

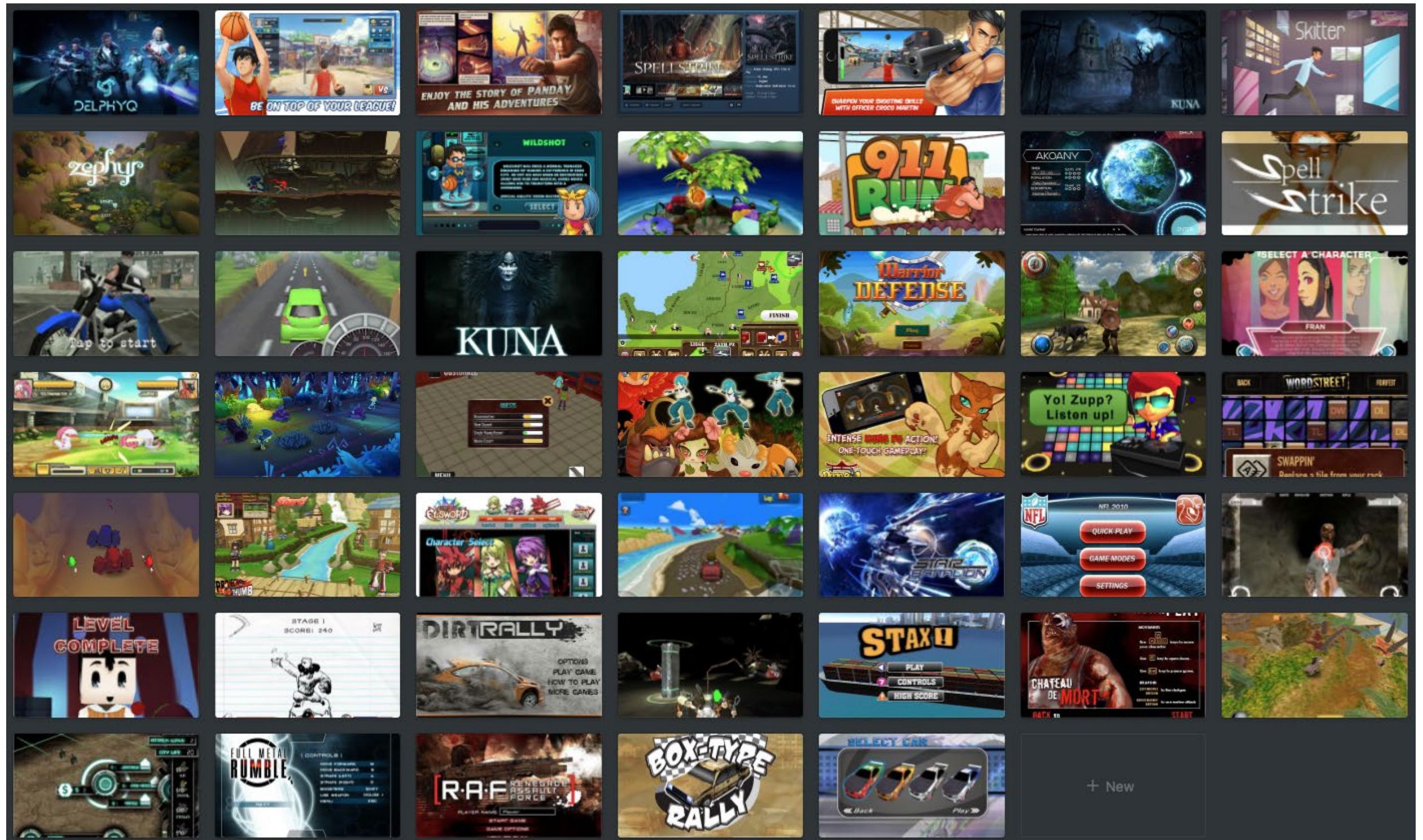
# Optimizing Remote Production For Your Studio

Mars Balisacan  
Production Director, Embersail Studios



# Mars Balisacan

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







STORE COMMUNITY ABOUT SUPPORT

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+ Categories

Points Shop

News

Labs

search



All Games > Strategy Games > Delphyq

## Delphyq

Community Hub



Delphyq offers a unique Real-time Strategy & Tactics experience, that puts you in the seat of the "Mastermind." It requires you to analyze the current situation, evaluate available resources and choose the missions wisely, before planning and executing game-altering attacks.

ALL REVIEWS: No user reviews

RELEASE DATE: 2021

DEVELOPER: Dusk Wave Arts LLC

PUBLISHER: Dusk Wave Arts LLC

Popular user-defined tags for this product:

