## GDC

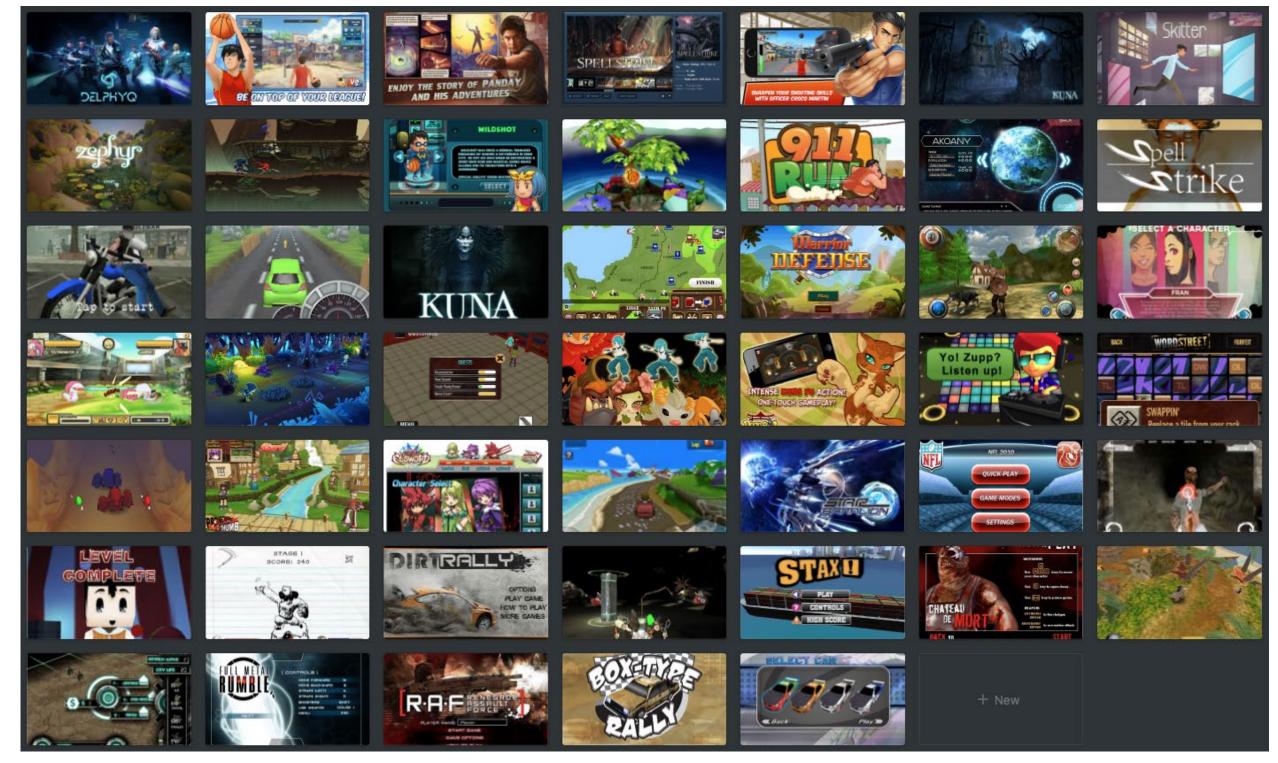
## **Optimizing Remote Production For Your Studio**

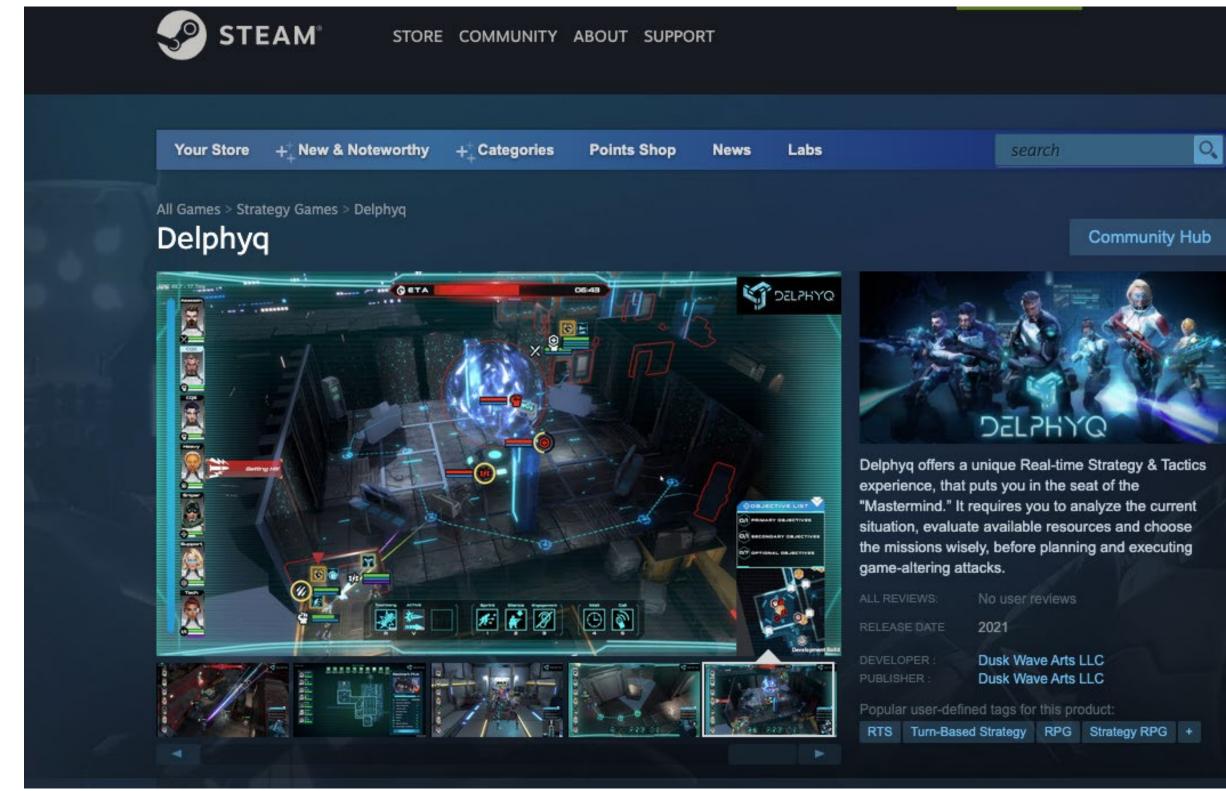
Mars Balisacan Production Director, Embersail Studios

GAME DEVELOPERS CONFERENCE | July 19-23, 2021

### Mars Balisacan

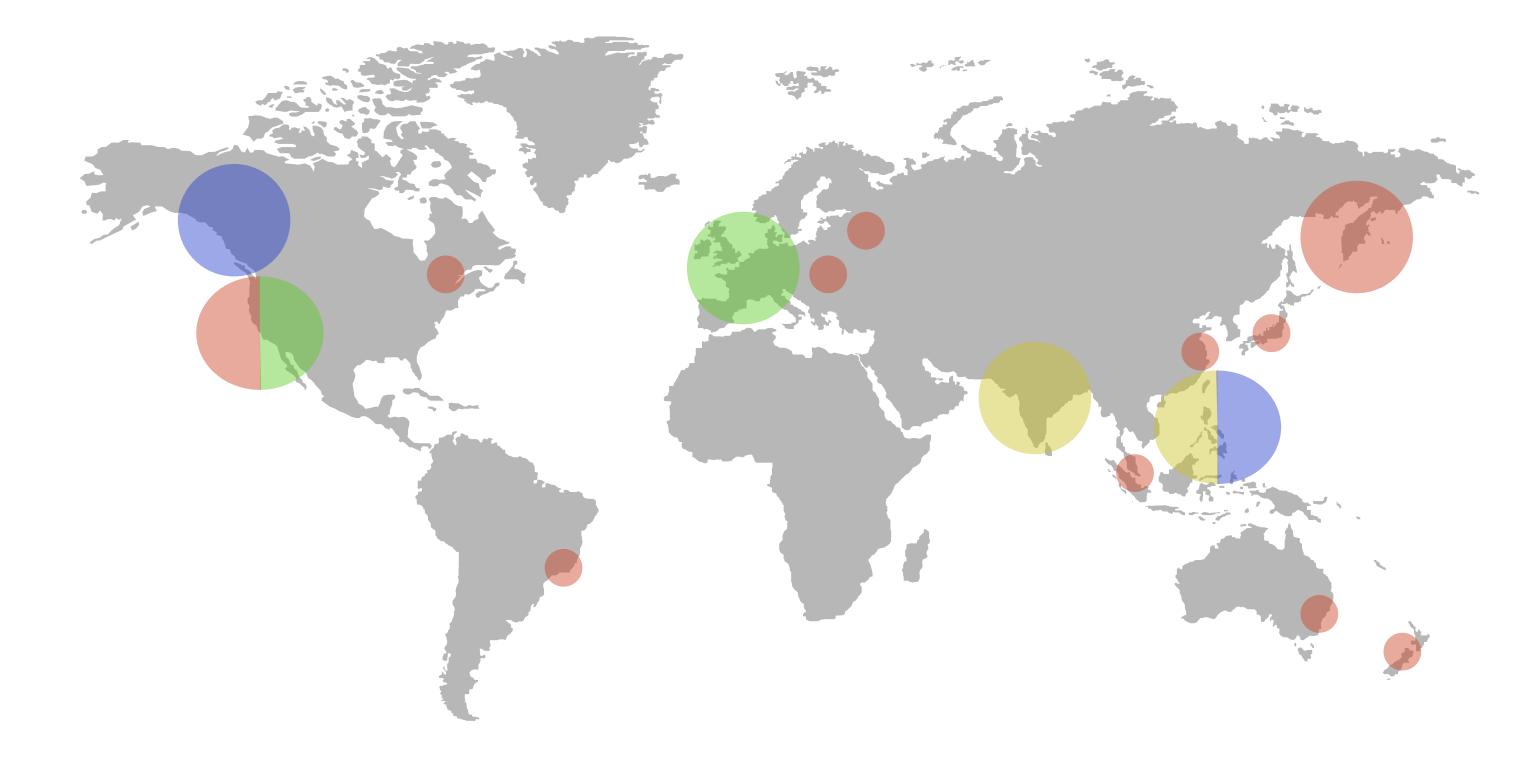
Producer Designer QA Manager Product Analyst Programmer Asset Flipper The Audio Guy Moral Supporter Coffee Junkie







