



March 21-25, 2022
San Francisco, CA

emotion based **creation** pipeline

Sébastien Ebacher, Executive Producer

Smilegate Barcelona

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#GDC22



Sébastien Ebacher, M.Sc.

Executive Producer, Smilegate Barcelona

SENIOR PRODUCER [Ubisoft Montréal](#)



FOUNDER | CREATIVE DIRECTOR [arnoovo.com](#)

- [1st hypnosis in VR](#) in the World > Messmer – Hypersensoriel
- [P!nk Concert in Live VR stereo](#) > Festival d'Été de Québec 2017

ECONOMIST

- [M.Sc. ECONOMIC SCIENCES](#) > ULaval & UdM >> [Information Economy](#)
- Economist > Industy Canada >> Spectrum, IT, Telecom
- Analyst > Ministère Industrie & Commerce >> Multimedia & Video Games

sebastien.ebacher@smilegate.com

seb@arnoovo.com



Sébastien Ebacher - [Smilegate Barcelona](#) - [Information Based Creation Pipeline](#)

What if game development was a video game?

Team members are the players

In a playtest, how would you score?

questions

I know **what** I have to do and **where** I need to go?

I have **clear objectives**?

I know the **success conditions** and **how to progress**?

I know if I **hit** or **miss** a target?

Signs & feedbacks are **clear**?

I always know my **level of progression**?

fun?

gameception paradox

the usual suspects **shared** problematics



project status



no big picture



data quality



ownership

A man in a dark blue shirt is standing in profile, facing right, and drawing on a large blue chalkboard. He is using white chalk to draw a network diagram. The chalkboard is covered with several such diagrams, each consisting of a central node connected to multiple peripheral nodes. The diagrams are drawn in white chalk on the blue surface. The man is holding a piece of chalk in his right hand, and he is in the process of drawing a new line. The background is a brick wall, and there is a red bucket on the floor to the left of the man.

work in silo

A 3D rendered image of a broken Buzz Lightyear action figure lying on a brown tiled floor. The figure is green and purple, with a clear plastic helmet. Its right arm is detached and lying nearby, and its left arm is also detached and lying nearby. The figure's head is tilted back, and its eyes are wide open. The text "toy is broken" is overlaid in large white letters.

toy is broken



playtests value

A man with dark hair and a worried expression is sitting in the driver's seat of a car. He is holding a brown squirrel in his hands, looking at it with a mix of concern and affection. The background shows a blurred landscape through the car window.

infinite loop

Sébastien Ebacher
#GDC22 • Emotion Based Creation Pipeline



Feature - Alpha - Beta - Shippable - Playable - Priority - Done

communication

A cinematic scene from the movie 'The Godfather Part II'. Al Pacino plays both Vincent and Vito Corleone. Vincent is lying on the floor, looking up at Vito. Vito is standing over him, holding a handgun in his right hand, which has a bloody bandage on the back. The setting is a dilapidated room with a blue wall, a metal trash can, and wooden chairs in the background. The word 'trust' is overlaid in large white lowercase letters.

trust



emotion based **creation** pipeline

creation pipeline

Smilegate®
Barcelona

IS

IS NOT

a proposal

a recipe or religion

creation pipeline

production pipeline

practical and proven

theoretical or academic

imperfect

a recipe applicable « as is »

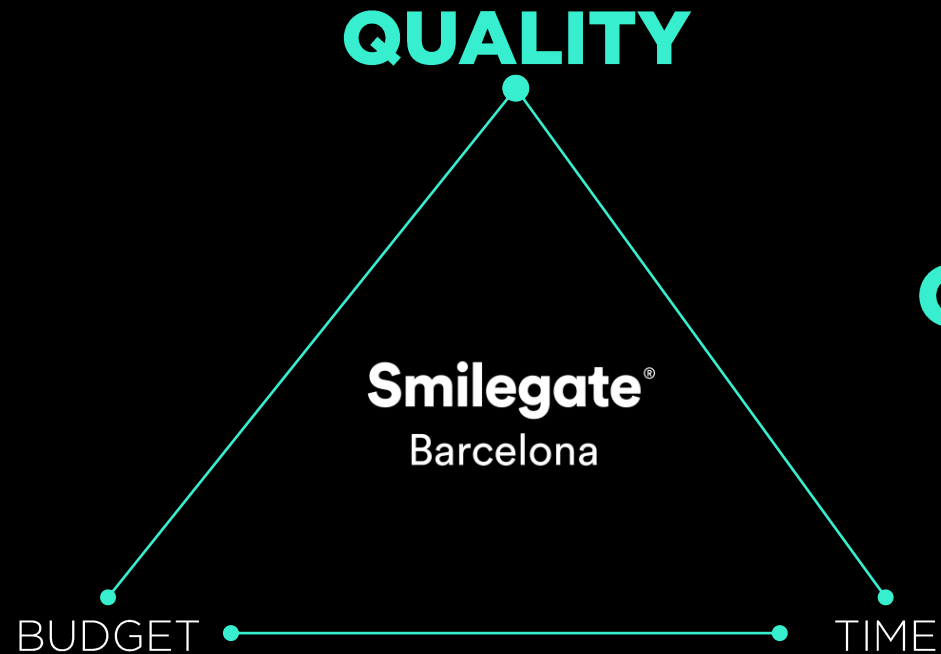
adapted to game development

one size fit all management trend

Seb's vision of creation process

Ubisoft standard for production

vision of production



QUALITY is the **MAIN SUCCESS CONDITION** for the Project.