RTS

Turn-Based Strategy

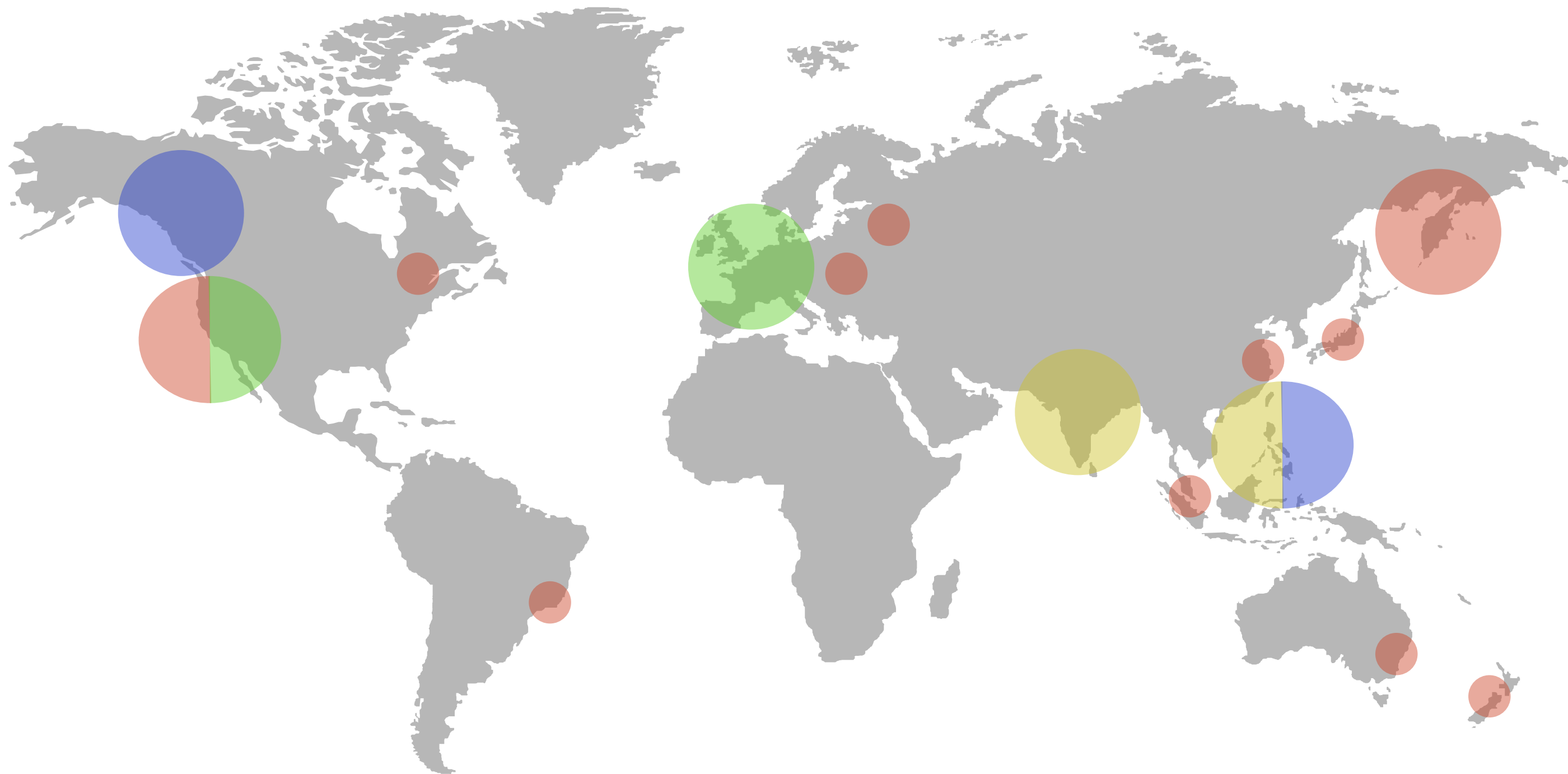
RPG

Strategy RPG



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# DISTRIBUTED TEAMS



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

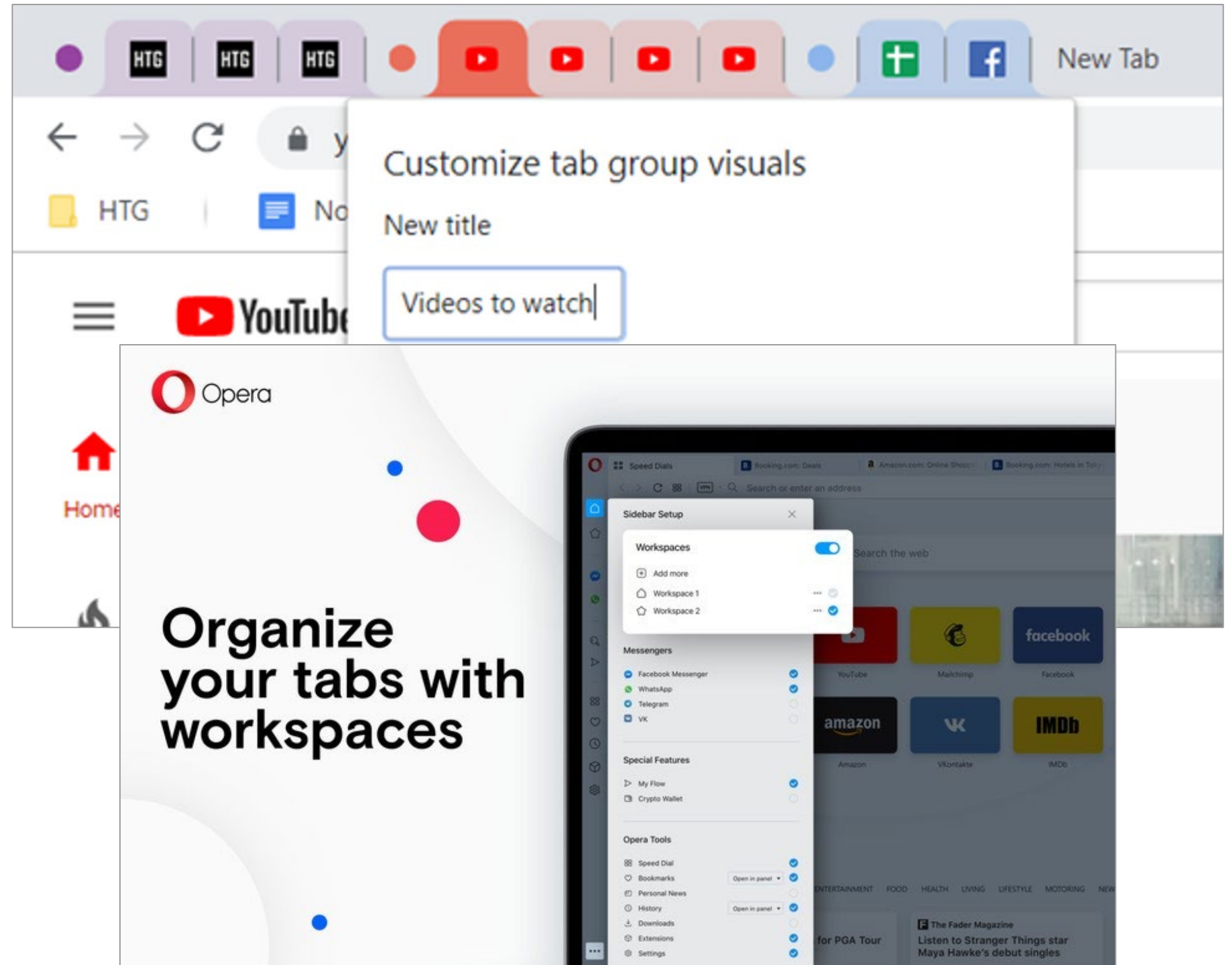


# Tip 1: It's All Digital!





- Chrome: Tab groups
- Opera: workspaces

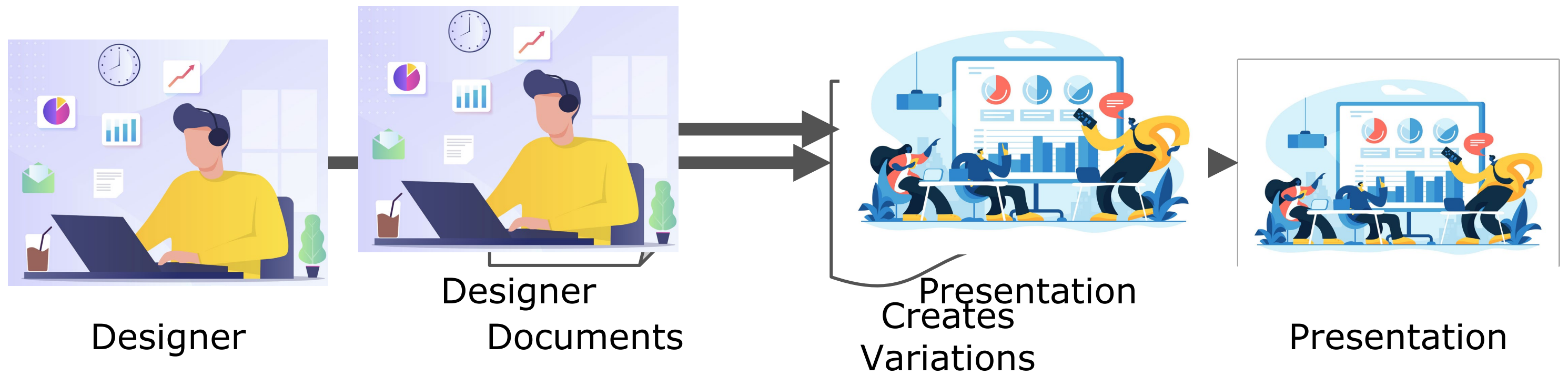


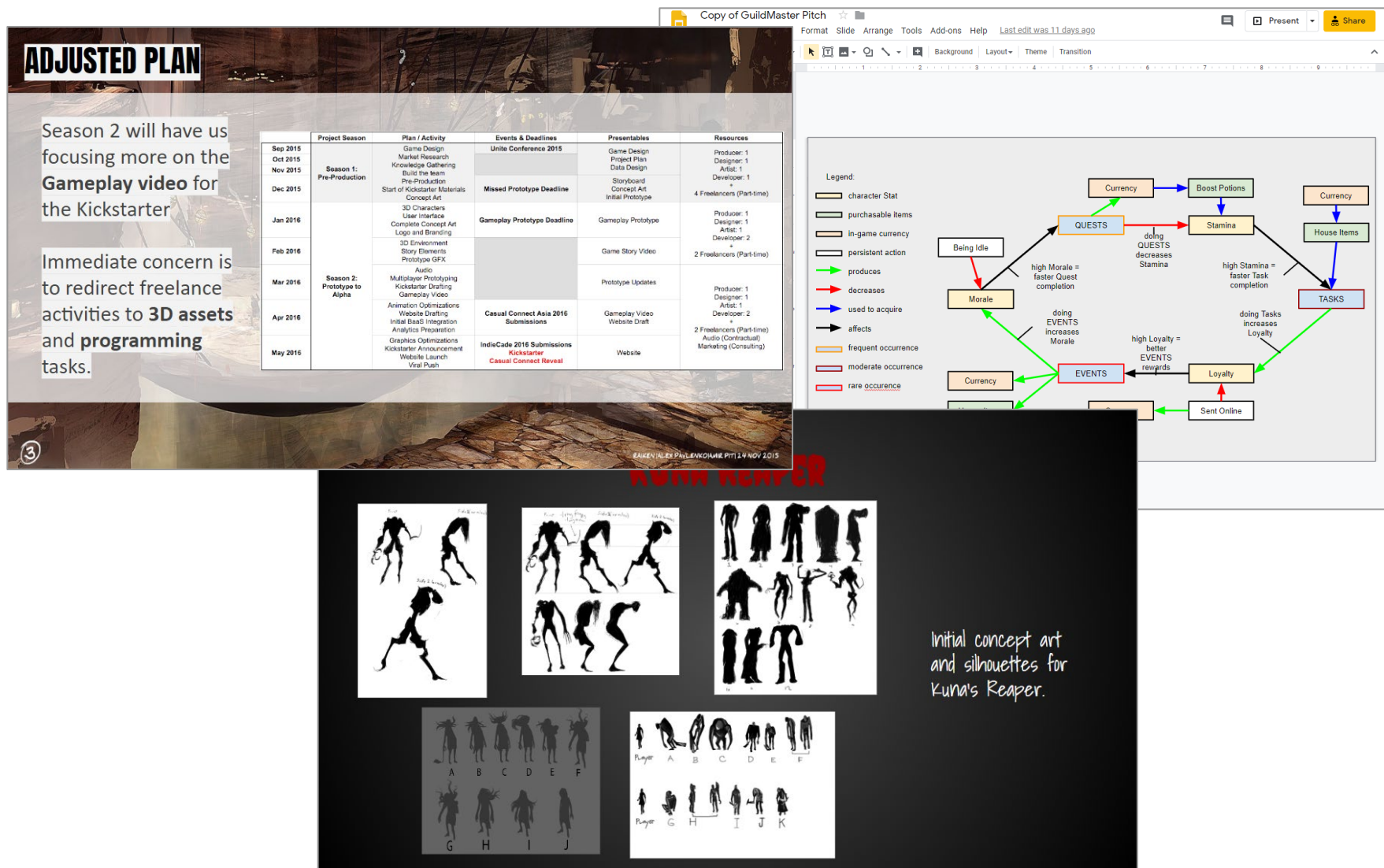
# Tip 2: Aim to Present

Always be ready to  
present







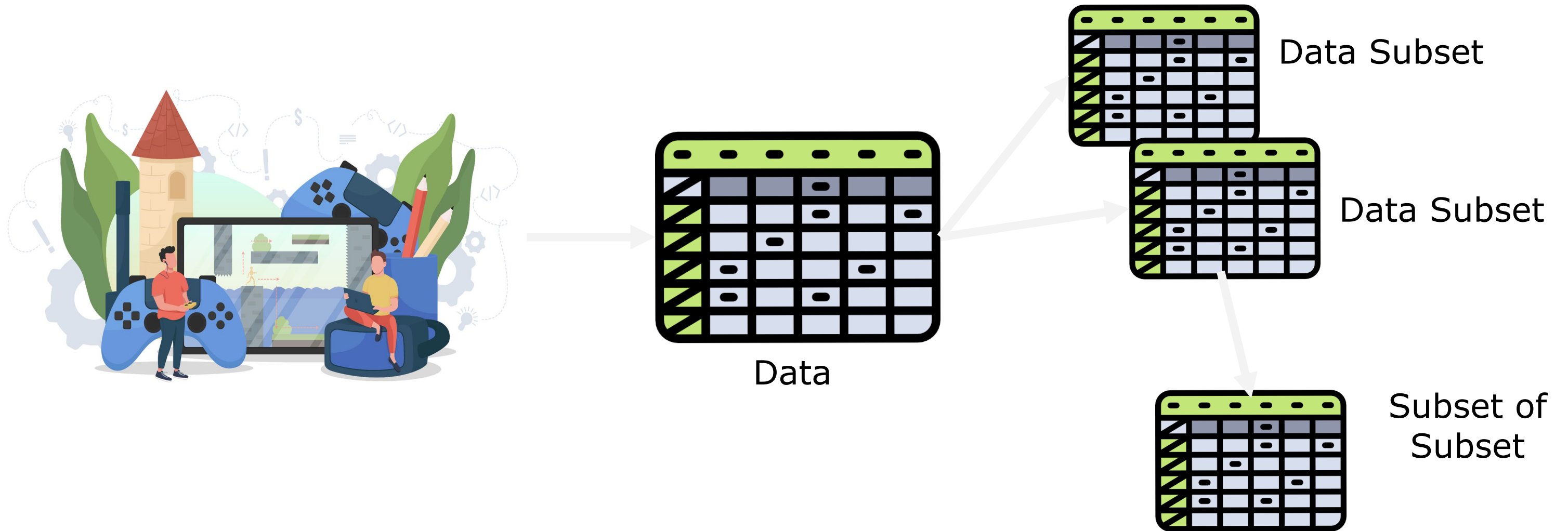




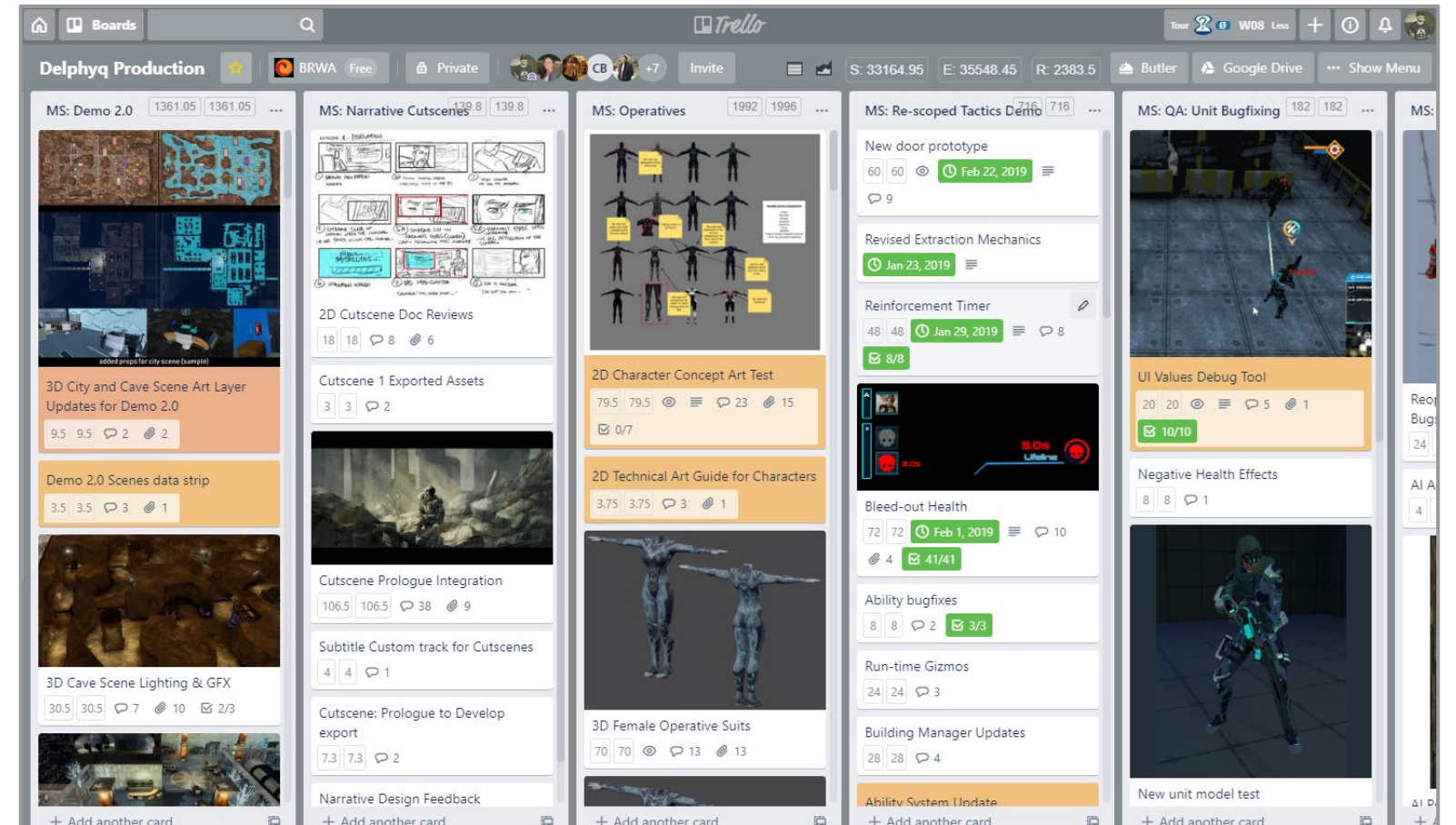
# Tip 3: Centralizing Information

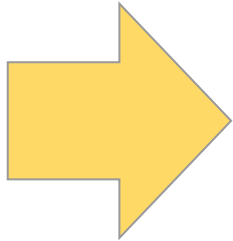
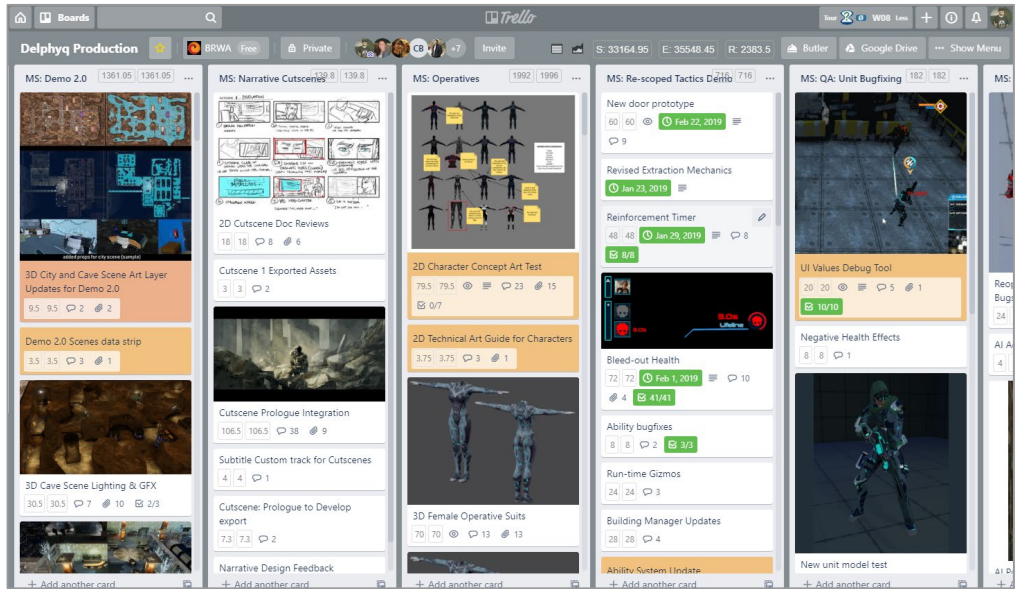


```
=ImportRange
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Query

Report - Plus for Trello

Group byS/E rowsPivot byWeekOrder byDateSinceAdvancedWeek start2019-W09Week end2019-W19Date startbegins with...Date endbegins with...Usercontains...Teamcontains...Boardcontains...Listcontains...