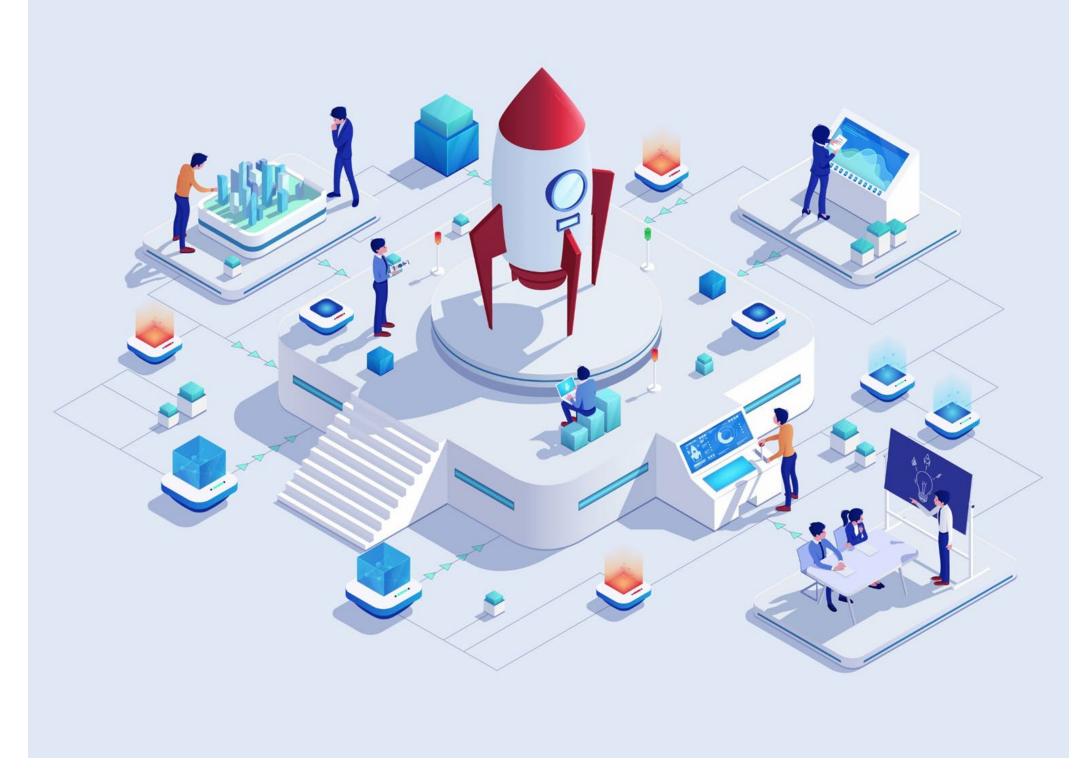




## **DISTRIBUTED TEAMS**



- 8 Tips
- Not about remote benefits
- Focus on case studies and experience
- Small to medium indie startups
- Mostly for Producers and Directors





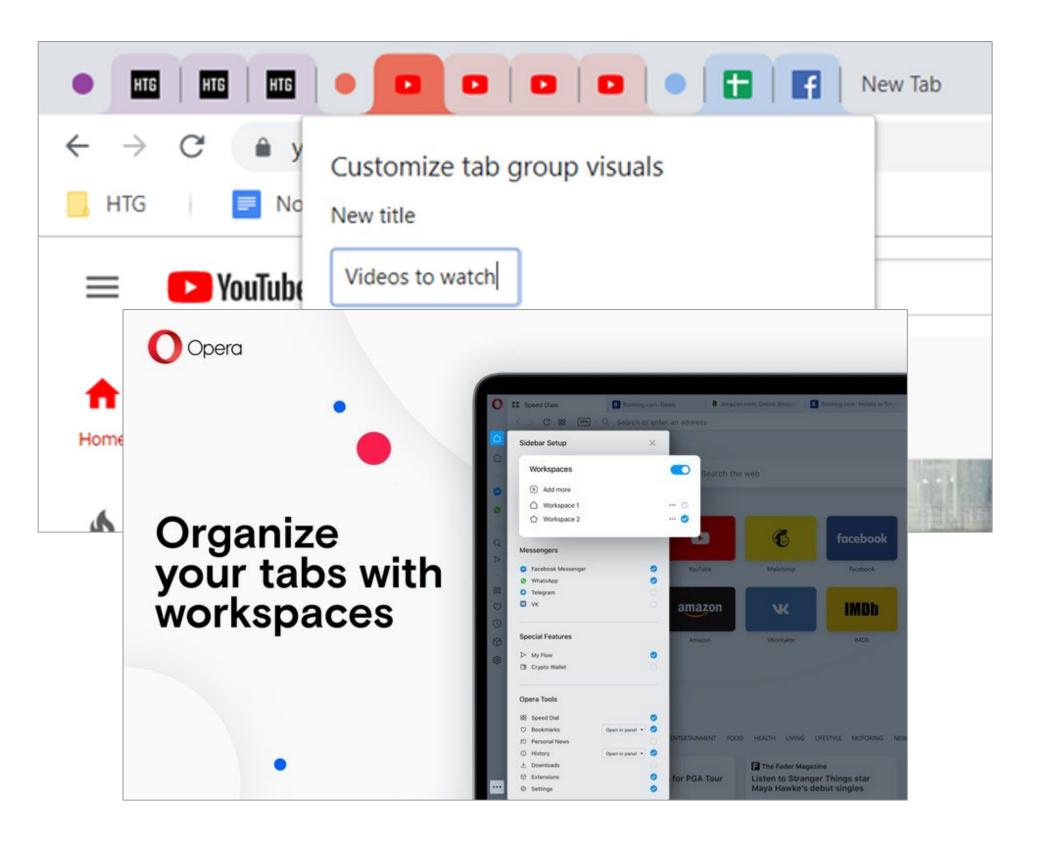


## Tip 1: It's All Digital!





- Chrome: Tab groups
- Opera: workspaces





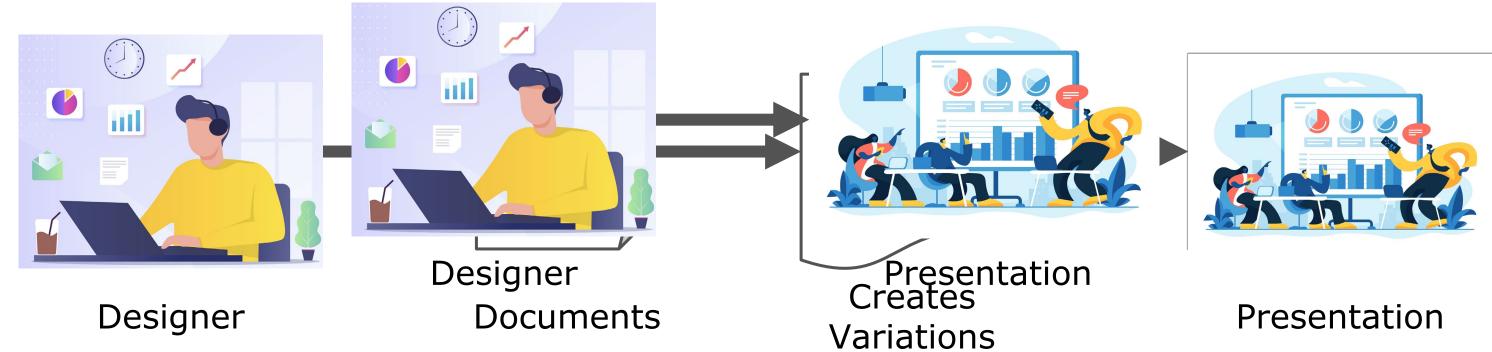


## Tip 2: Aim to Present

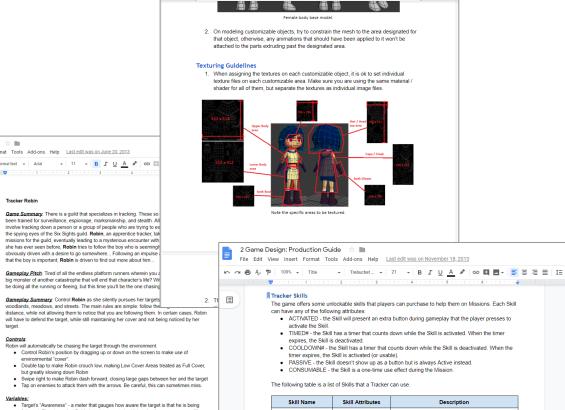
## Always be ready to present











DASH

DAY CONCEAL

NIGHT\_CONCEAL

INVISIBILITY

TELEPORT

LIGHT FEET

IMMUNITY

GOGGLE S

JUMP

ACTIVATED TIMED#

ACTIVATED

ACTIVATED

ACTIVATED TIMED#

COOLDOWN# PASSIVE

PASSIVE CONSUMABLE

DASSIM

CONSUMABLE PASSIVE CONSUMABLE

ACTIVATED

The Tracker speeds up for an amount of time.