Vision of Collective Creation

quality of your creative process
come from
the quality of your debate



Far Cry New Dawn

10

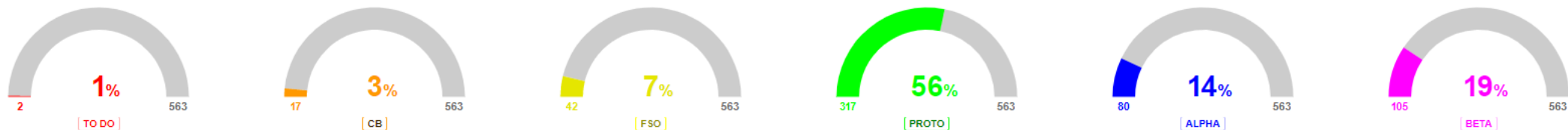
months production

Far Cry New Dawn

Key **P**erformance **I**ndex

- Quality
 - ▶ # of Validations
- On Time / On budget
 - ▶ # of Misdirection
 - ▶ # of Regression
- Fun!
 - ▶ Collective desire to do another one together

global status



Assignee Expected Quality Status MFL Category Team MFL_All_Smart Cells Weeks GO_Beta_per_Team MFL_Validations_LATE Issue Count by MFL_All_Smart

MFL_Status / 2D Rich Filter Statistics (Issue Count)											
MFL Category	W35	W36	W37	W38	W39	W40	W41	W42	W43	W44	None
CORE	0	0	0	0	0	0	0	0	0	0	1
NPC(S)	0	1	0	1	0	1	0	0	0	0	0
Homebase	1	0	1	1	0	0	0	1	1	1	0
COOP	0	1	1	0	0	0	0	0	0	0	1
Celebrations	1	0	0	0	1	1	0	0	0	0	0
Wildlife System	0	0	2	0	1	0	0	1	0	0	0
Expeditions Mechanics	1	0	1	0	0	0	1	0	1	0	0
Oasis	0	0	0	0	0	0	0	0	0	4	0
GFH	0	1	1	1	0	0	0	2	1	0	0
Gadgets	0	0	0	0	0	0	0	0	0	0	4
Economy	0	0	1	0	0	0	0	0	0	1	2
Biome	1	1	1	1	3	2	2	1	0	0	0
AI – Core	1	1	0	2	0	0	1	2	0	2	1
Outpost	3	0	0	5	5	1	5	4	0	0	0
Expeditions	1	2	7	3	0	0	9	0	0	0	0
Treasure Hunt	0	0	6	6	0	6	6	0	0	0	0
Player – 3C	1	0	0	1	0	2	0	3	0	3	4
Factions	0	6	1	1	1	10	2	2	1	1	0
Characters	5	0	2	6	1	1	1	4	0	5	1
Open World Mechanics	4	0	0	0	1	0	0	1	0	0	12
AI – Behaviors	3	0	0	5	0	4	0	8	0	3	1
Avatar	10	3	2	9	4	9	9	11	6	4	1
Presentation	10	0	2	2	0	3	3	0	9	3	4
Vehicles	1	0	0	2	0	3	0	6	14	0	3
Mission	7	1	3	10	8	8	6	7	11	0	0
Cinematics	8	8	7	10	4	8	5	5	4	2	1
Wildlife	0	1	4	1	10	0	0	4	0	0	26
Open World	1	0	0	25	19	16	0	28	0	0	0
Weapons	0	0	0	15	0	13	0	17	10	0	20
Total:	59	26	42	107	58	88	50	107	58	29	82