Notecontains...ArchivedNot ArchivedDeletedNot DeletedE. typeAll

Options (click)

ReportSpent By UserSpent By BoardChart

underoverSmooth format

Board	2019-W19	2019-W18	2019-W17	2019-W16	2019-W15	2019-W14	2019-W13	2019-W12	2019-W11	2019-W10	2019-W09
BRWA Management									8	12	
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
Delphyq Art	20	32	32	24	24		8	20	32		64
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
Delphyq QA	16	16	20				11	12	8	8	
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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Query

Report - Plus for Trello

Group by

S/E rows

Pivot by

Week

Order by

Date

Since

Advanced

Week start

2019-W09

Week end

2019-W19

Date start

begins with...

Date end

begins with...

User

contains...

Team

contains...

Board

contains...

List

contains...

Note

contains...

Archived

Not Archived

Deleted

Not Deleted

E. type

All

Options (click)

Report

Spent By User

Spent By Board

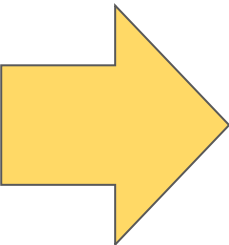
Chart

under

over

Smooth format

Board	2019-W19	2019-W18	2019-W17	2019-W16	2019-W15	2019-W14	2019-W13	2019-W12	2019-W11	2019-W10	2019-W09
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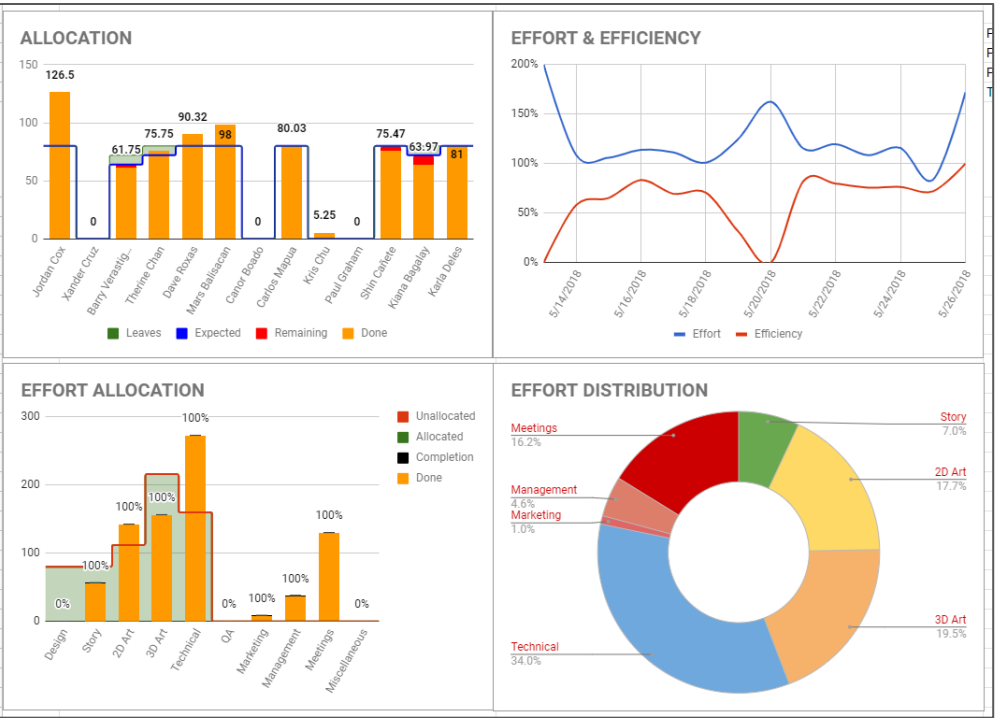
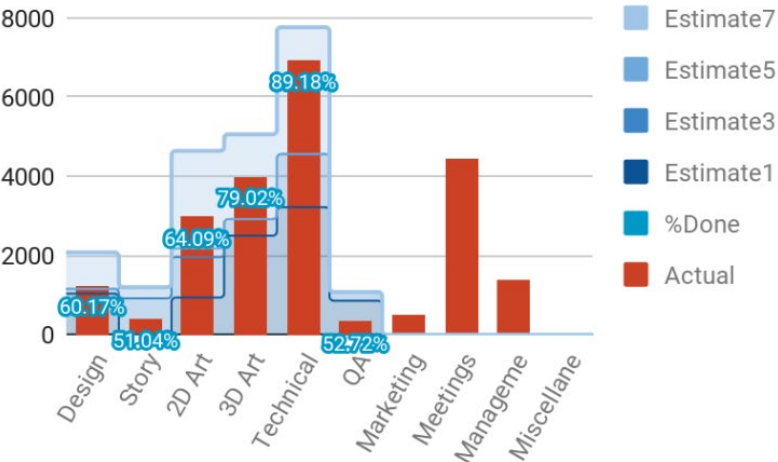


## PERFORMANCE INDICATORS

### 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

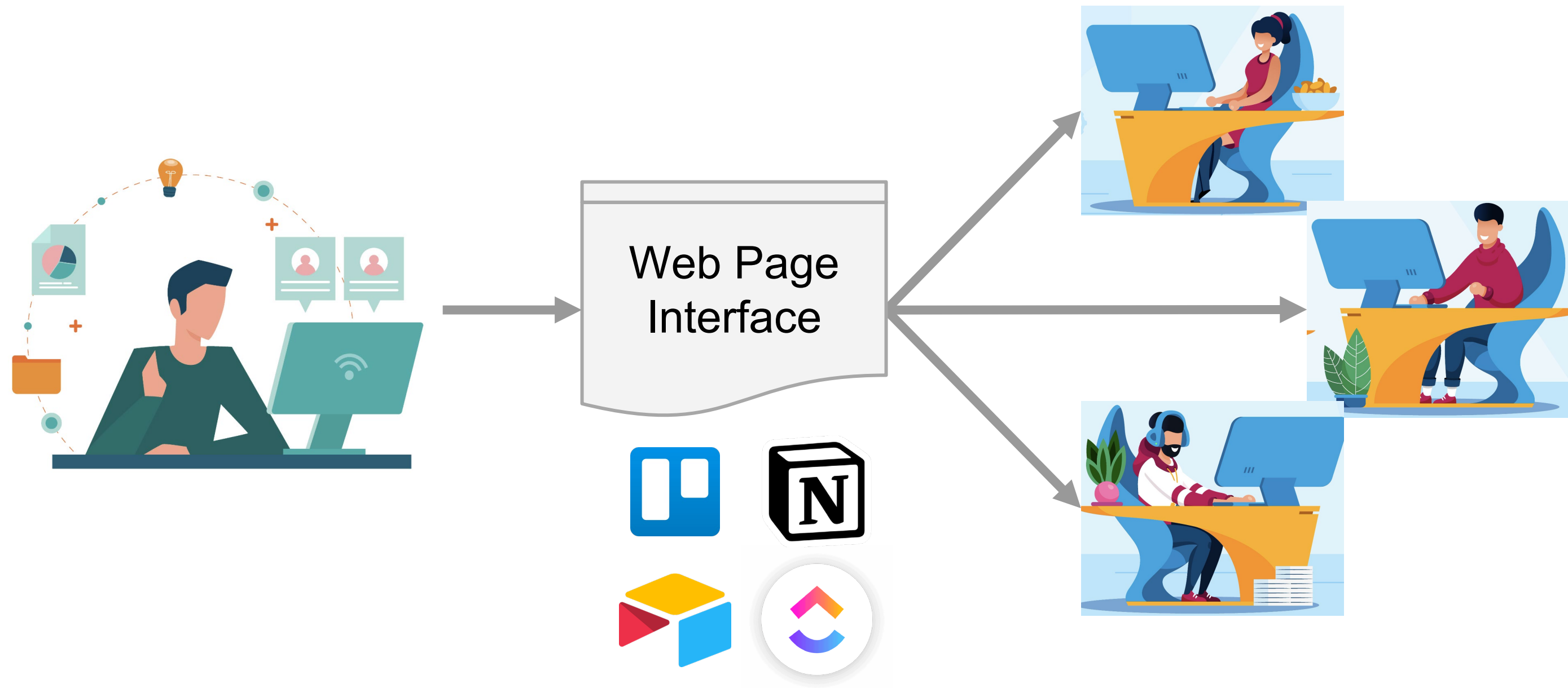
### Estimation Efficiency



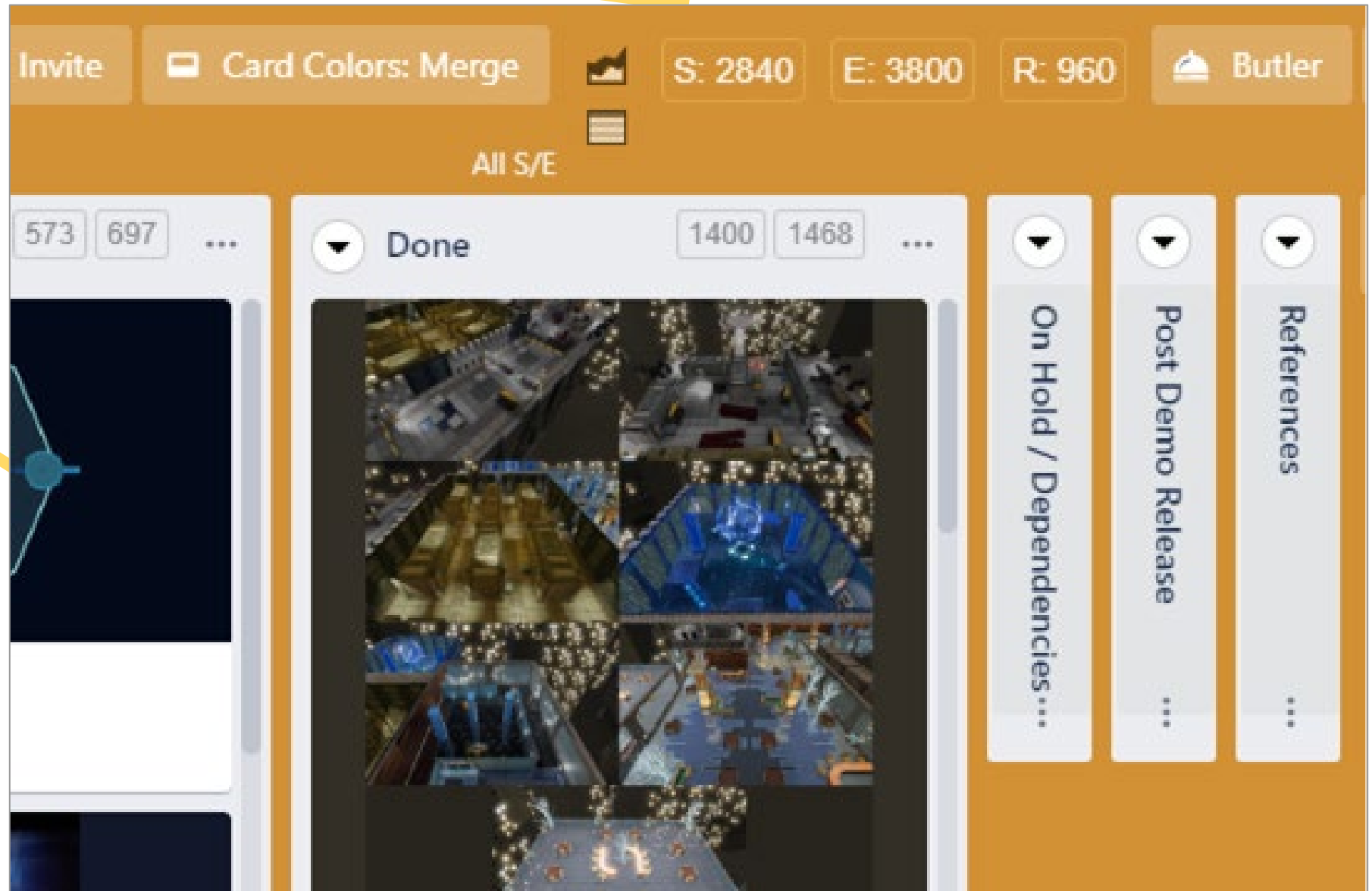
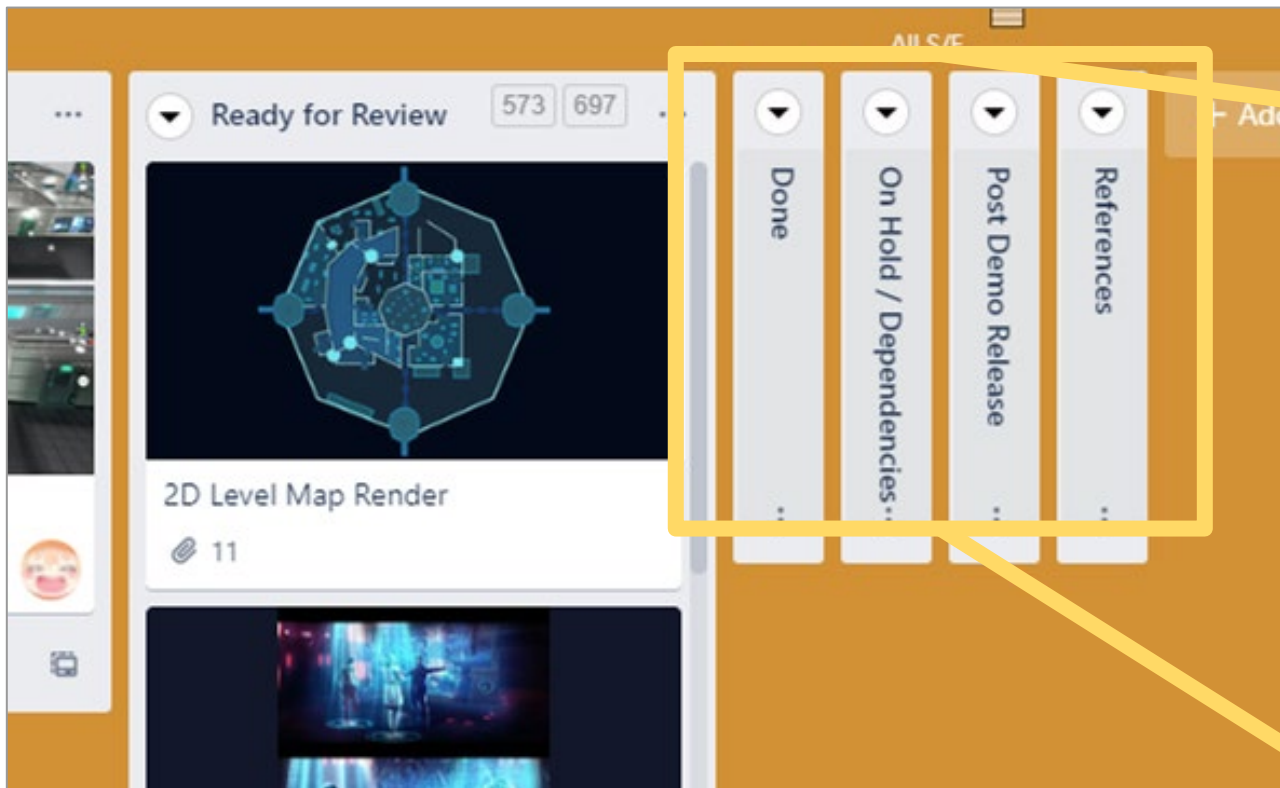
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# Tip 4: Interface Customization







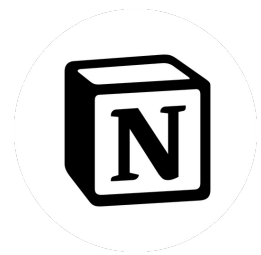
Trello