The Tracker turns into FULL Hidden State. More effective in daytime Missions.

The Tracker turns into FULL Hidden State. More effective in night-time Missions.

Turns the Tracker invisible, allowing them to move freely without the Target increasing their Awareness.

When tapping on an Environment Object in STEALTH Phase, the Tracker immediately teleports to the Object

Allows the Tracker to be immune from the following Environment Object Types for one Mission: PUSH\_BACK and DEATH\_TRAP

Jlows the Tracker to see a Target's Awareness Meter

Allows the Tracker to jump over JUMP AREAS and

tead of moving towards it. Allows the Tracker to move through the following Environment Object Types for one Mission: HOLD\_TRAP, DEATH\_TRAP, and NOISE\_TRAP

PARTIAL COVER En

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### e Design Summary 🛛 🕆 🔳 Edit View Insert Format Tools Add-ons Help Last edit was on June 20, 2013 A, P | 100% - Normaltext - Arial - 11 - B I U A I GD E

### Tracker Robin

Game.Summary. There is a guild that specializes in tracking. These so been trained for surveillance, espionage, marksmanship, and stealth. All involve tracking down a person or a group of people who are trying to es the spying eyes of the Six Sights guild. Robin, an apprentice tracker, tak the sping eyes of the Six Sights guild. Robin, an apprentice tracker, tak the sping eyes of the Six Sights guild. missions for the guild, eventually leading to a mysterious encounter with she has ever seen before, **Robin** tries to follow the boy who is seemingly bviously driven with a desire to go somewhere ... Following an impuls that the boy is important, Robin is driven to find out more about him

Gameplay Pitch: Tired of all the endless platform runners wherein vo ig monster of another catastrophe that will end that character's life? W be doing all the running or fleeing, but this time you'll be the one chasin

Gameplay Summary. Control Robin as she silently pursues her targets 2 woodlands, meadows, and streets. The main rules are simple follow the distance, while not allowing them to notice that you are following them. In certain cases, Robin will have to defend the target, while still maintaining her cover and not being noticed by her

Art Guide 🔺 🖿

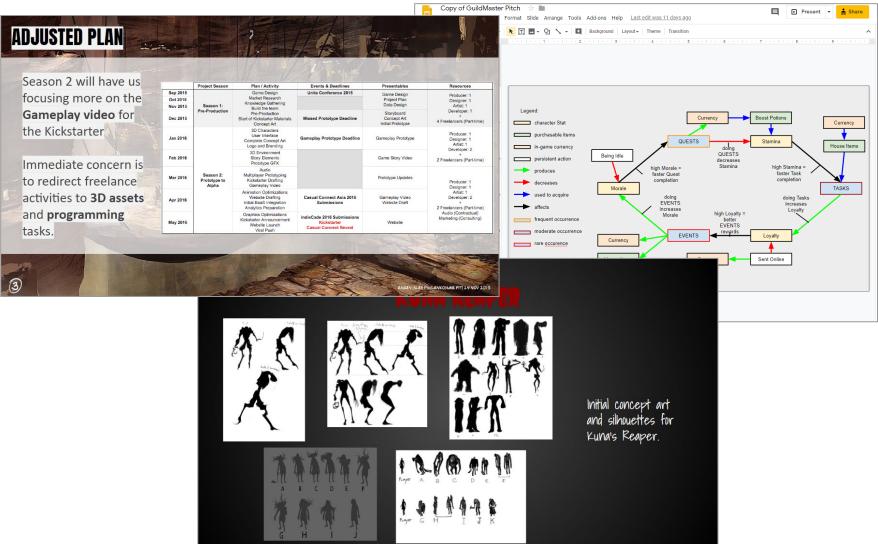
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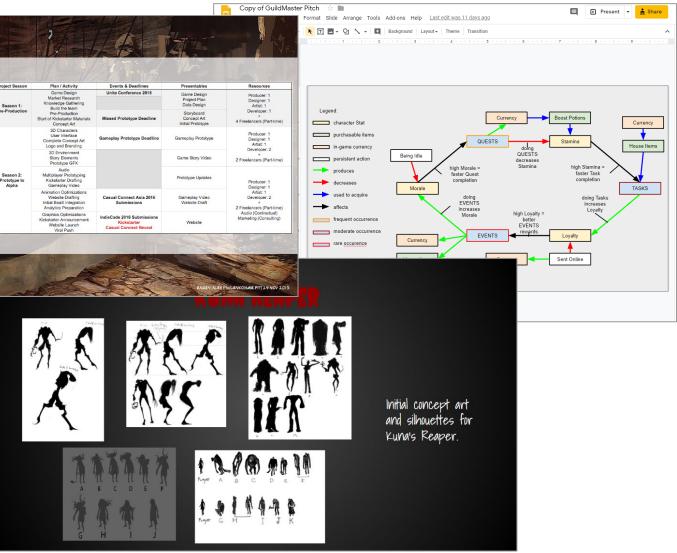
- but greatly slowing down Robin
- but greatly slowing down kooin
   Swipe right to make Robin dash forward, closing large gaps between her and the target
   Tap on enemies to attack them with the arrows. Be careful, this can sometimes miss.

Target's "Awareness" - a meter that gauges how aware the target is that he is being followed. The closer that Robin is to her target, the higher the Awareness gauge fills

- followed. The closer that Robin is to her target, the higher the Awareness gauge fills up. Target's Statae: Normal State walks forward Search State when Awareness gauge is full, the target faces the other way and searches for Robin for *x* seconds (Target's Search Time). Pain: State when the target's Awareness meter is full, the target will panic and run away from Robin. The player must dash after the target while maintaining

VS





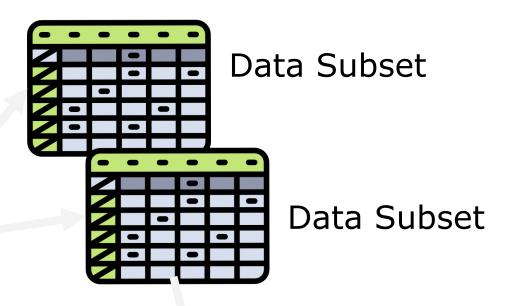


## Tip 3: Centralizing Information

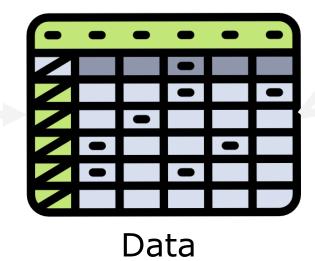




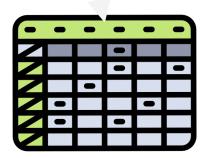
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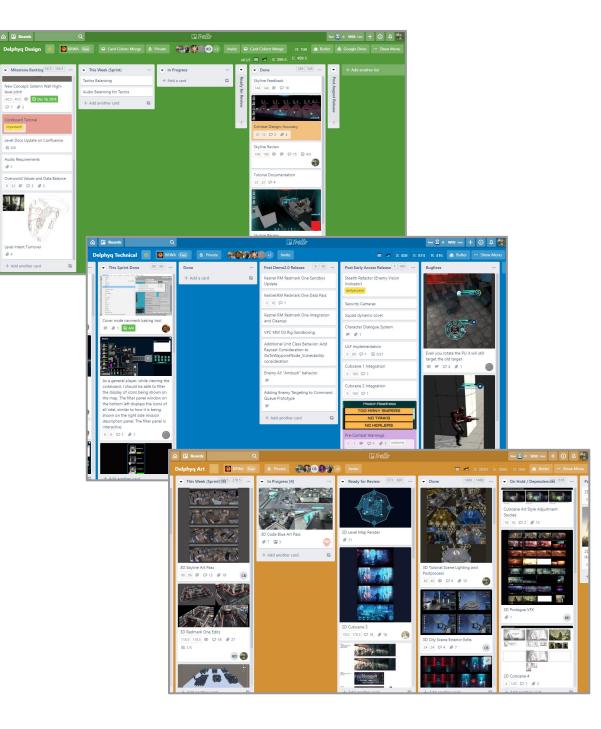