458 total issues Issue Count by Weeks / MFL Category

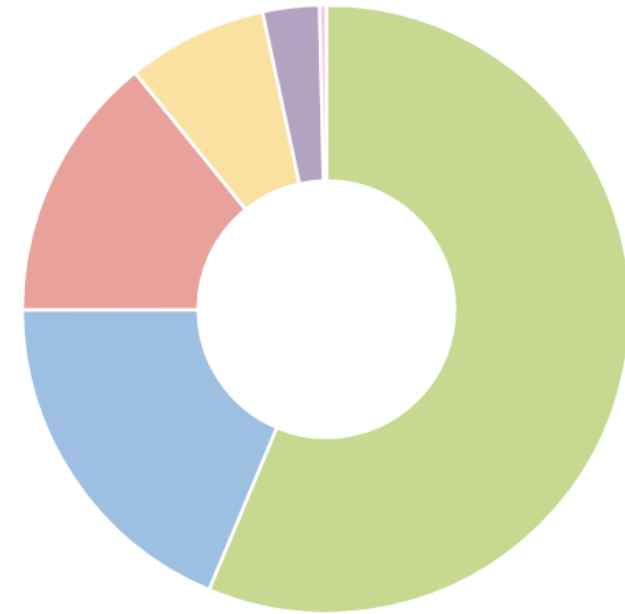
scope status

status breakdown

563

features

2 **17** **42** **317** **80** **105**
TO DO **CB** **FSO** **PROTO** **ALPHA** **BETA**



Status
Total Issues: 563

PROTO	317
Beta	105
Alpha	80
FSO	42
CB	17
To Do	2

GOOD

NOT GOOD

status definitions

STARTABLE

L1

Feature is MEANINGFUL & **FEASIBLE** for directors & leads.

DEVELOPABLE

L2

Feature is DEVELOPABLE for any project members.

ENJOYABLE

L3

Feature is PLAYABLE & FUN by directors of the project.

PLAYTESTABLE

L4

Feature is PLAYTESTABLE by player outside of the project.

REVIEWABLE

L5

Feature is REVIEWABLE by a journalists or the market.

status definitions

STARTABLE
EXCITED

Feature is MEANINGFUL & **FEASIBLE** for directors & leads.

DEVELOPABLE
READY

Feature is DEVELOPABLE for any project members.

ENJOYABLE
HAPPY

Feature is PLAYABLE & FUN by directors of the project.

PLAYTESTABLE
CONFIDENT

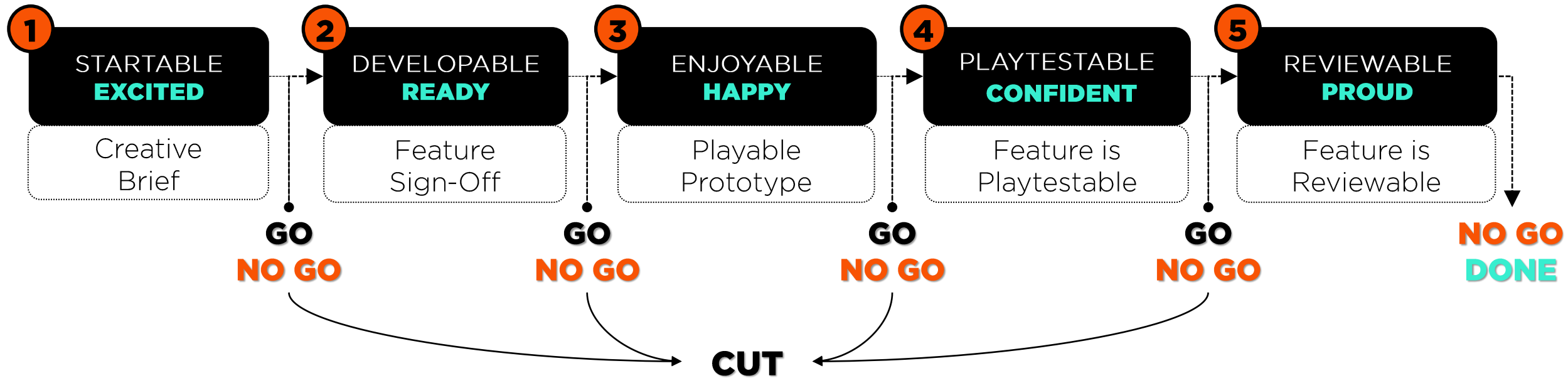
Feature is PLAYTESTABLE by player outside of the project.

REVIEWABLE
PROUD

Feature is REVIEWABLE by a journalists or the market.