## High Level Design Takeaways:

- ▶ Level Balance / Design Approach:
- ▶ Thoughts 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



Notion

## High Level Design Takeaways:

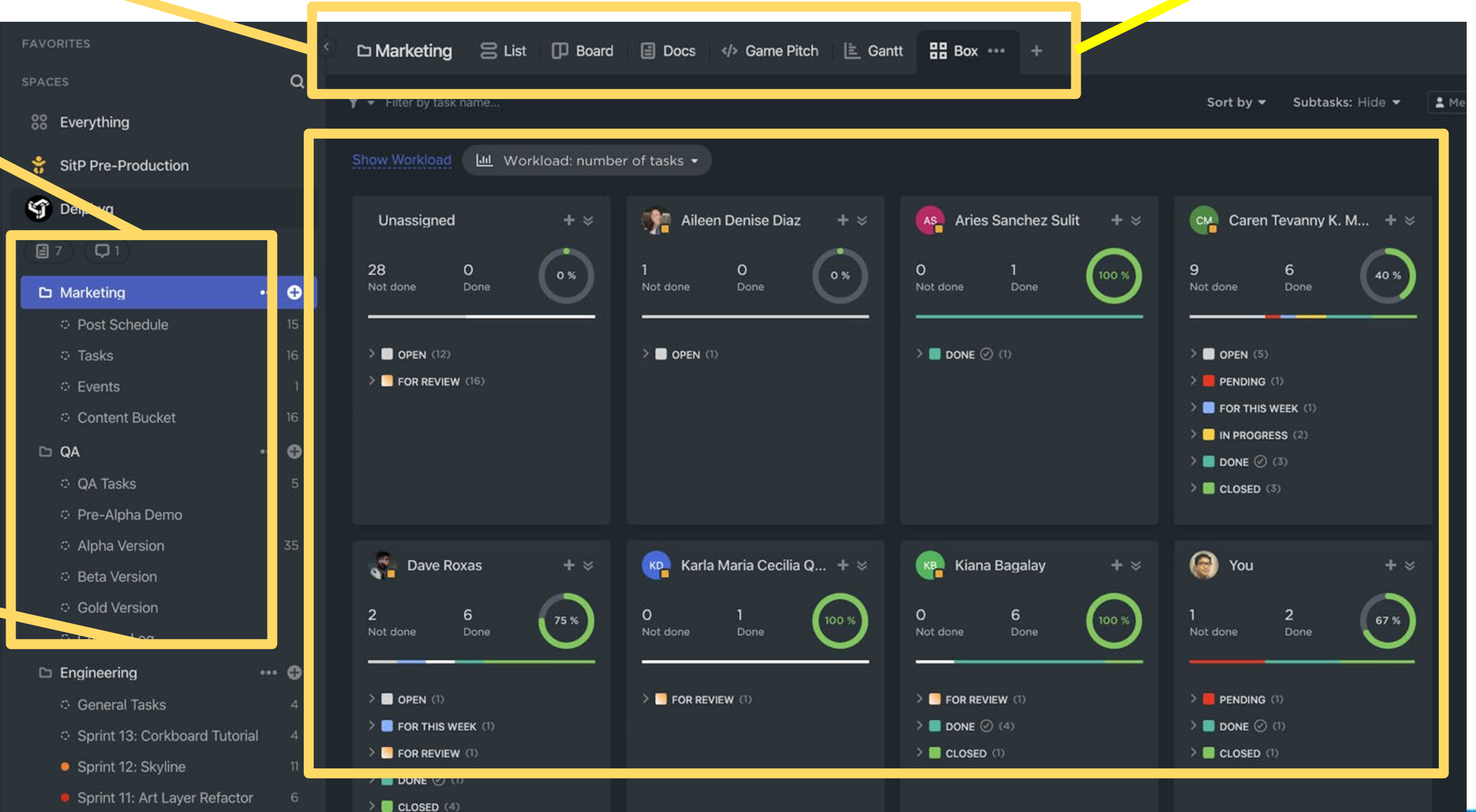
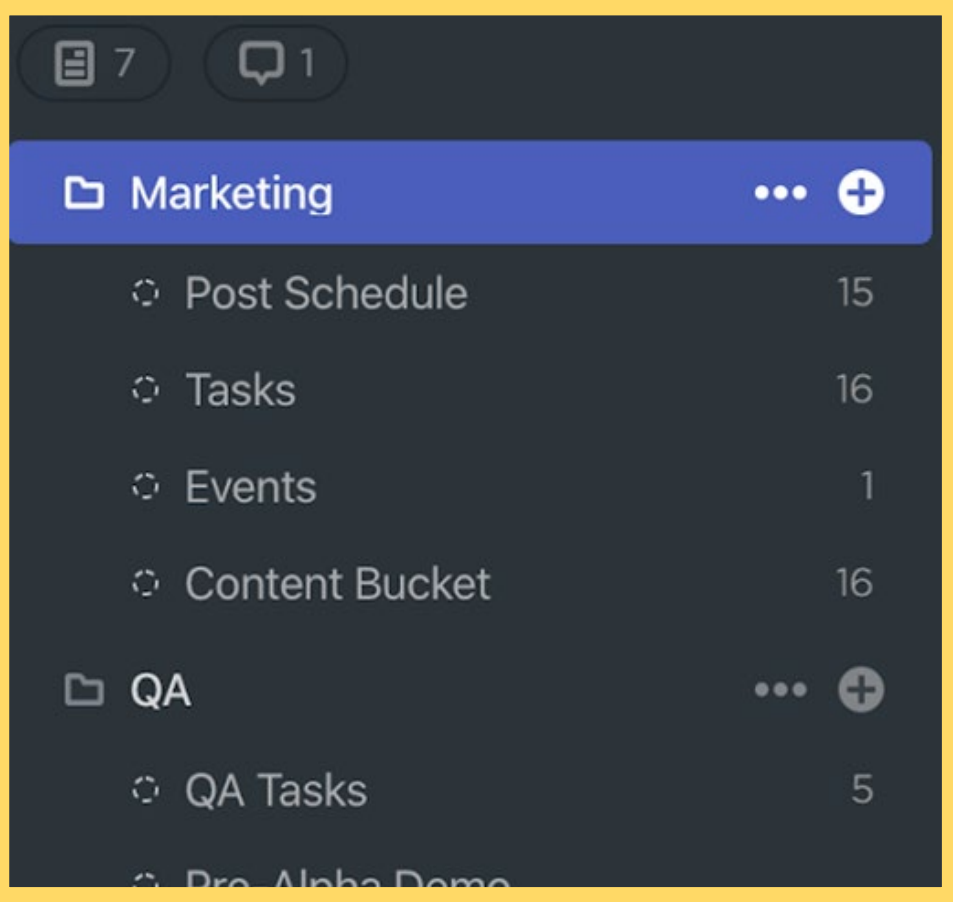
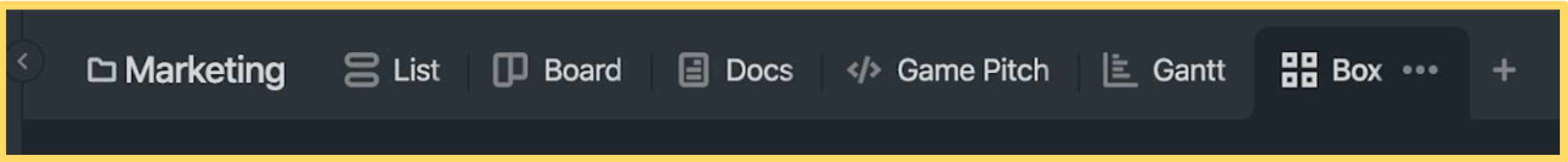
- ▶ Level Balance / Design Approach:
- ▼ Thoughts on Combat design:
  - Main levers we can adjust:
    - ▶ Player Offensive stats
    - ▶ Player Defensive stats
    - ▶ Enemy Offensive stats
    - ▶ Enemy Defensive stats
    - ▶ Number of Enemies
- ▶ Things that still need to be balanced:
- ▶ Place objectives in a wide open areas to prevent players from rushing.
- ▶ Free agents are the only ones who can open doors.



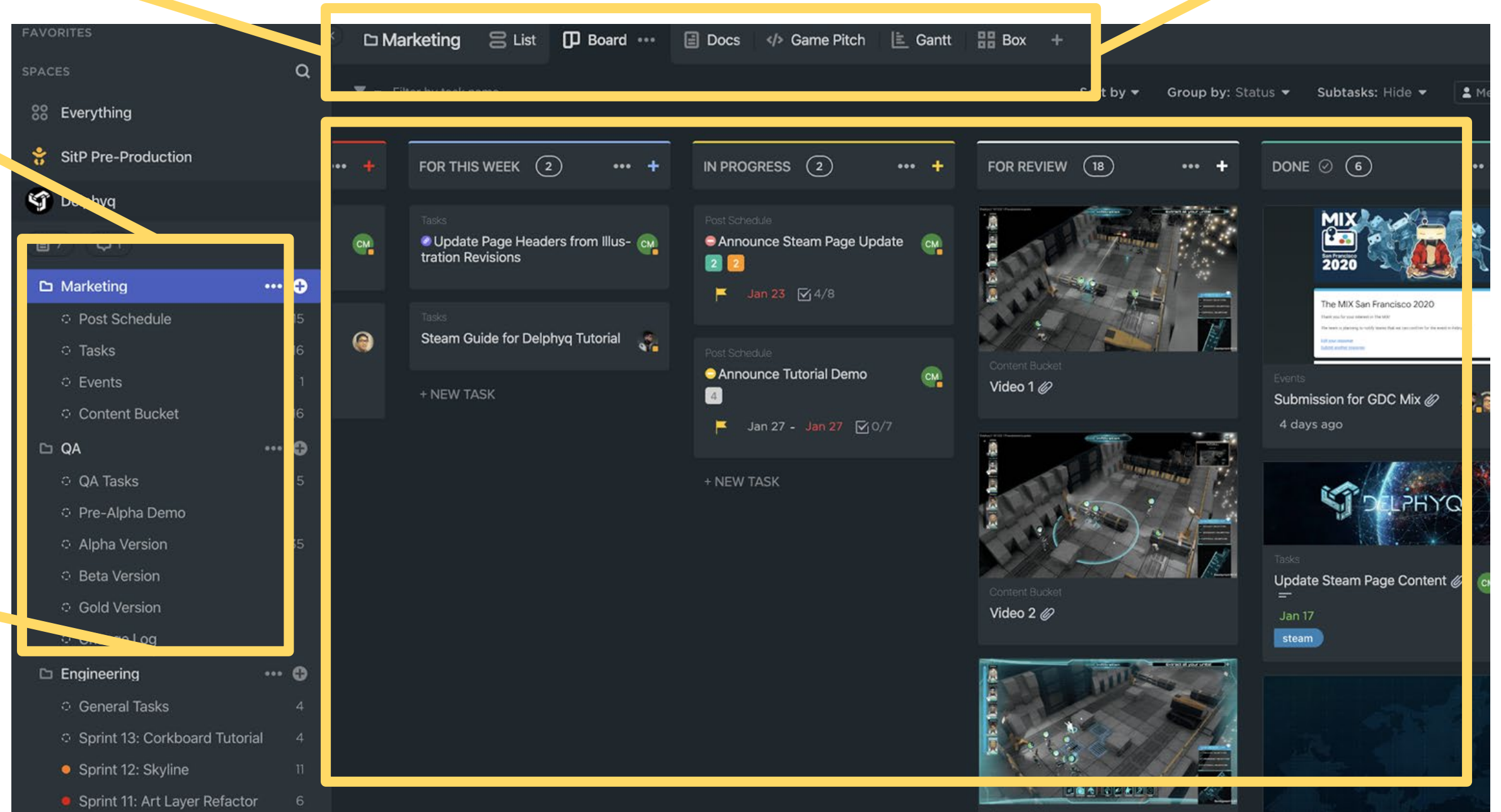
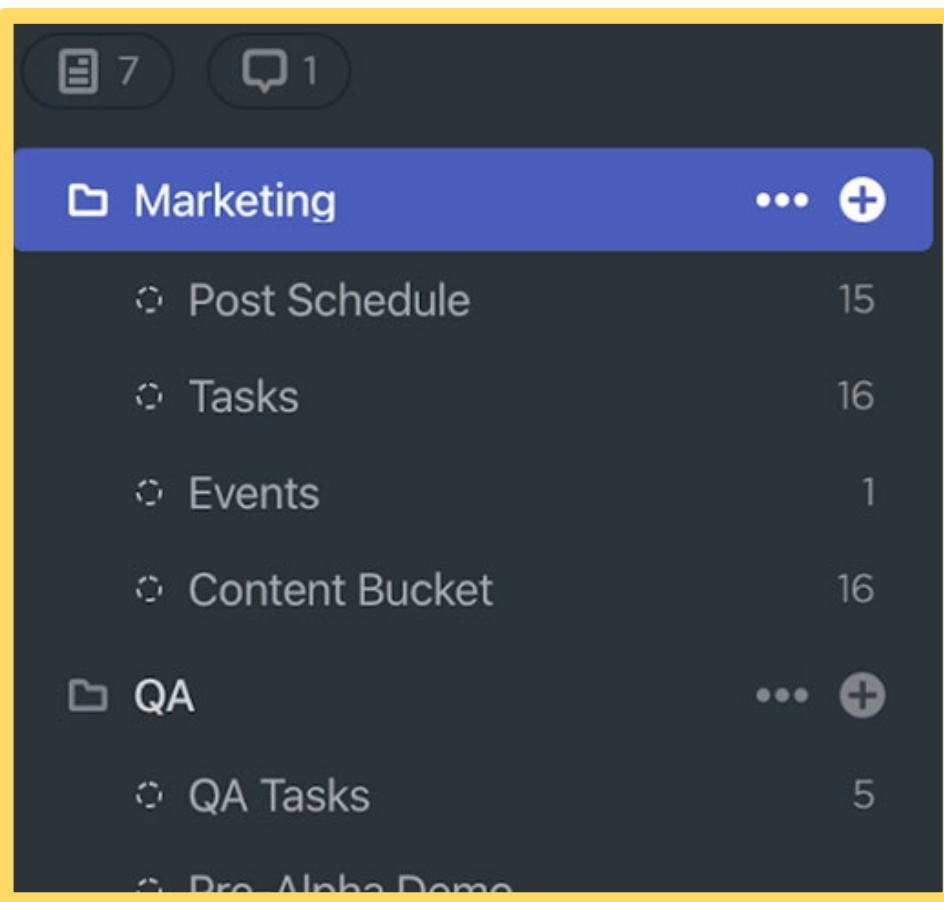
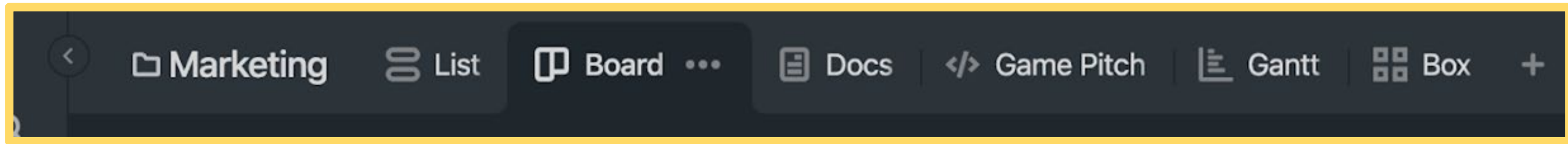
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Clickup