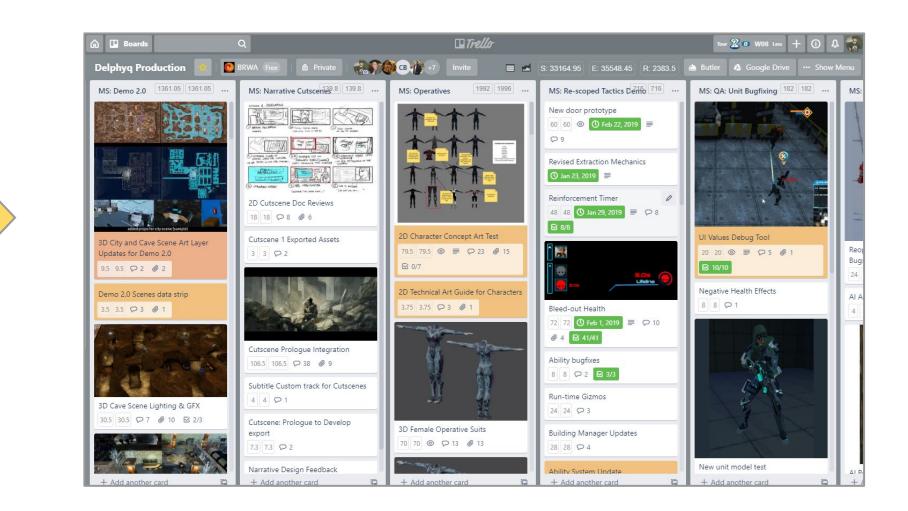
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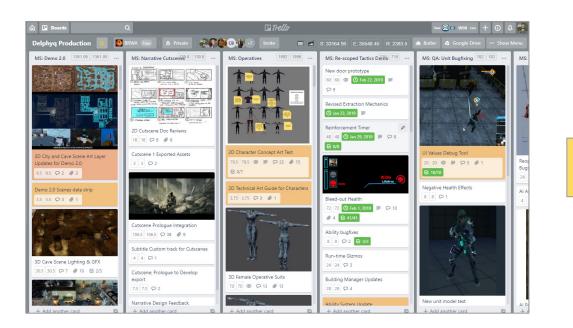
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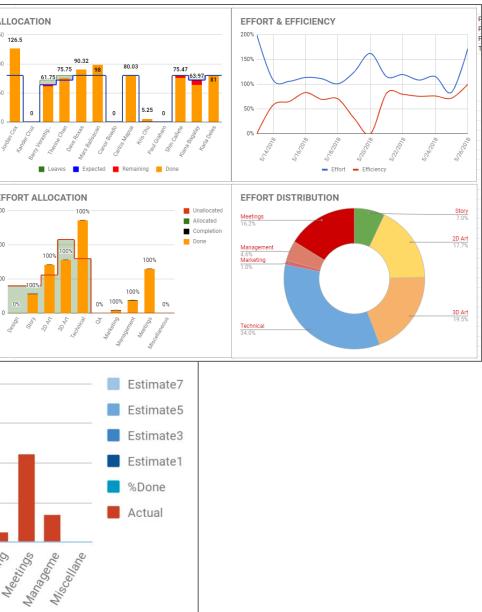


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Criminal King redux	31.32	32.85	37.44	16.9	32.49	35.04	18.28	31.77	40.16	18.23	8.2
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Delphyq Marketing						44	4		7	1	4
Delphyq Outsource					7	16	20	16	30		
Delphyq Production	365.5	226.5	289.75	175	245	330	354	346.5	312.75	300	294
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Delphyq Technical					1						
Jewel Knights	10.5	10.8	8.02	10.18	10.5	10.2	12.75	6.39	8.5	9.24	9.5
Stuck in the Present Art	1.98	1.31	1.09	1.54	2	2					
Stuck in the Present Production			4			3	3				
Stuck in the Present Story	2.6							1.79	3.09	2.94	6.76
The Glove redux	54.06	26.67	39.81	27.26	52.79	55.17	77.49	69.42	62.37	75.02	88.06
	501.96	346.13	432.11	254.88	374.78	495.41	508.52	503.87	511.87	426.43	474.52



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	501.96	346.13	432.11	254.88	374.78	495.41	508.52	503.87	511.87	426.43	474.52	

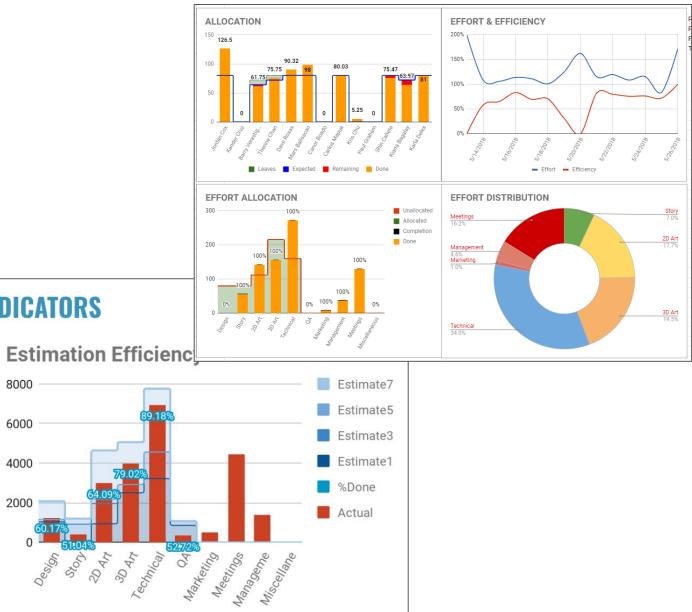
### **PERFORMANCE INDICATORS**



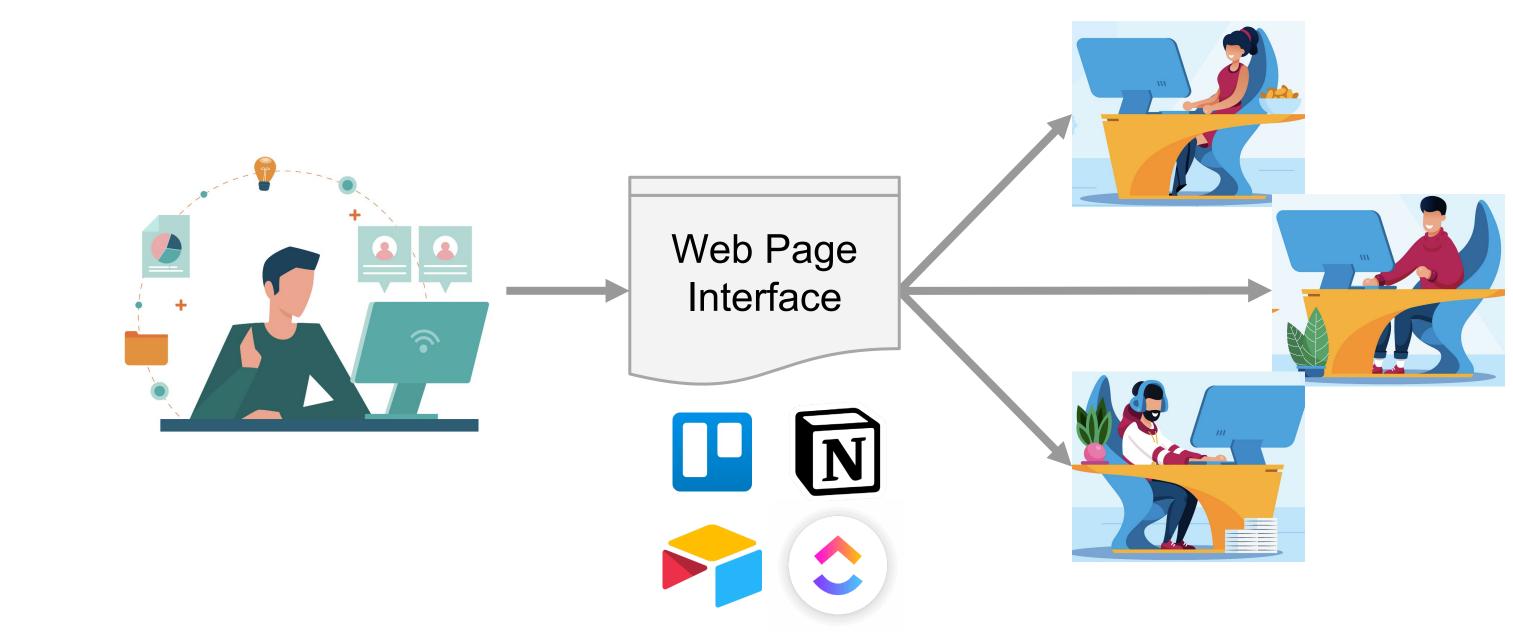
7 Major changes on estimates and targets

Refactoring

- Lack of prior planning
- Unforeseen depth
- Design updates
  - Due to scope analysis • Exploration of project
  - scope
- Team member changes
- Hiring impediments Lack of qualified
  - applicants