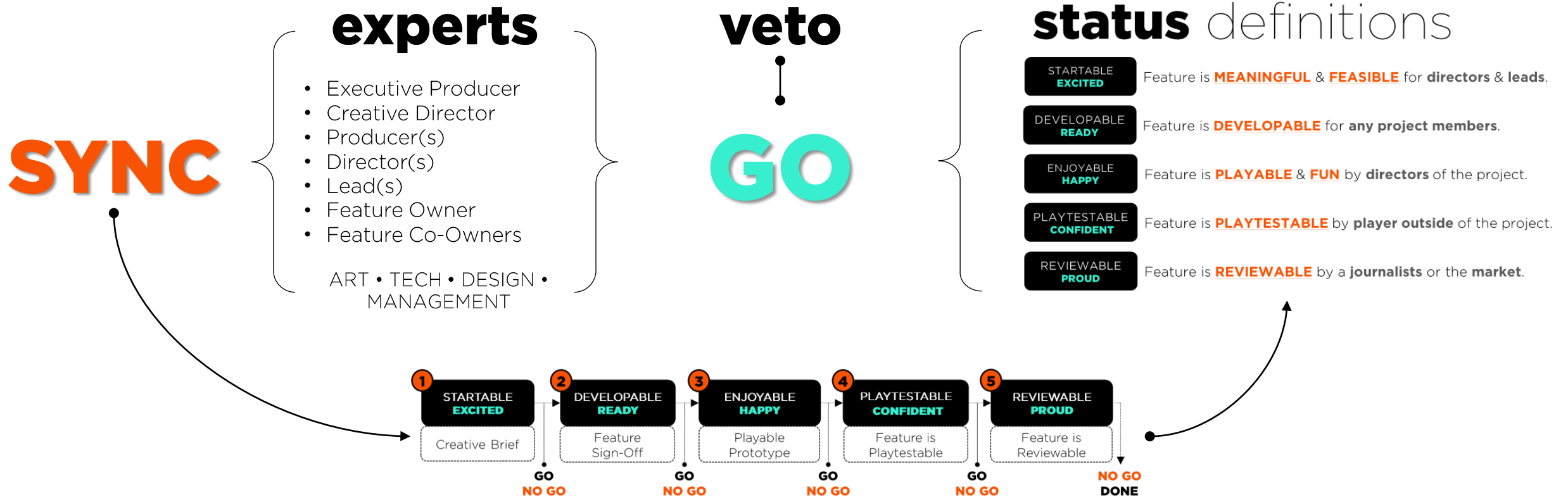
creation **pipeline**

validation process



creation **pipeline**

validation loop



definition of **done**

PROUD = **DONE**

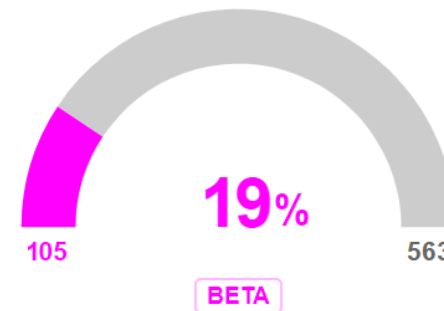
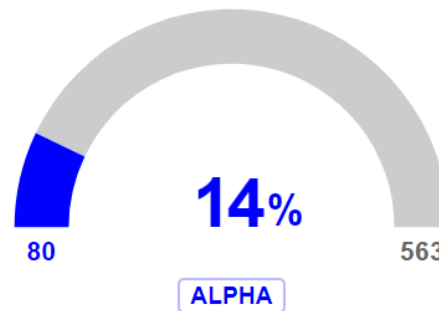
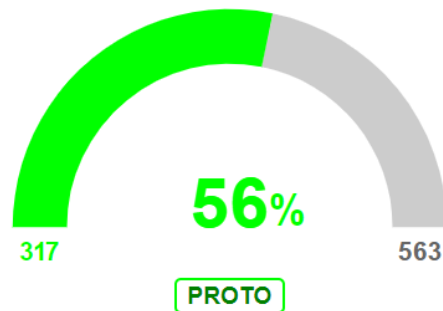
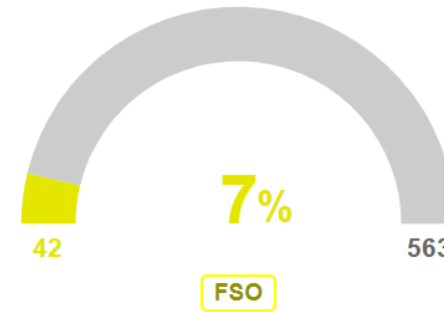
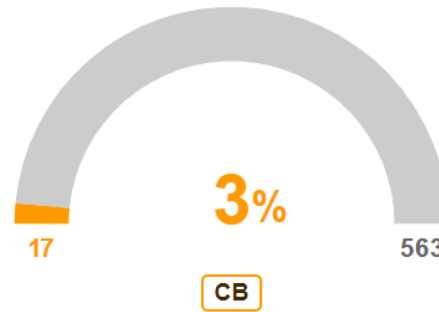
validation based **status** update

project status

global progress **in real-time**

PROJECT STATUS | % per TARGET

PAPER



IN-GAME



ENJOYABLE
(89% HAPPY)

PLAYTESTABLE
(33% CONFIDENT)

REVIEWABLE
(19% PROUD)

project **status**

67.4%

VALIDATIONS STATUS
1897/2815

Validation Status	#	Total	Cumul
OPEN	2	0	0
STARTABLE	17	17	17
DEVELOPABLE	42	84	101
ENJOYABLE	317	951	1052
PLAYTESTABLE	80	320	1372
REVIEWABLE	105	525	1897
VALIDATION SCOPE	563	2815	<u>67,4%</u>