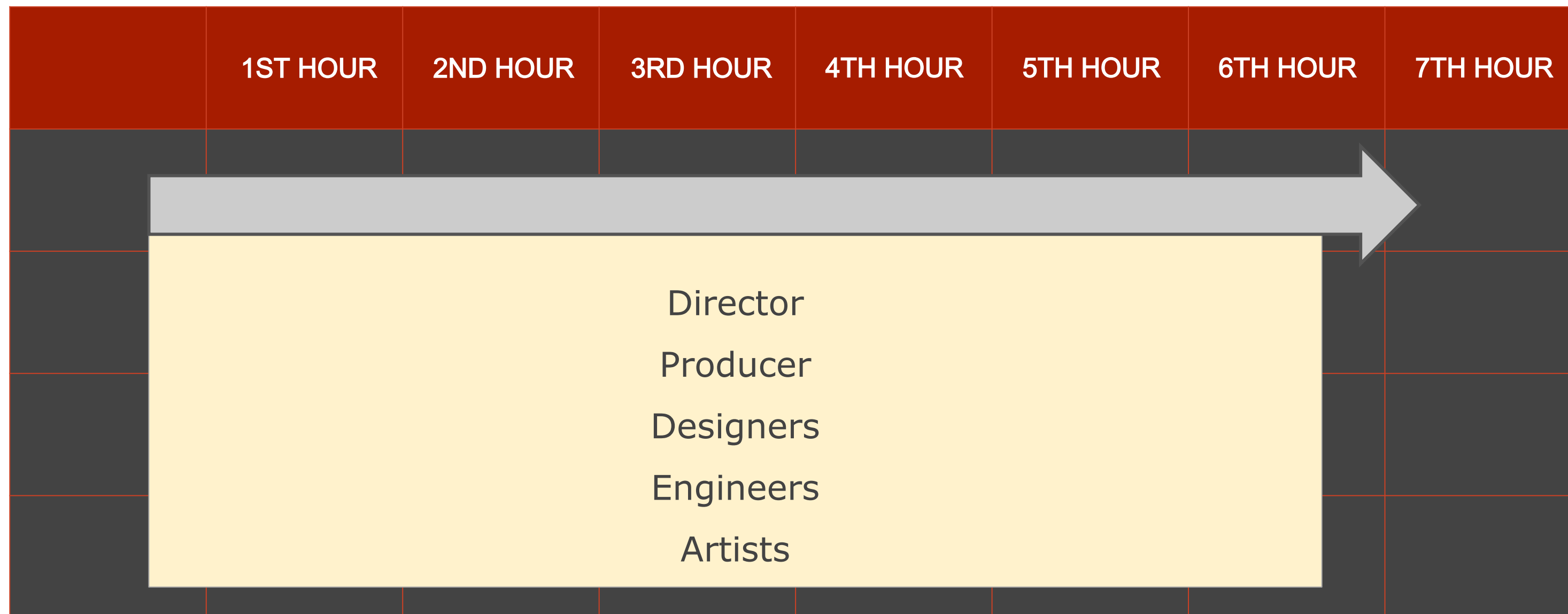


Clickup



# Tip 5: Long Meetings

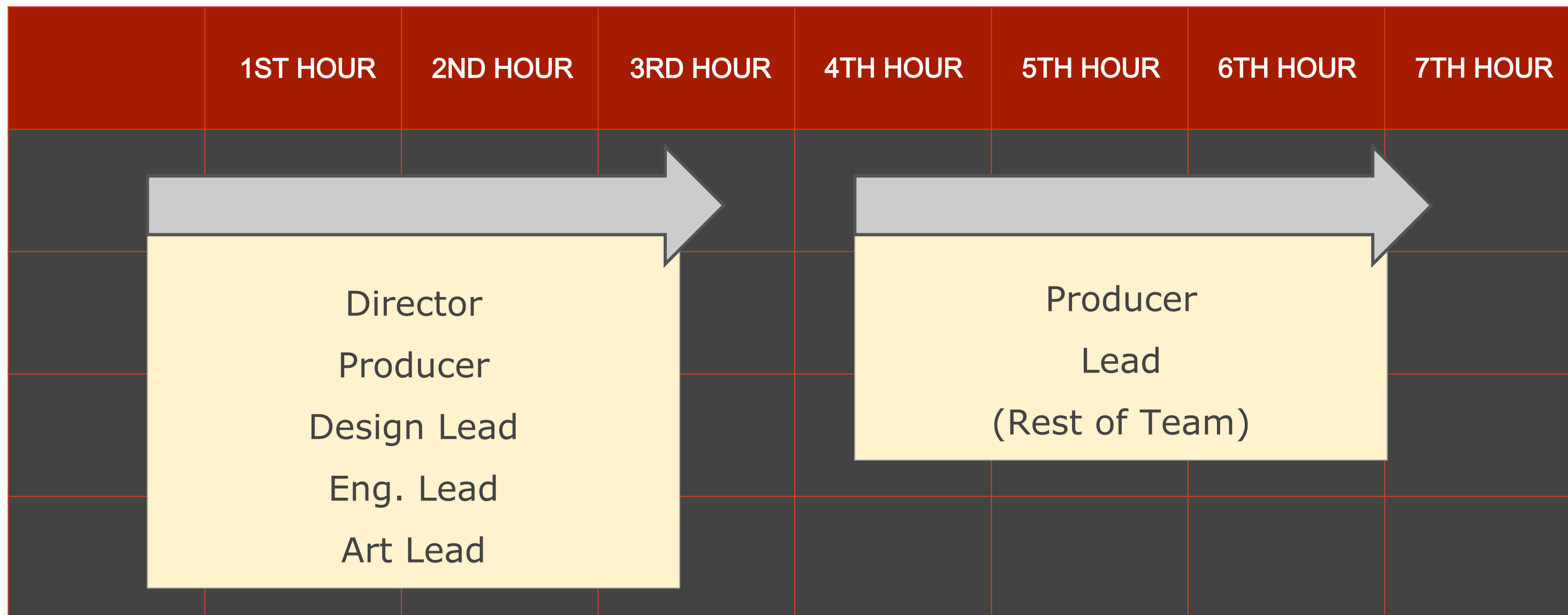




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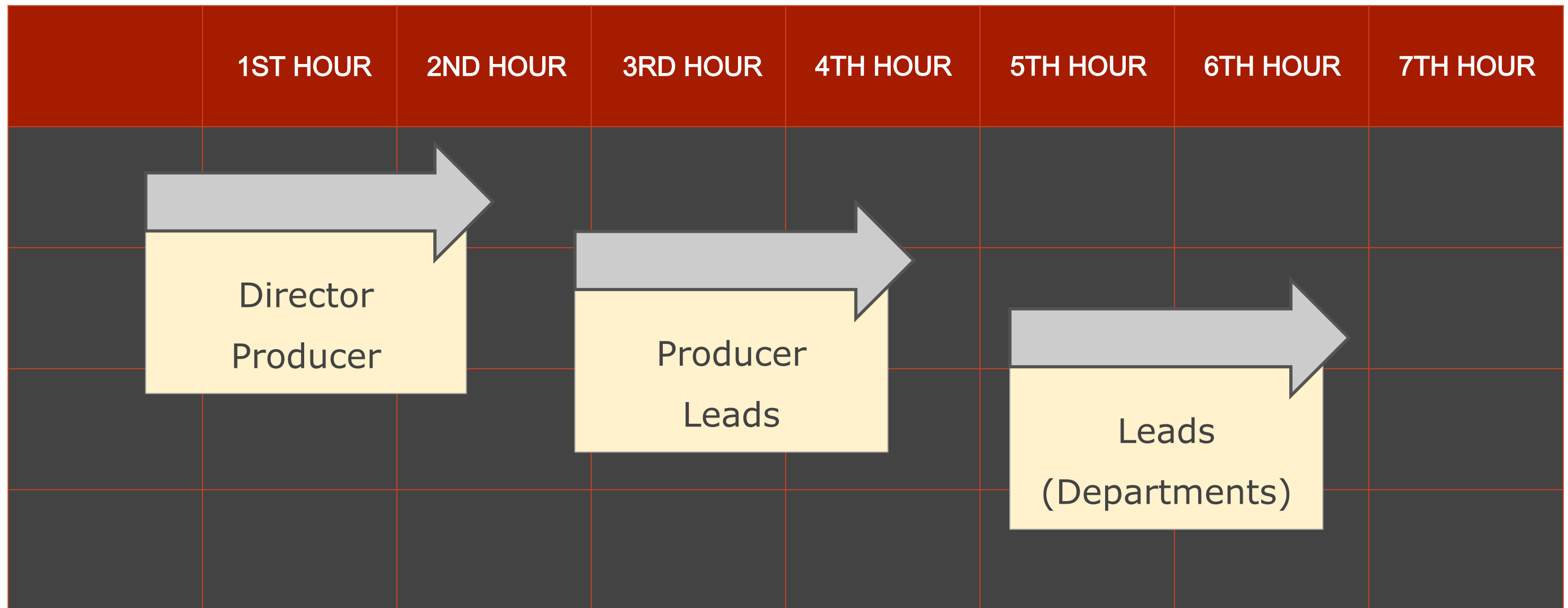
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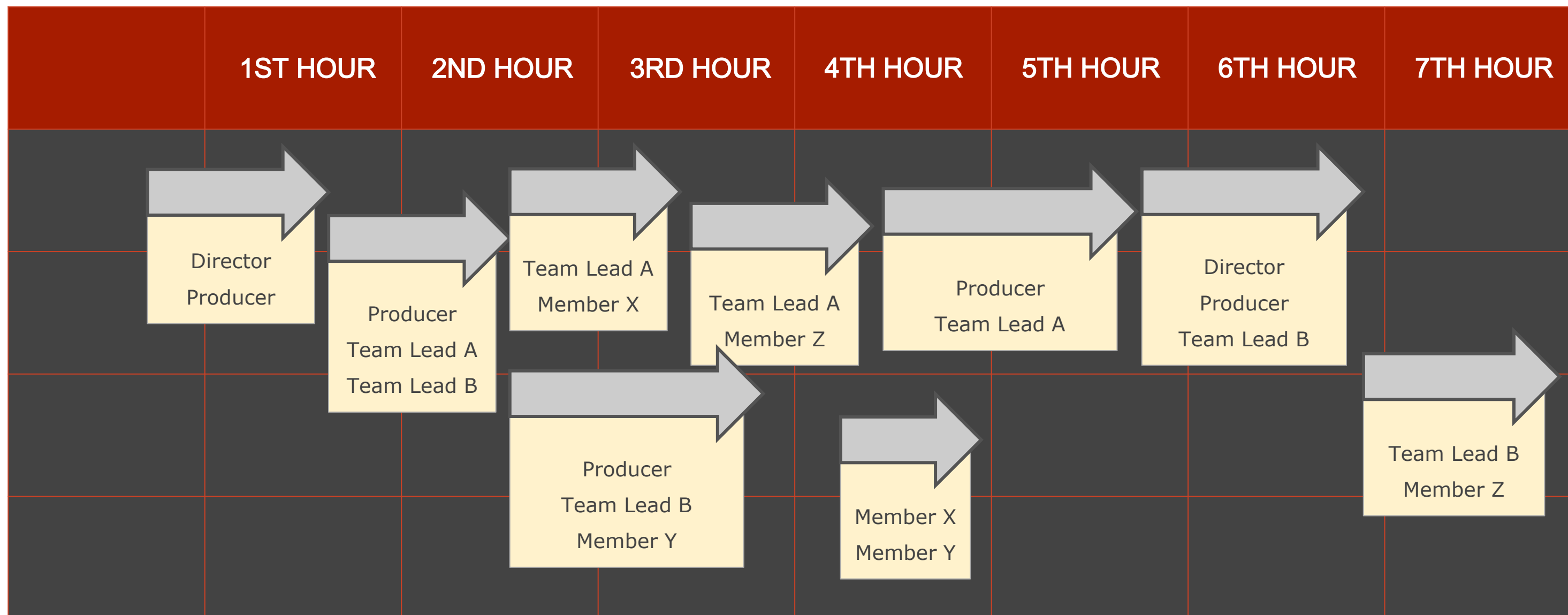


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# RACI Matrix

**Responsible**  
**Accountable**  
**Consulted**  
**Informed**

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



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# Tip 6: Familiarity = Speed

- Onboarding is crucial
- Regular checks
- Engage

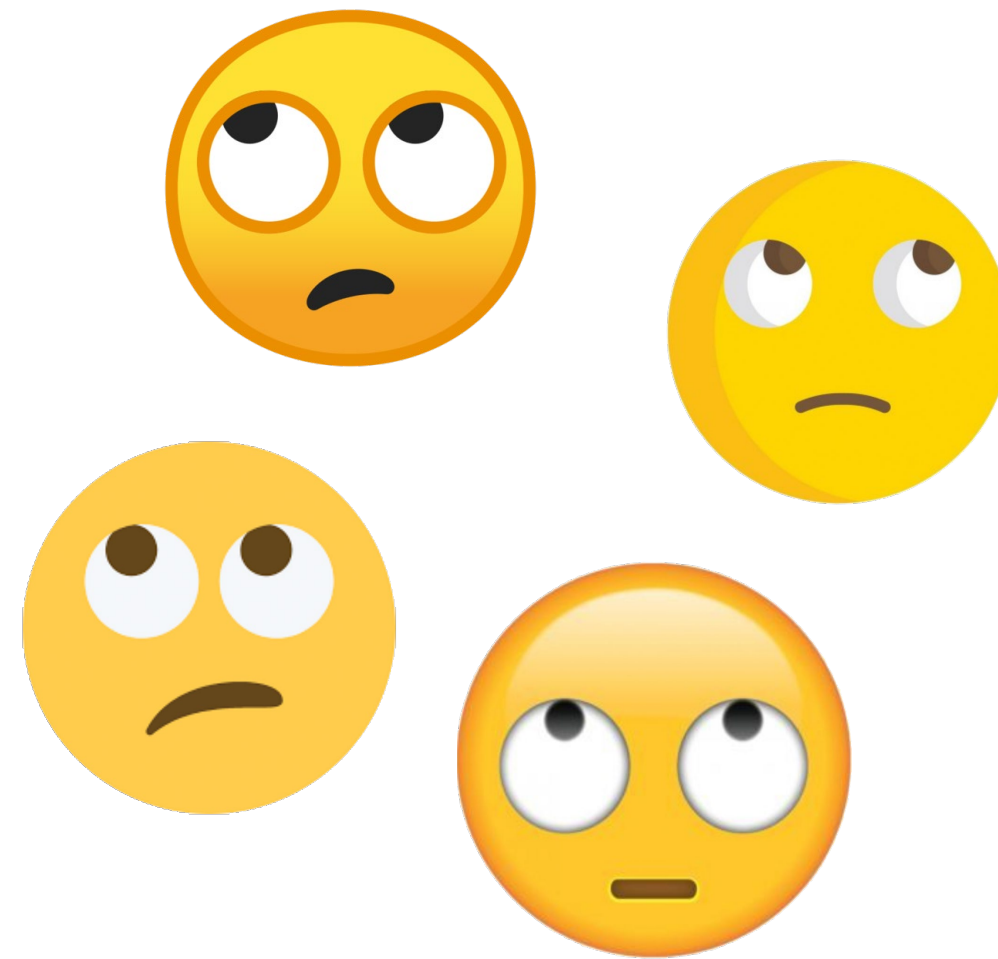
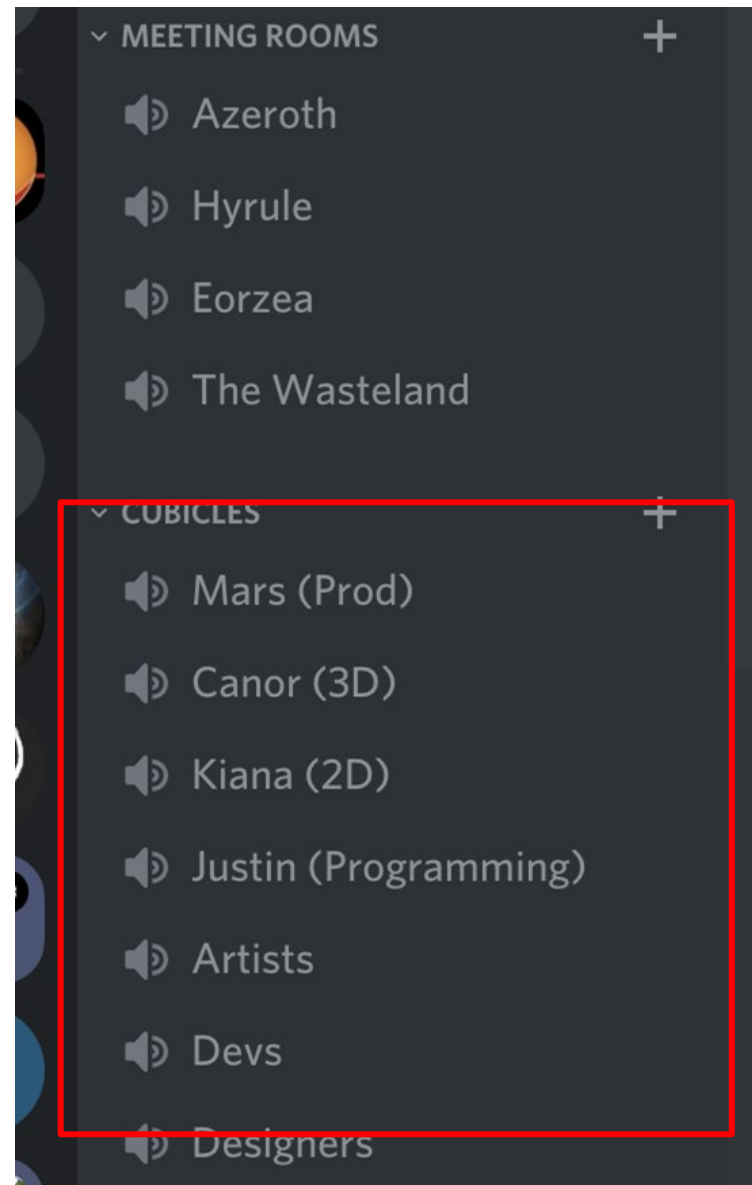


- Collaboration happens in workspaces
- gets faster over time





# Tip 7: Attendance



- Allow for flexibility
- Acknowledge difference in environments



