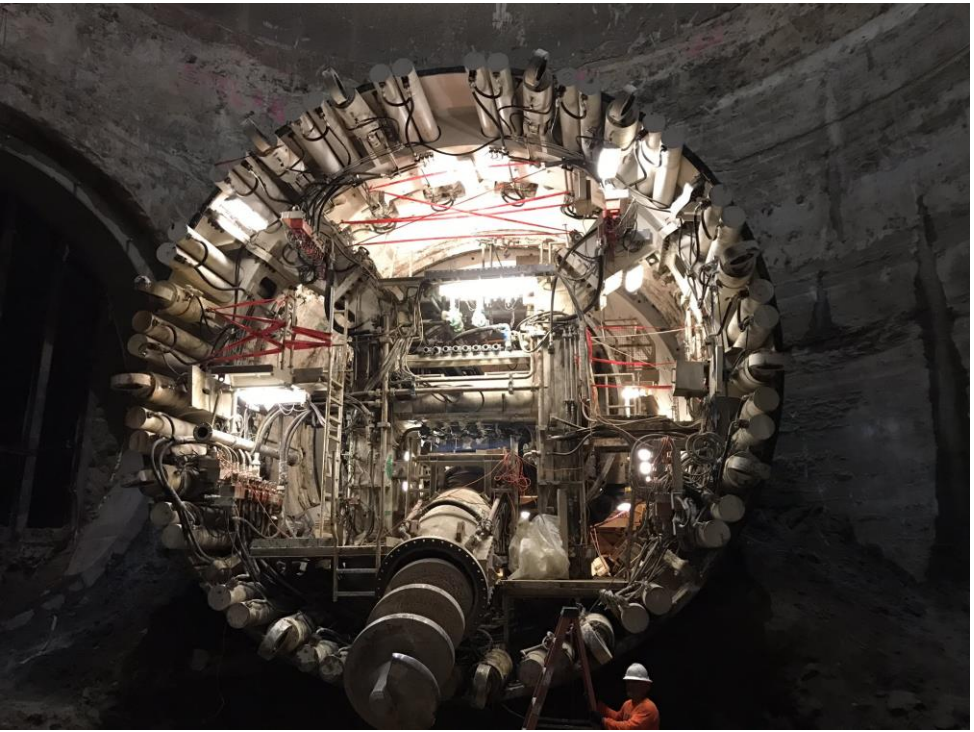
THE BRUTE-FORCE APPROACH



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THE DEDICATED-QA-TEAM APPROACH

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THE COMMAND-CENTER APPROACH

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THE DIY APPROACH

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THE FOCUS APPROACH

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THE INDIE APPROACH

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THE DOUBLE PRIORITIZATION APPROACH

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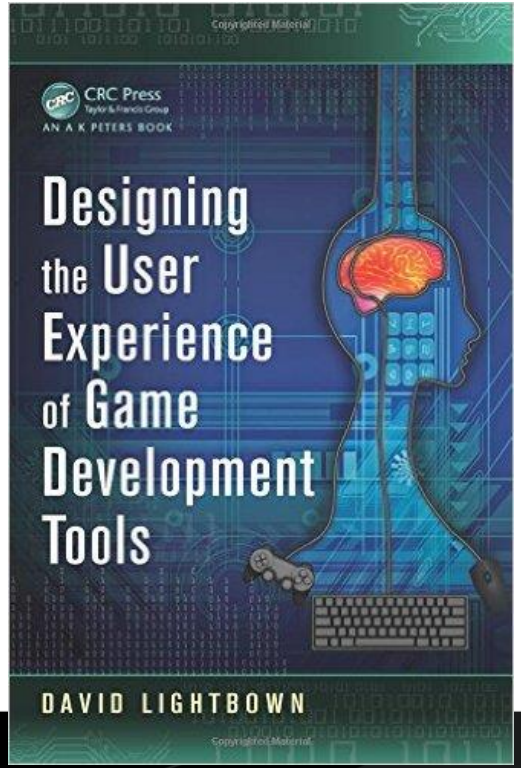
THE TOOL-DESIGNER APPROACH