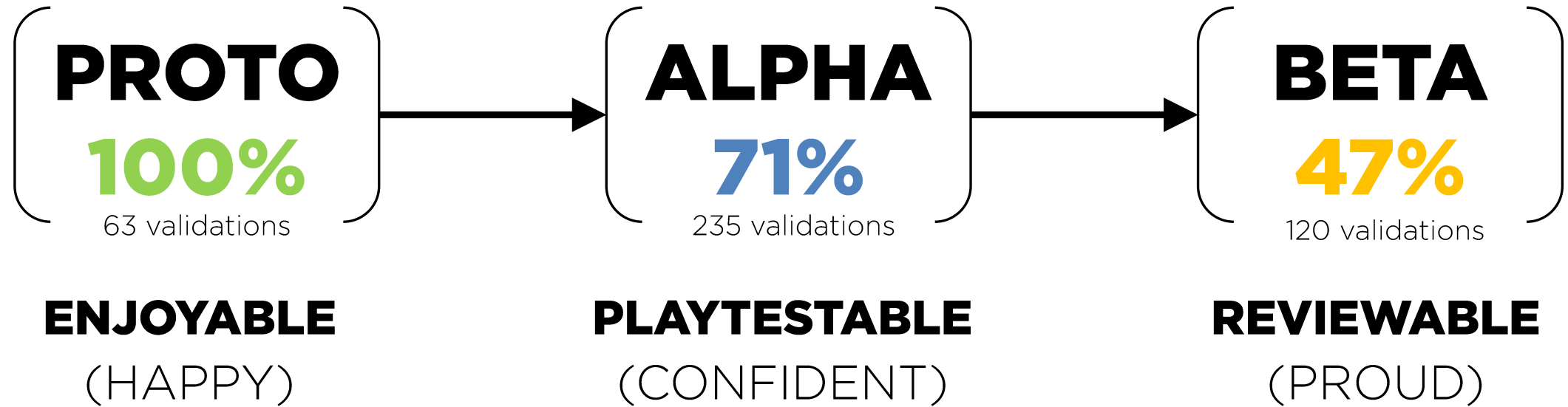
september objectives



VALIDATION TARGET

100 validations/week

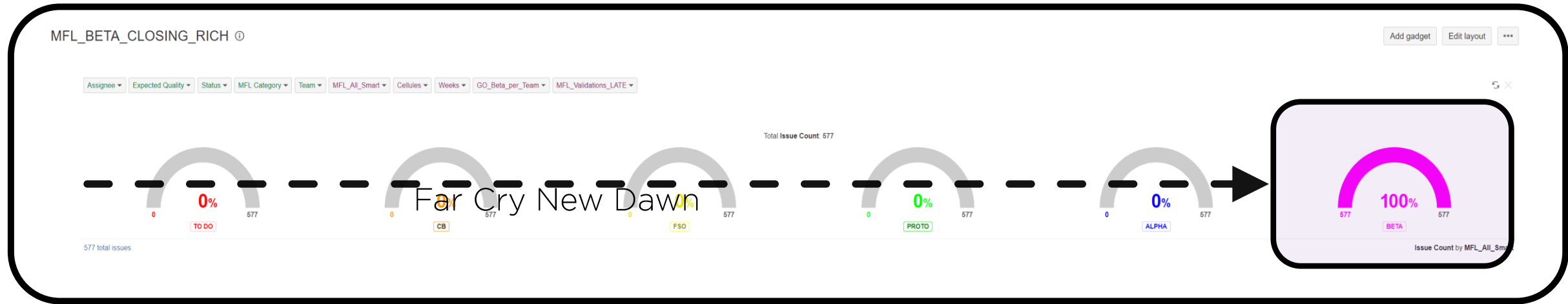
october achievements



508
validations

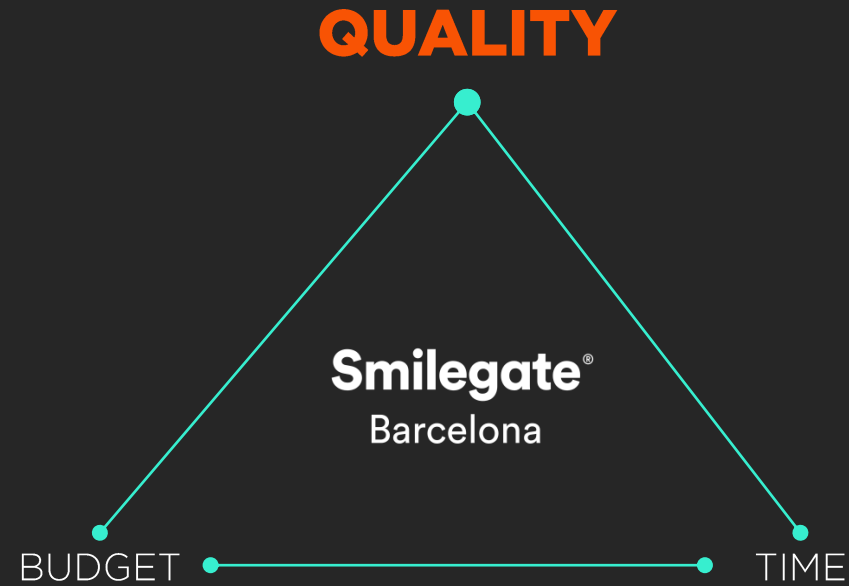
JIRA project status

At the end of Far Cry New Dawn

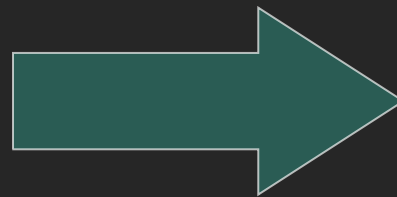


TEAM was **100% PROUD**

paradigm shift



TASKS
COMPLETION



FEATURES
VALIDATIONS

change of mindset

from

task completion
opinions
feedbacks
arbitrage
individual intelligence
politic to influence
exclusive