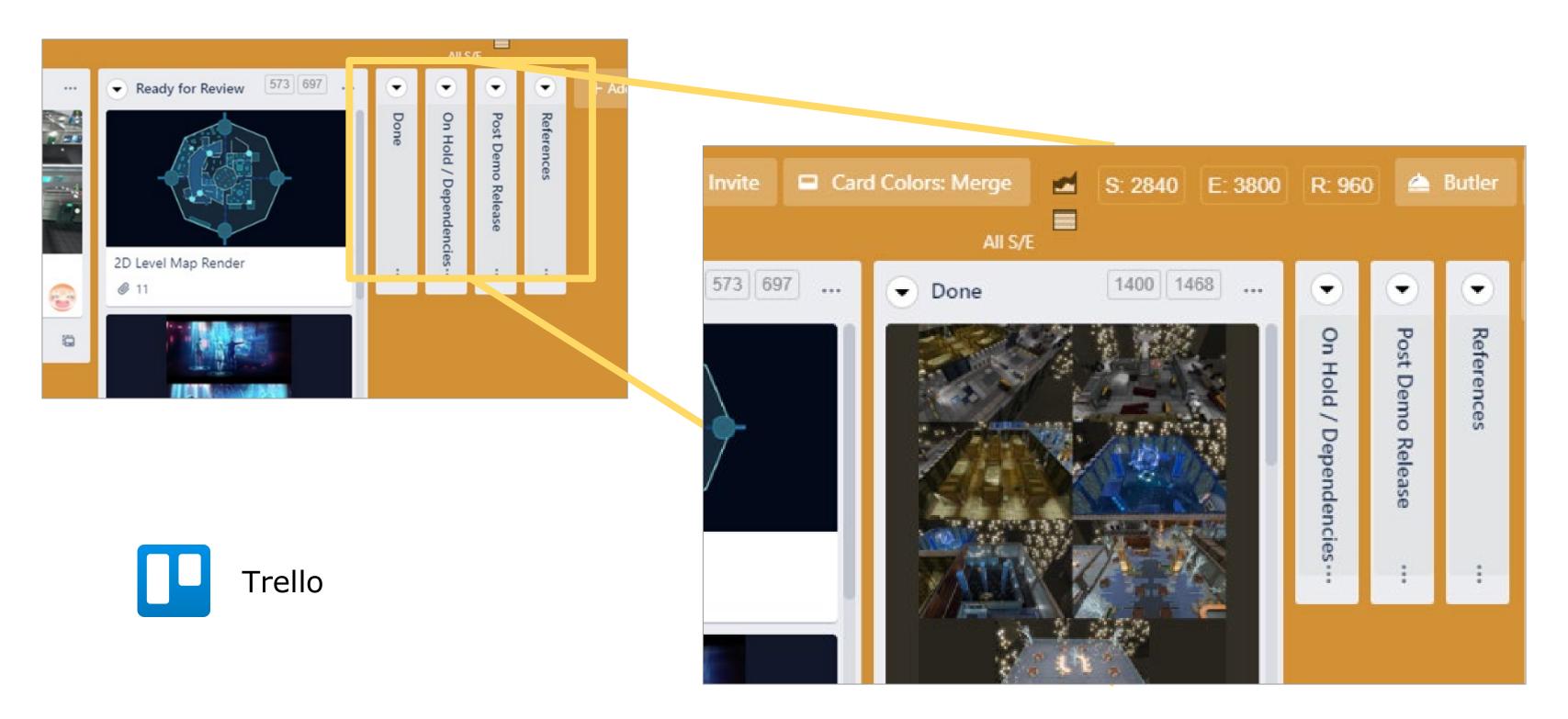


## **Tip 4: Interface Customization**









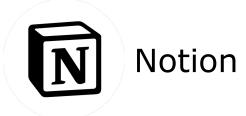


### **High Level Design Takeaways:**

- ► Level Balance / Design Approach:
- houghts on Combat design:
- Things that still need to be balanced:
- Place objectives in a wide open areas to prevent players from
- ► Free agents are the only ones who can open doors.

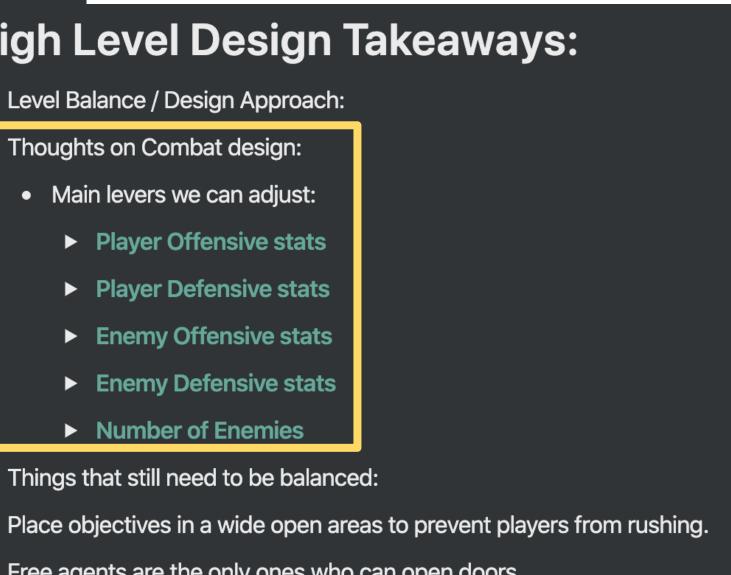
### Change Log / New Build

- ▶ v0 19/7/11 : Initial
- v1 19/7/18 Initial objective distribution



### **High Level Design Takeaways:**

- Level Balance / Design Approach:
- Thoughts on Combat design:  $\mathbf{\nabla}$ 
  - Main levers we can adjust:
    - Player Offensive stats
    - Player Defensive stats
    - Enemy Offensive stats
    - Enemy Defensive stats
    - Number of Enemies
- Things that still need to be balanced:
- Free agents are the only ones who can open doors.

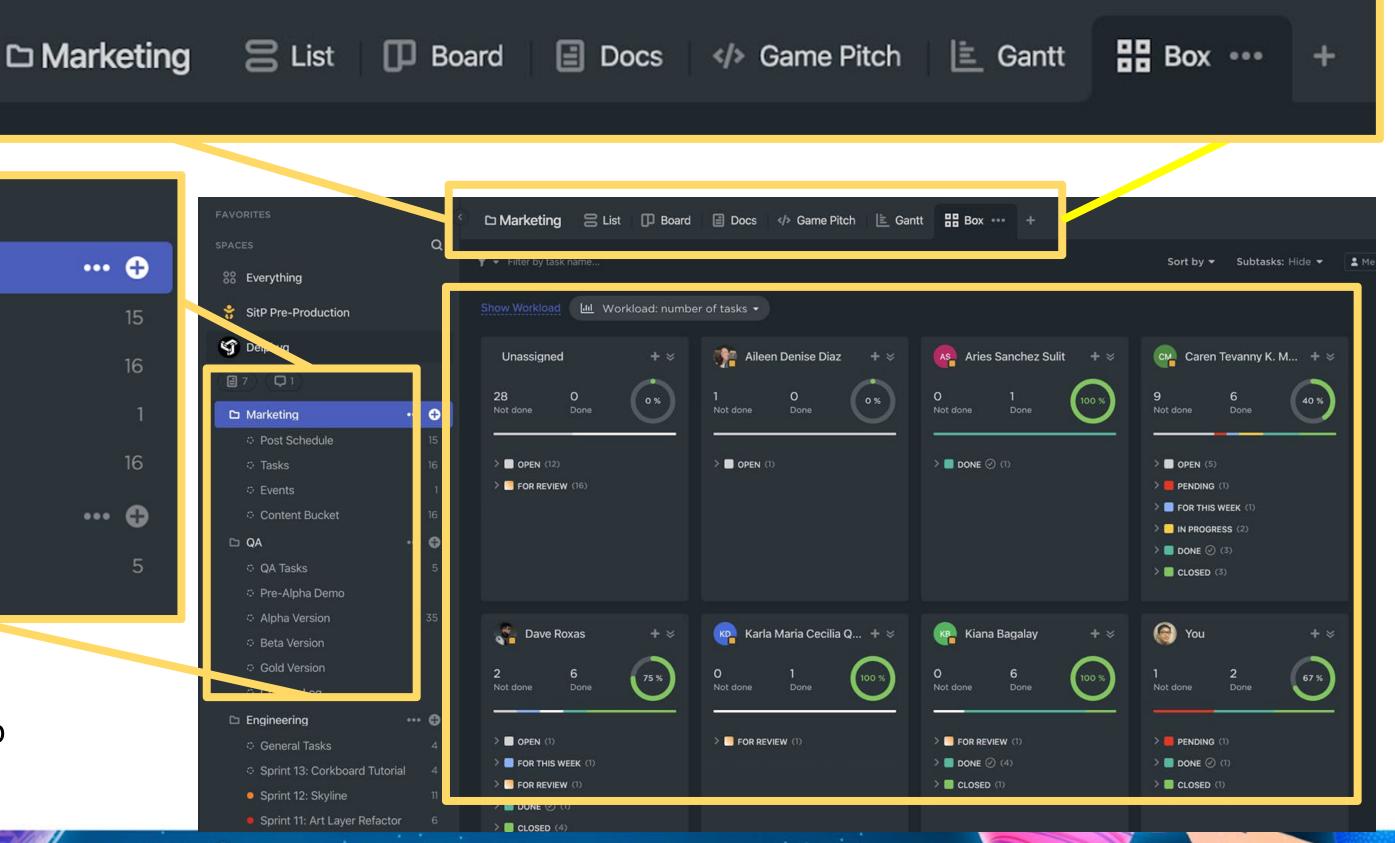


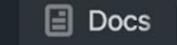




### 7 $\mathbf{Q}$ 1 Marketing ••• 🔂 Post Schedule 15 Tasks 16 Events Content Bucket 16 🗅 QA ••• 🔂 QA Tasks 5 C Dro Alpha Dom