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S-29-Station Lobby

List

Kanban Board

+ View

1

x

Search by task name or custom field...

Sort by

Group by: Status

Subtasks: Show

TO DO

0

...

+


+ NEW TASK



IN PROGRESS


2


...

+





Puzzle Room Unity Assembly





Station Lobby Asset Prep for Unity

3




+ NEW TASK



FOR REVIEW

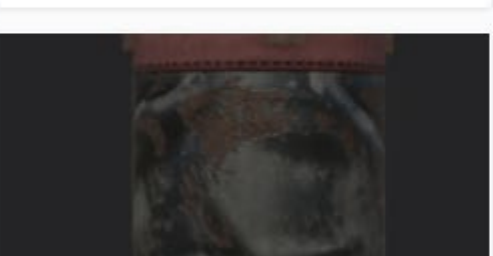
2



...

+




Station Lobby Unity Assem-  
bly





Have a punching bag in the  
locker room for the combat  
tutorial



+ NEW TASK



DONE


7



...

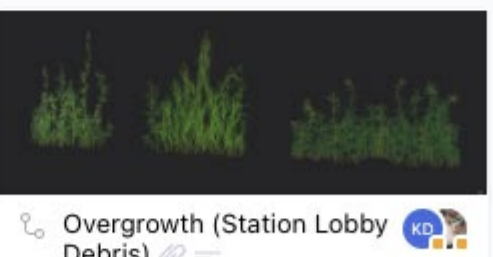
+







Floors





Walls and Columns





Overgrowth (Station Lobby  
Debris)




COMPLETE



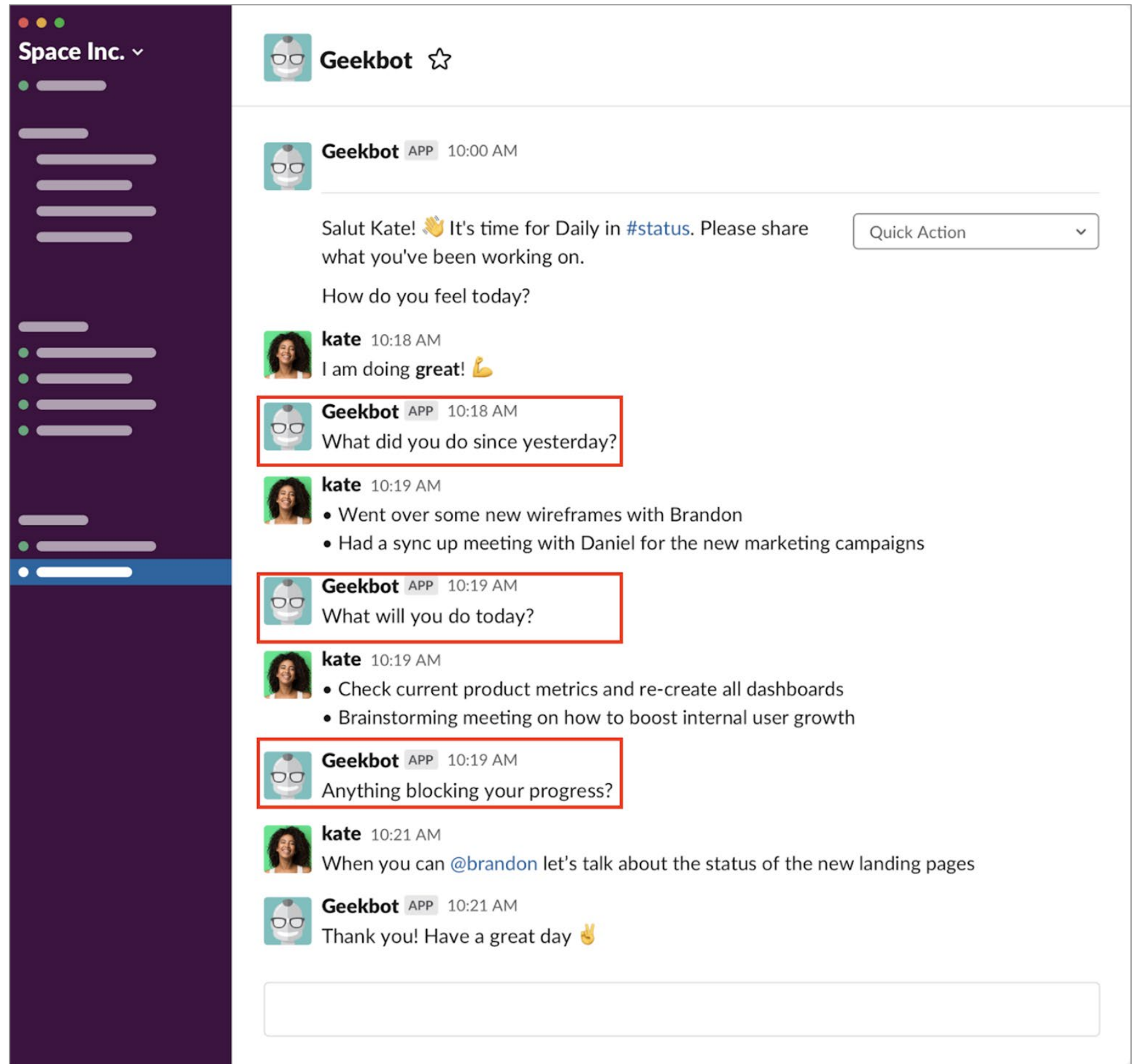
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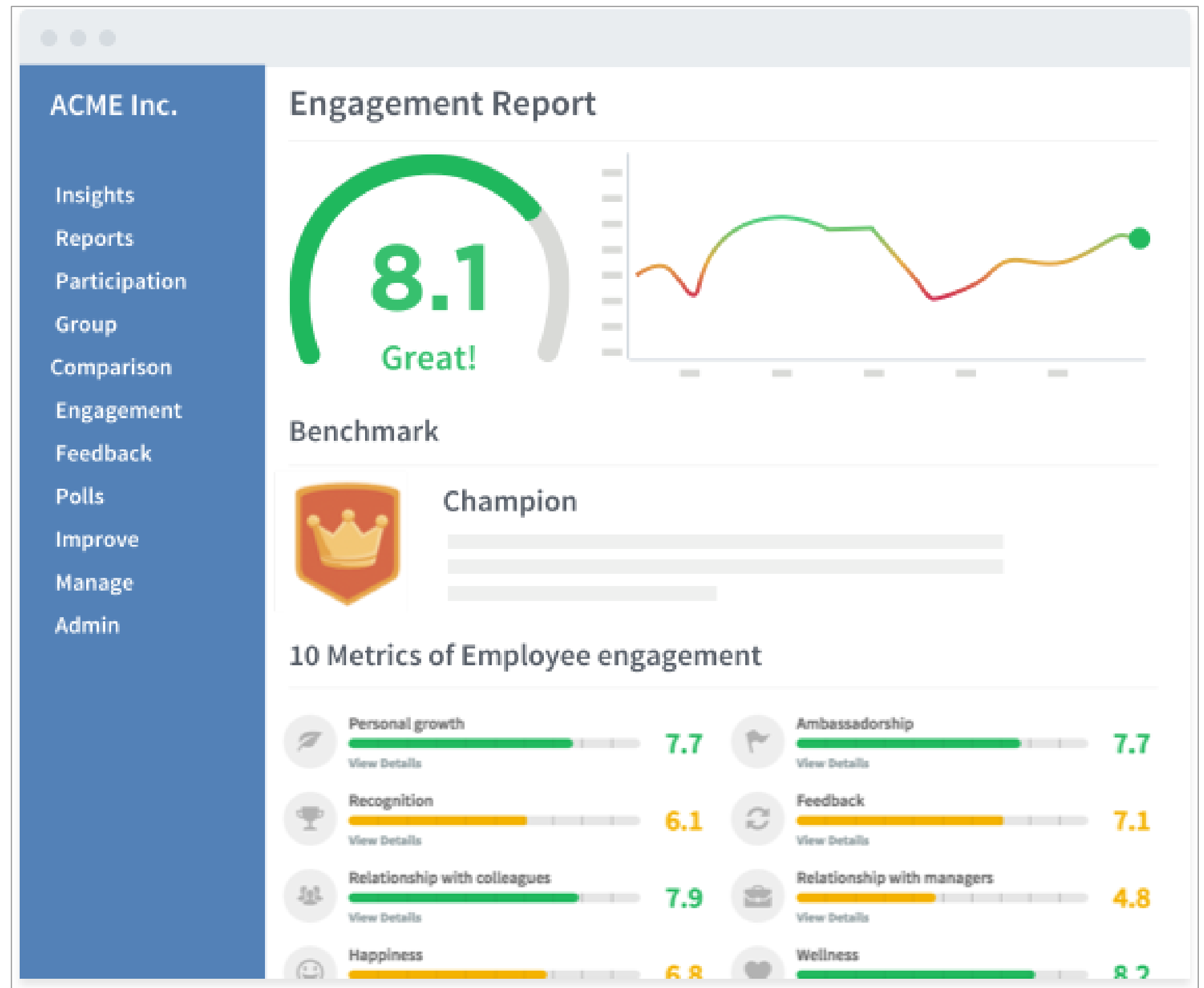
# Tip 8: regular checkups!







# officevibe

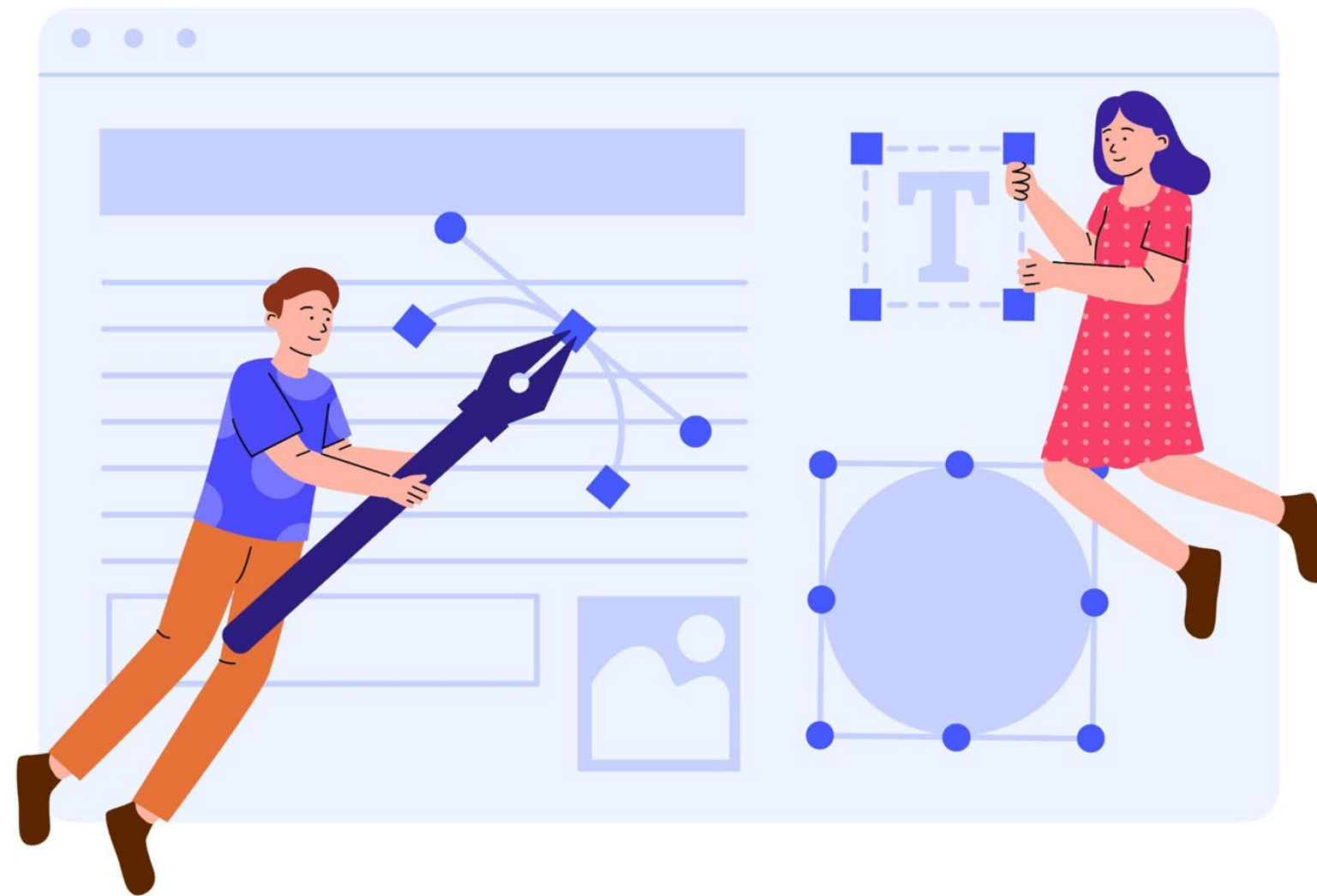


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# Bonus tip: Watch out for features



# Summary

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





The GDC logo is positioned at the top center of the slide. The background of the entire slide is a stylized space scene with a dark blue/black field, scattered white stars, and several celestial bodies. On the left, a large purple planet with a pattern of white symbols is partially visible. On the right, a large pink planet with horizontal stripes is shown. In the lower center, there is a brown planet with thin, light-colored rings. Faint white lines suggest orbital paths or constellations across the sky.

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Thank you!

Keep in touch!

Email: [mars@embersail.com](mailto:mars@embersail.com)

Twitter: [@hearth2mars](https://twitter.com/hearth2mars)