to

feature validation
directions
Commitments
veto
collective intelligence
debate to sync
inclusive

the Master Feature List **scope** management

Scope Management

A feature is not a task

Scope Management

The **M**aster **F**eature **L**ist

Master Feature List

Start with building your Master Feature List

ISSUE TYPE: **GAME FEATURE**

SCOPE MANAGEMENT

- Validation Status
- Feature Priorities
- Owners & Co-Owners
- Validation Roadmap
- Validated Designs & Documentation
- Dependancies
- Activities Tracking
- **Feature DNA**

The screenshot shows a Jira issue page for 'Splinter Cell 6 / SCVI-15878 [MTL] [SPY] TORSO - DIGITAL GHILLIE'. The issue is in the 'Reviewed' state. The 'Details' section shows the following information:

- Type: FSO
- Priority: P1 P1
- Component/s: Game Design
- Labels: Ghost, Torso
- Status: Alpha
- Fix Version/s: PreE3_PressTour

The 'Field Tab' is selected, showing the following details:

- Scope Component: Armor Parts
- Ubi Priority: 02
- Project Impact: Medium
- Prod Value: Gold
- Prod Cost: Low
- Market Impact: High
- Faction: Spy
- Dependency vs TO: No

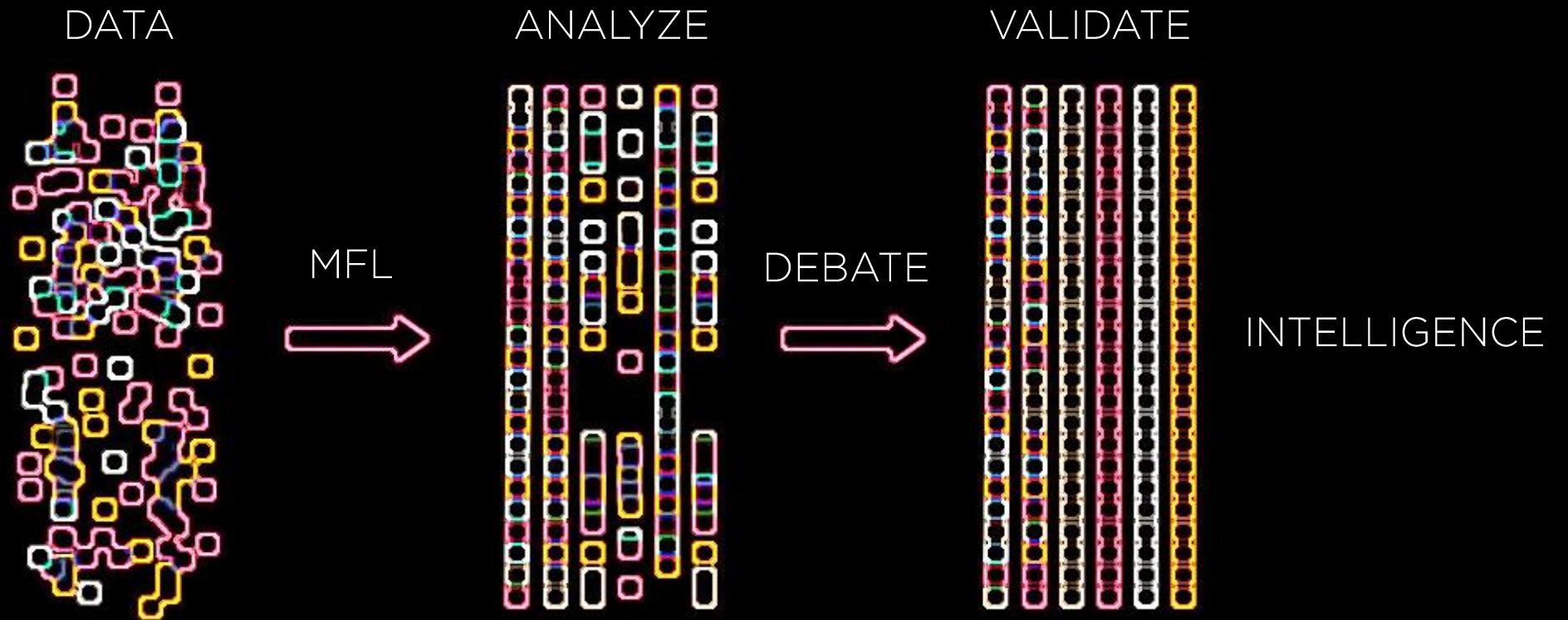
The 'Description' section contains the text: 'FSO for the new Spy Cloak mechanism.' and a link: 'http://world/project/splinter_cell_6/Montral/SC6-FSO-ArmorParts_DigitalGhillieSuit.xlsx'.