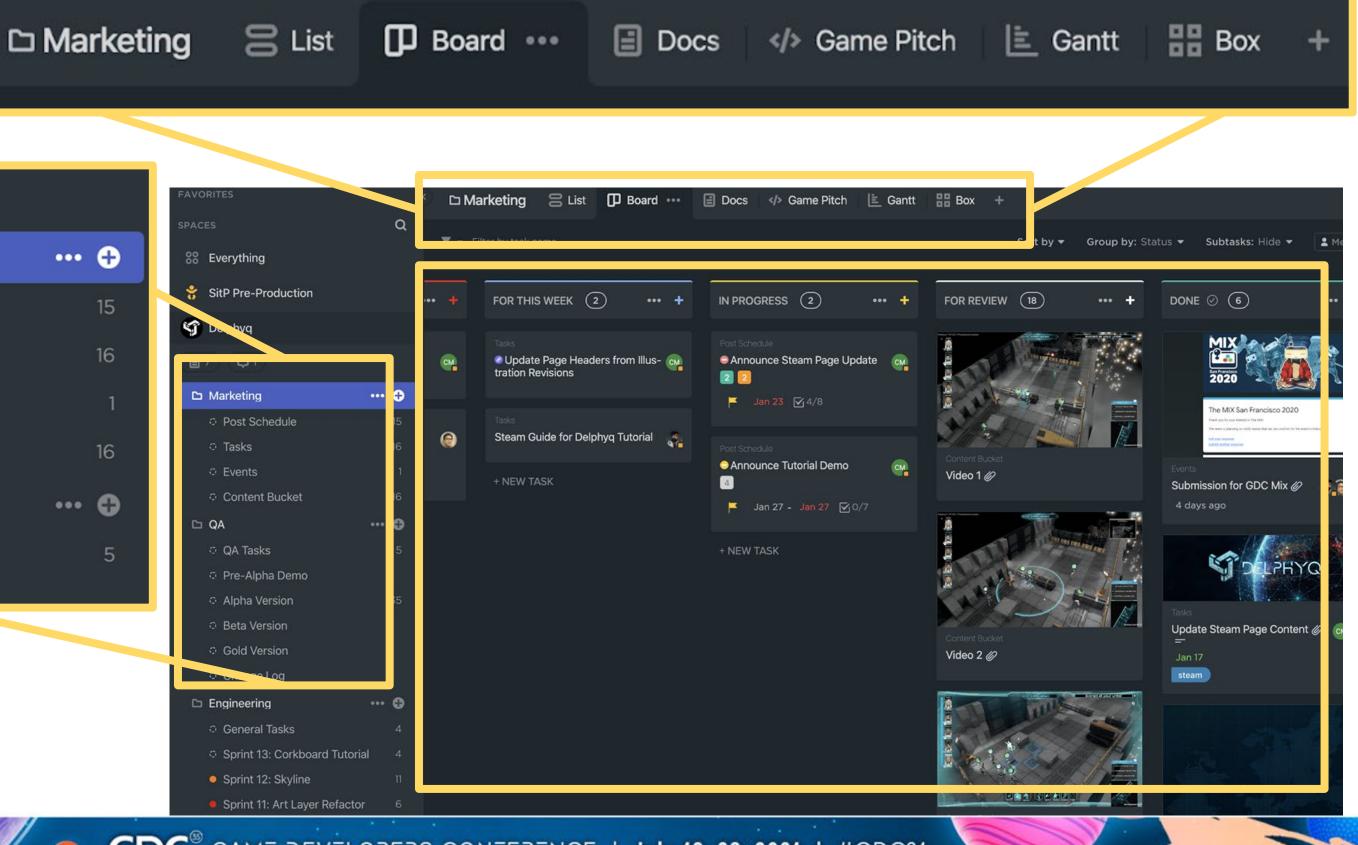
Clickup







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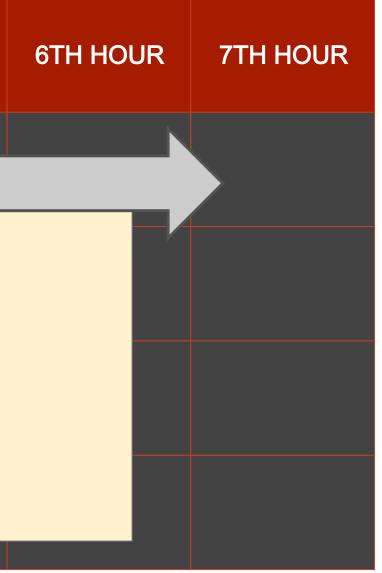


## Tip 5: Long Meetings



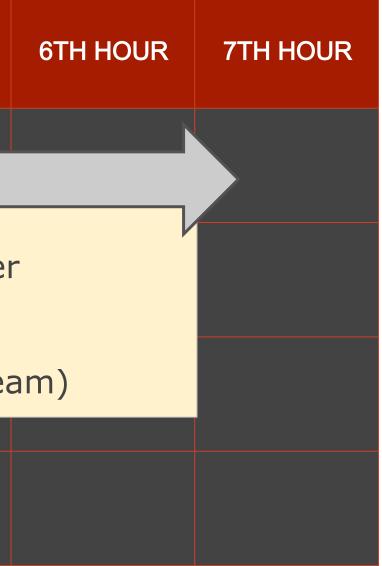


1ST HOUR	2ND HOUR	3RD HOUR	4TH HOUR	5TH HOUR					
Director									
Producer									
Designers									
Engineers									
Artists									