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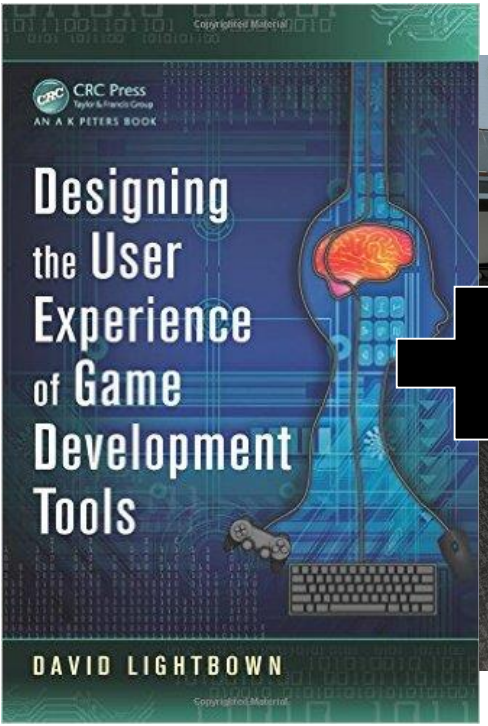
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Combinations:

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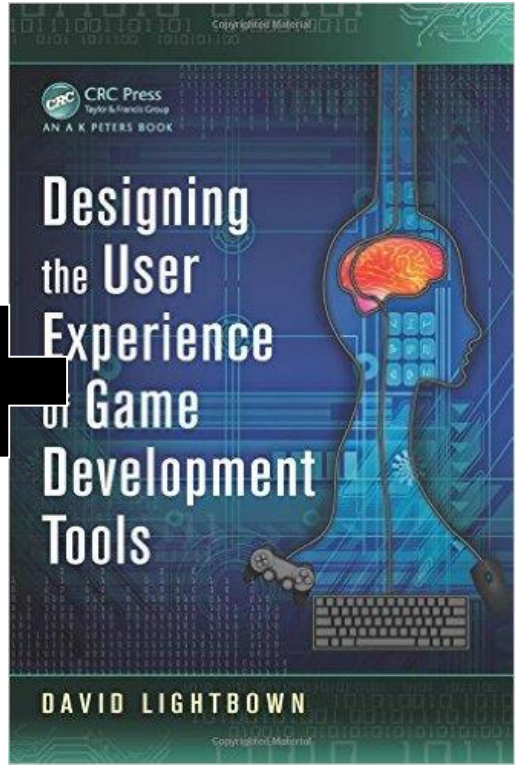

Combinations:

Combinations:

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How to find your filter

- Time investment
- Canvassing/Politics
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- Constant change
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- **Finding that effective filter is key to good tool triage**
- Find out for yourself what works for *your* team
- Be critical

Thank You

Contact info:

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Twitter: @RYStorm

Thanks to

- Alexander Brazie
- Joe Wintergreen
- Sander van Rossen
- David Lightbown
- Emilia Schatz
- Jessica Brunelle
- Jacob Marner
- Joel Burgess
- Johnathan Lindsay
- Brenden Gibbons
- Jonas Wickerström

Tool Triage Roundtables!

Improving Pipelines Through Tool Triage Roundtable Day 1

Robin-Yann Storm | Tools Designer, Io-Interactive

Location: Room 122, North Hall

Date: Wednesday, March 1

Time: 5:00pm - 6:00pm

Format: Roundtable

Track: Production & Team Management

Pass Type: GDC All Access, GDC All Access + VRDC, GDC Main Conference, GDC Main Conference + VRDC - Get your

Improving Pipelines Through Tool Triage Roundtable Day 2

Robin-Yann Storm | Tools Designer, Io-Interactive

Location: Room 121, North Hall

Date: Thursday, March 2

Time: 2:00pm - 3:00pm

Format: Roundtable

Track: Production & Team Management

Questions?

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E-mail: RobinYannStorm@gmail.com
Twitter: @RYStorm

Location: Room 122, North Hall
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Location: Room 121, North Hall
Date: Thursday, March 2
Time: 2:00pm - 3:00pm