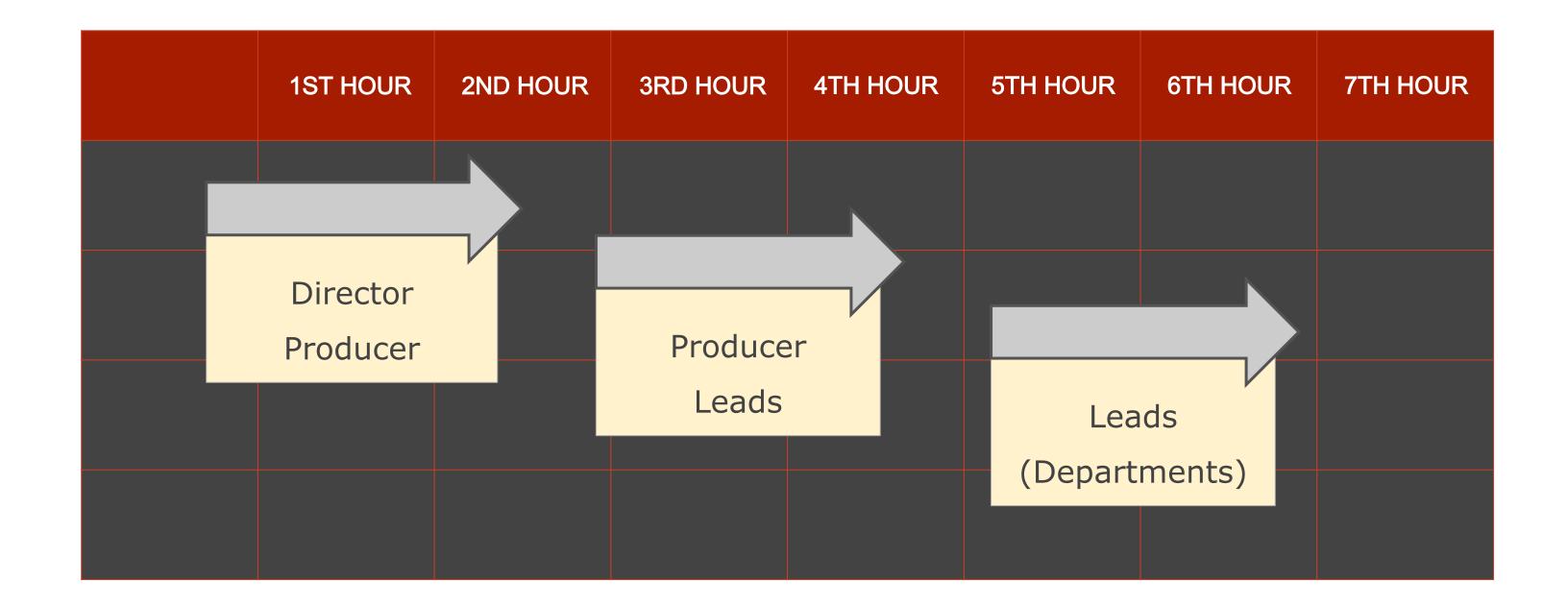




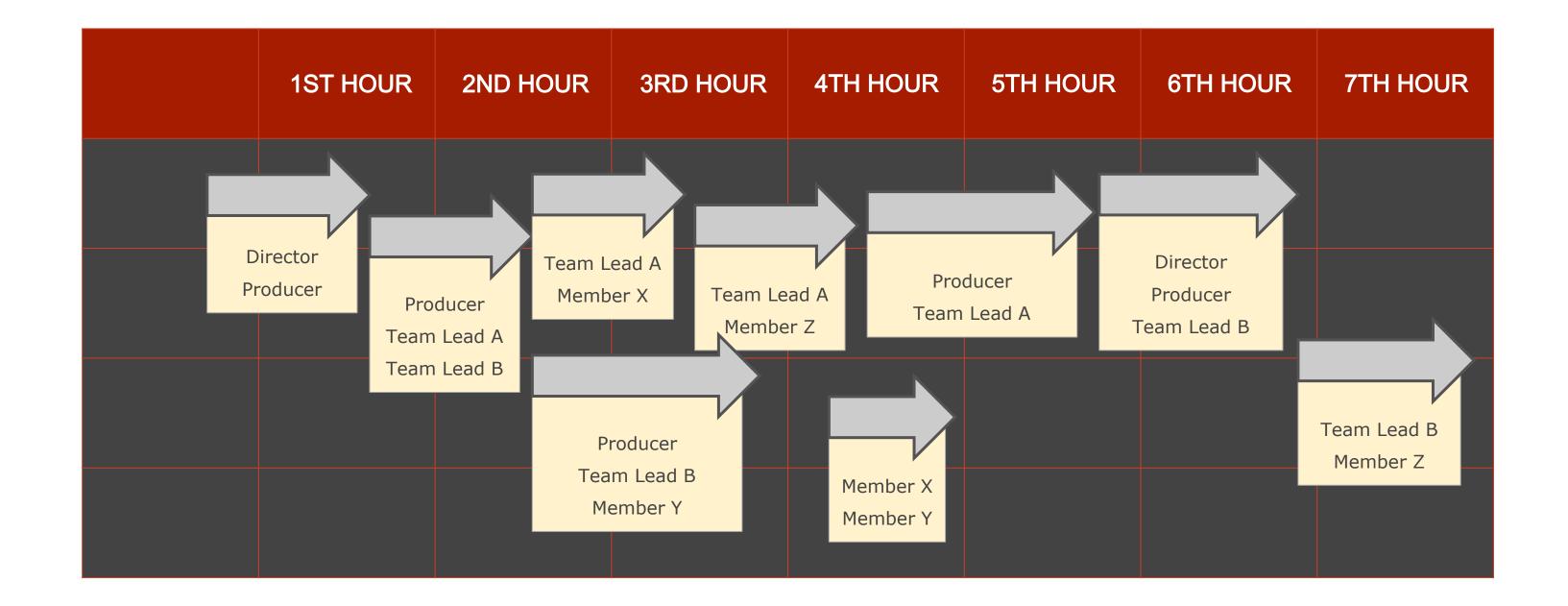
1ST HOUR	2ND HOUR	3RD HOUR	4TH HOUR	5TH HOUR		
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Eng	Lead					
Art	Lead					











## **RACI** Matrix

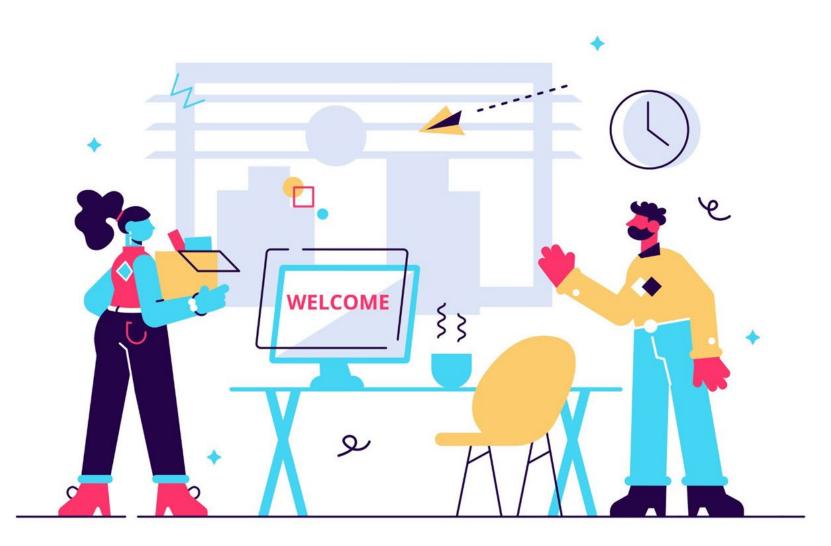
Responsible **Accountable** Consulted Informed

	Project Owner	Scrum Master	Lead Artist	Lead Engineer	Consultant
Define Feature Scope	R	Α		С	С
Assess risk	I	Α	R	R	С
Create design	I	I	R	С	Α
Execute Prototype	l	Α		R	I
Approve Performance Requirements	R			С	Α



## Tip 6: Familiarity = Speed

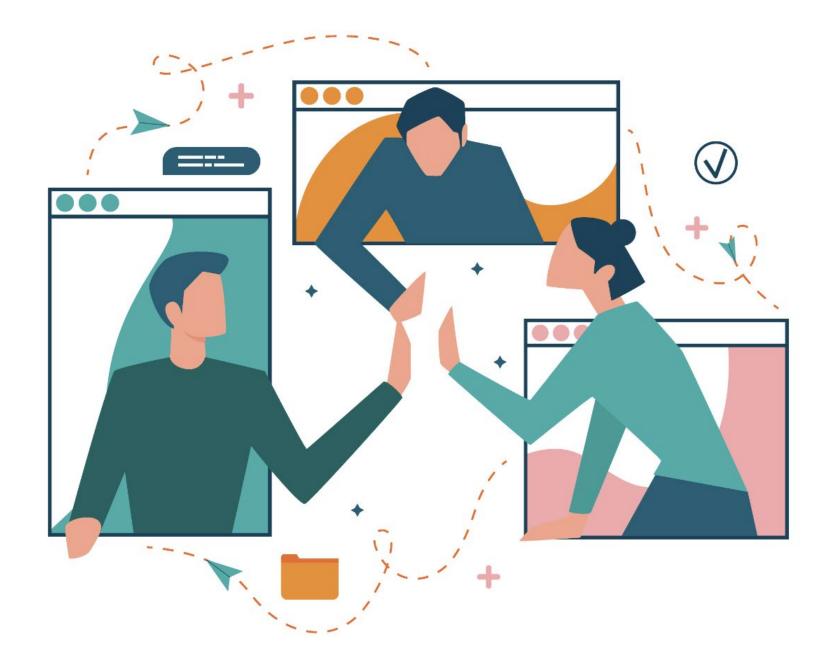
- Onboarding is crucial
- Regular checks
- Engage





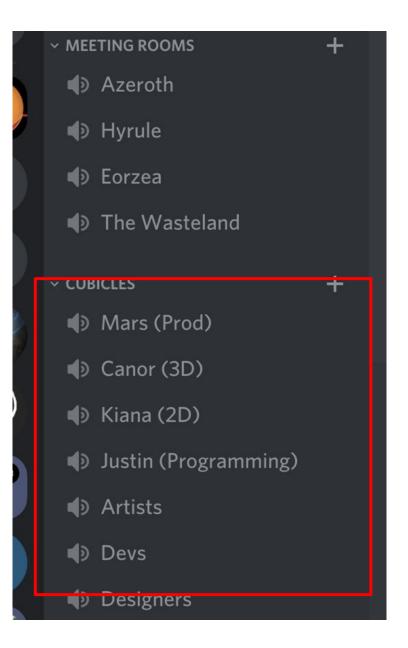


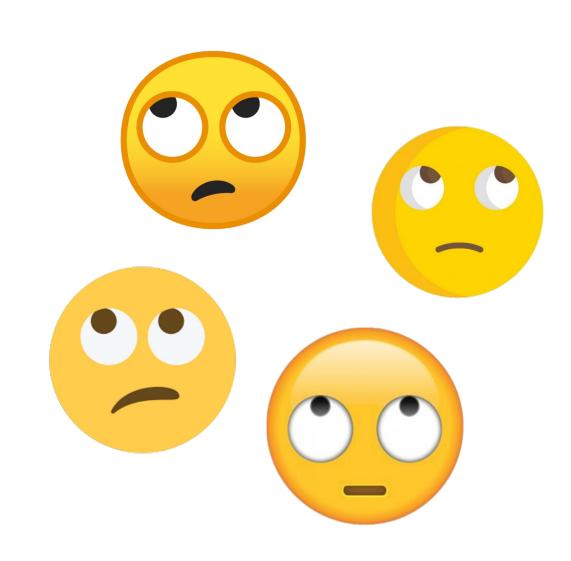
- Collaboration happens in workspaces
- gets faster over time





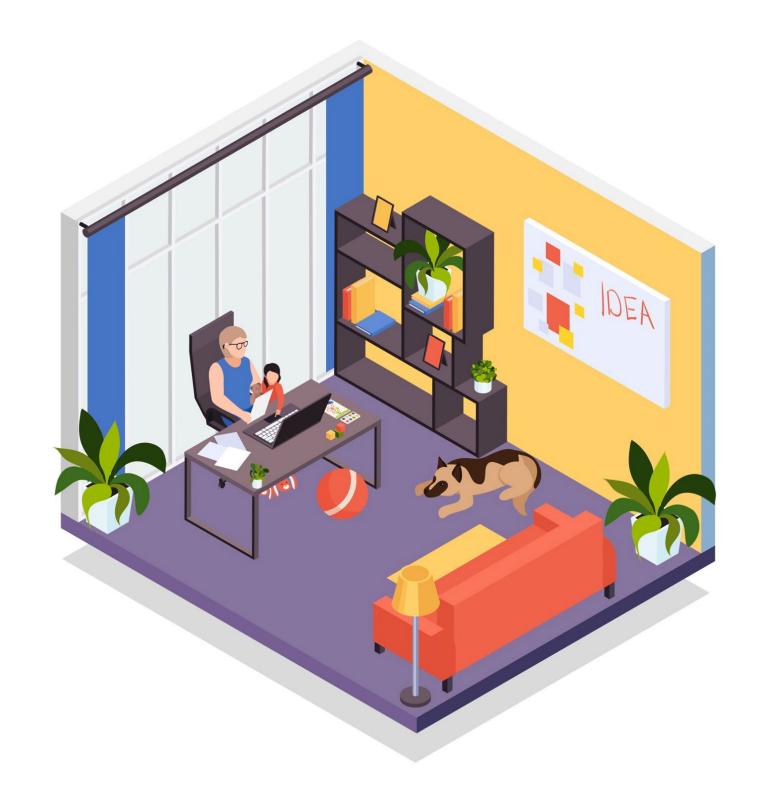
## Tip 7: Attendance



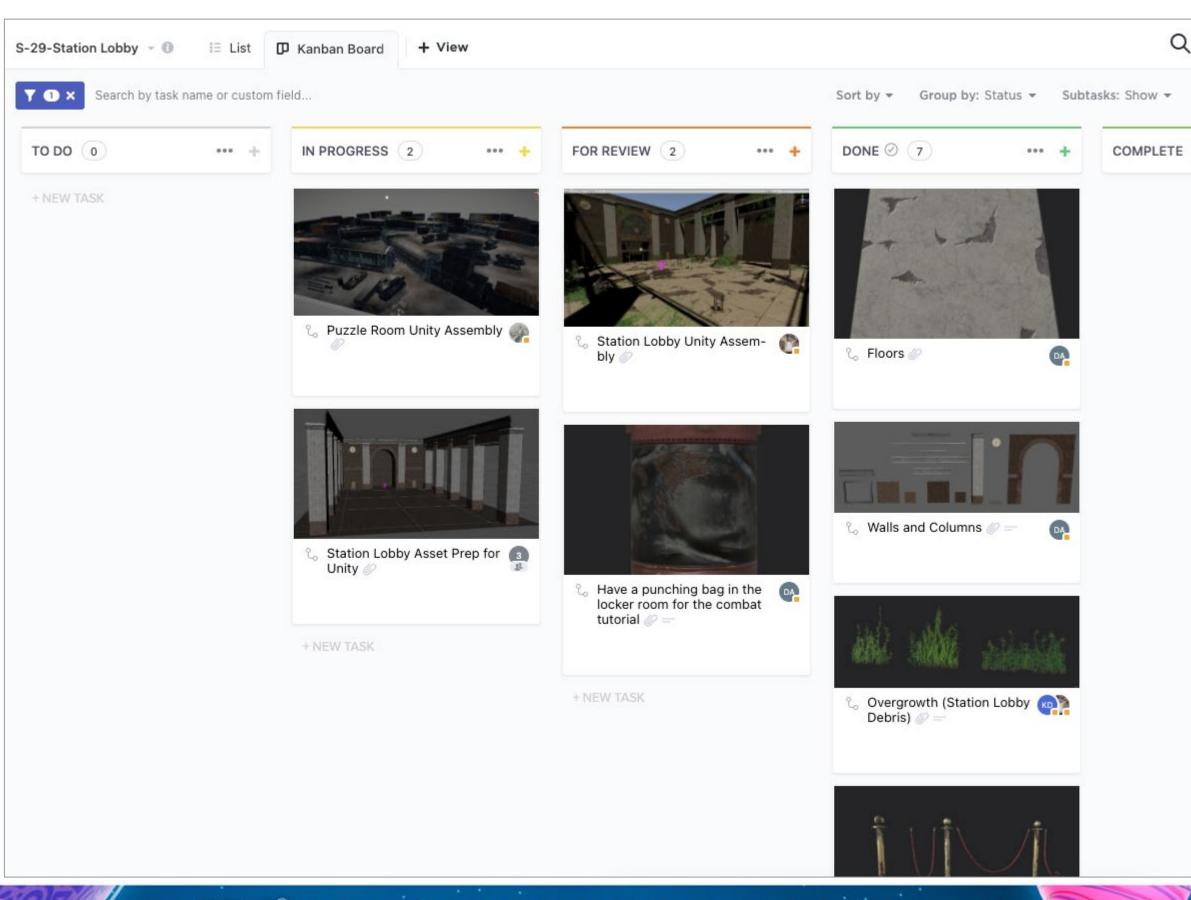




- Allow for flexibility
- Acknowledge difference in environments









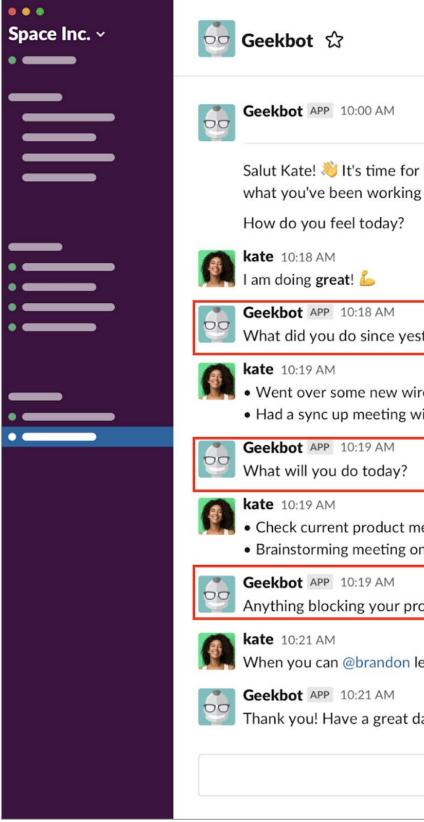
## Tip 8: regular checkups!











Daily in #status. Please share Quick Action ~
terday?
reframes with Brandon ith Daniel for the new marketing campaigns
etrics and re-create all dashboards n how to boost internal user growth ogress?
et's talk about the status of the new landing pages ay 送





# őfficevibe

### ACME Inc.

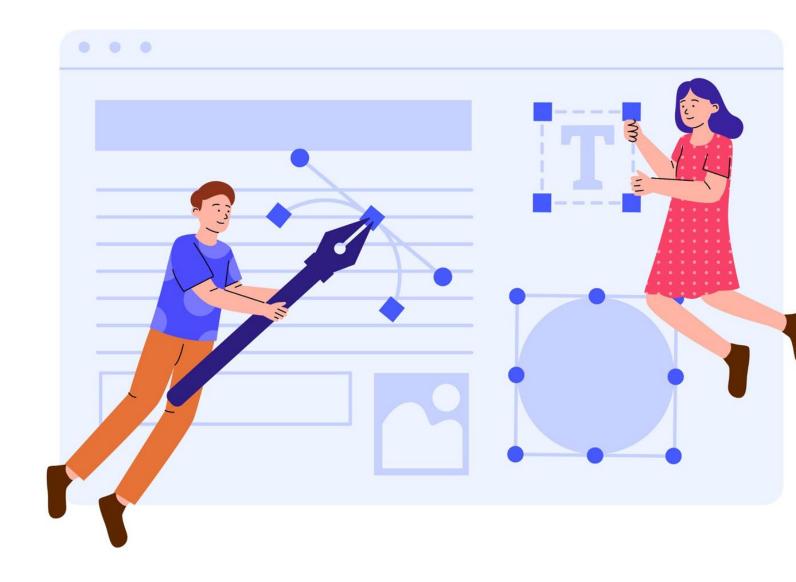
Insights Reports Participation Group Comparison Engagement Feedback Polls Improve Manage Admin







## Bonus tip: Watch out for features

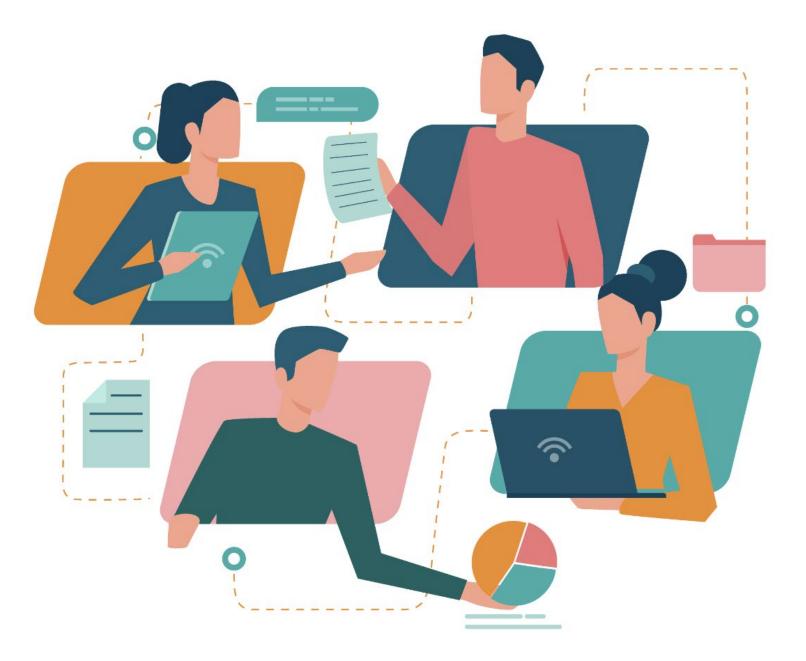






# Summary

- Automation as much as possible
- Problem solving with the team as much as possible
- Don't forget your team's morale





# Thank you!

**GD**(

Keep in touch!

Email: <u>mars@embersail.com</u> Twitter: @hearth2mars

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