The 'Issue Links' section is empty.

A feature IS NOT a task.

Creating collective intelligence
Feature **DNA**

Collective Intelligence



Scope Assessment Process

COLLECTIVE ANALYSIS & DEBATE on the **GAME SCOPE**, done by your **EXPERTS**, to **VALIDATE** individual **FEATURE DNA**.

**Master
Feature List**



**Experts
Analysis**



**Scope
Assessment**

experts individual analysis

Master Feature List



Experts Analysis



Scope Assessment

FEATURES

PROJECT IMPACT

PRODUCTION COST

RISK / COMPLEXITY

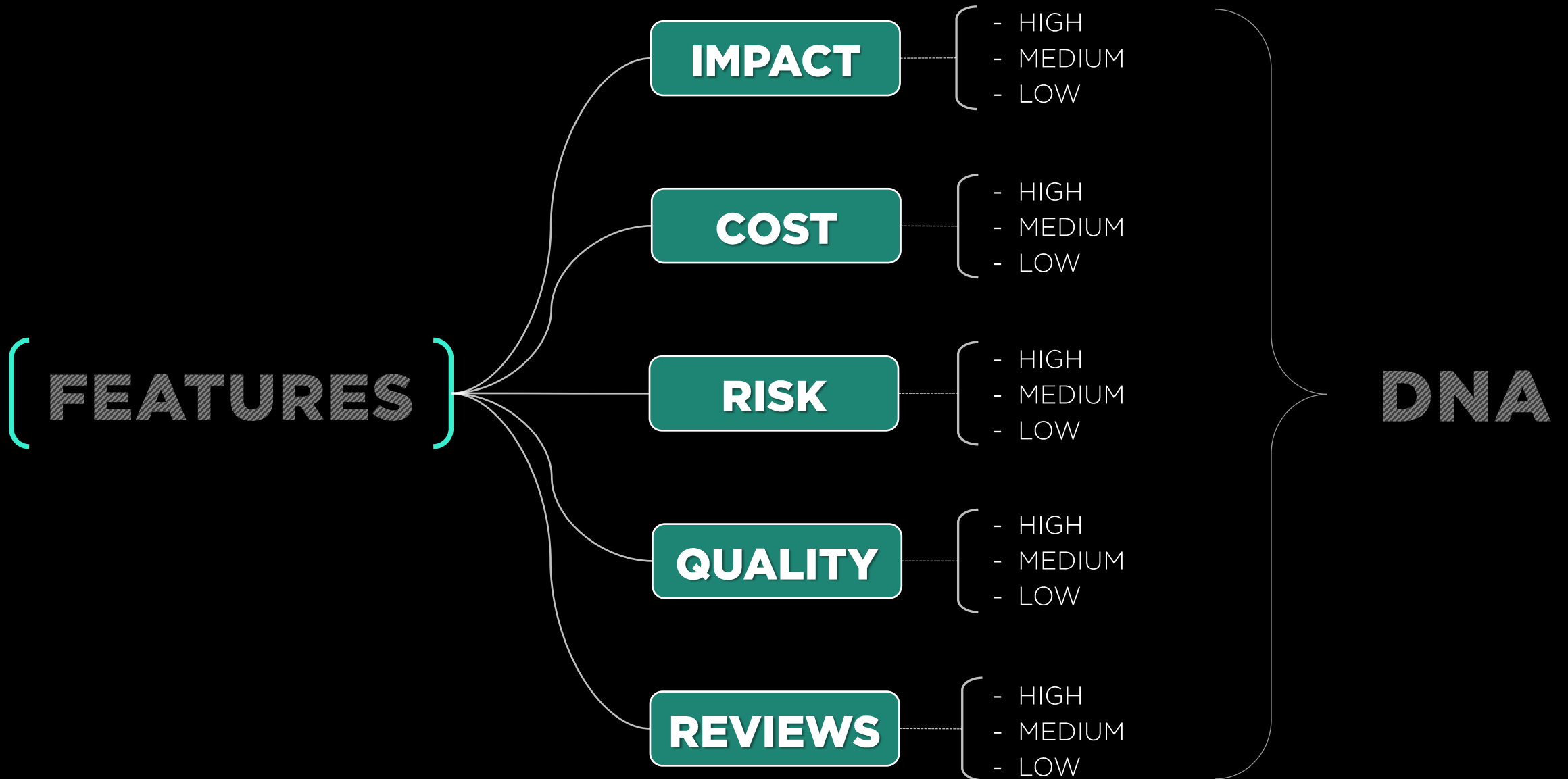
QUALITY TARGET

METACRITIC / PLAYER XP

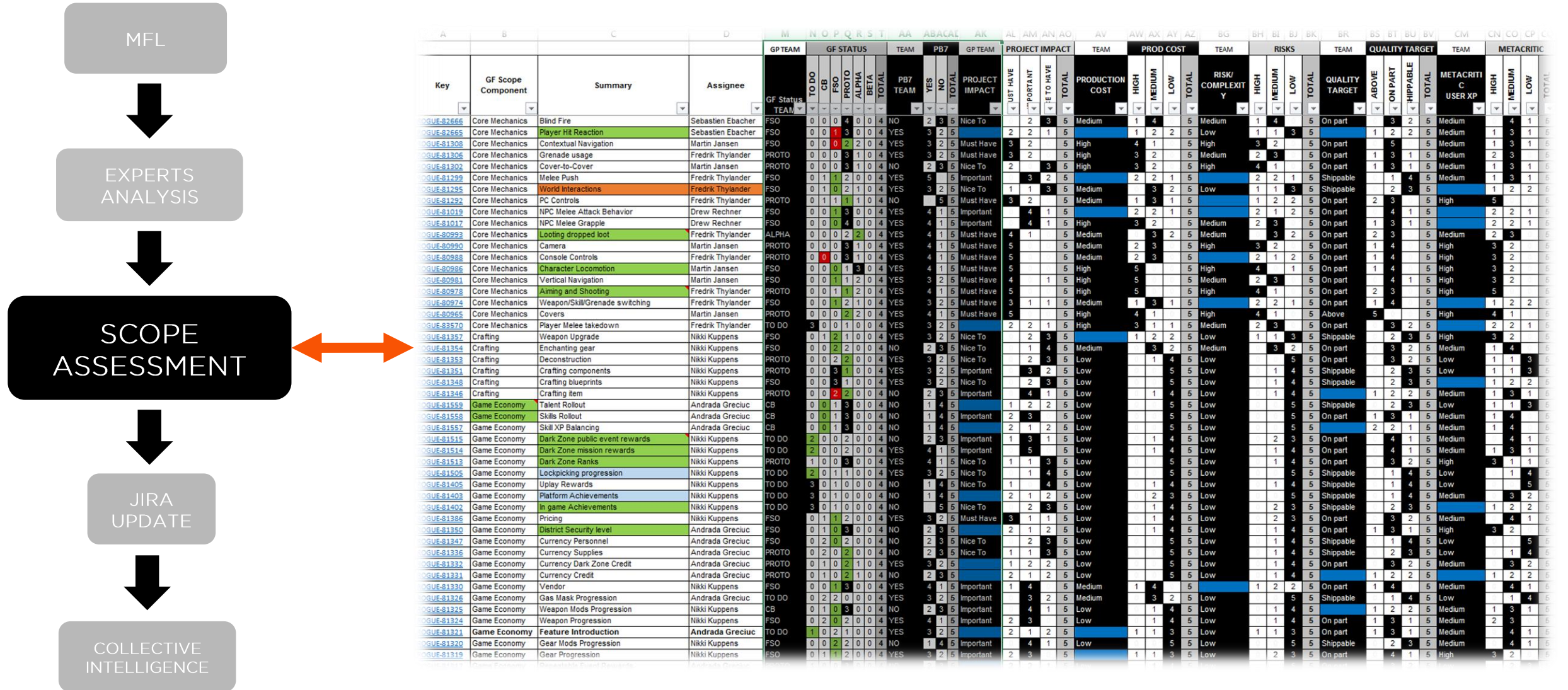
[illegible]

Feature DNA

Specific attributes attached to a feature based on expert analysis of selected evaluation criteria.



scope assessment

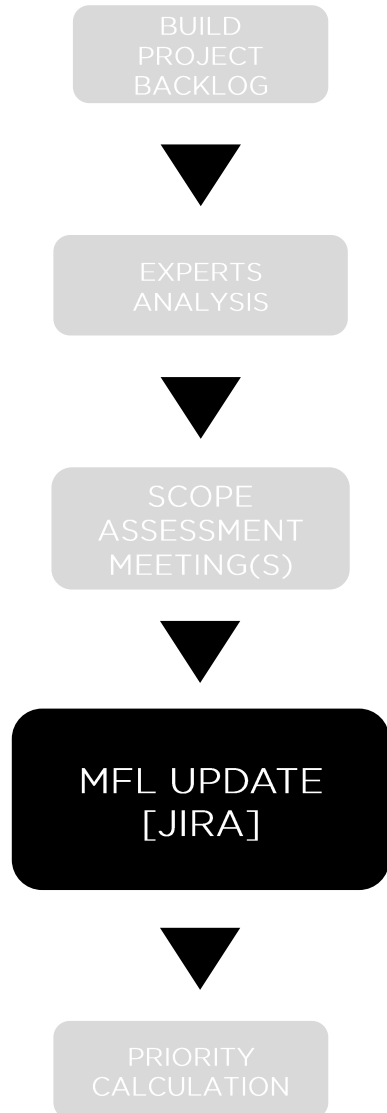


scope assessment

Example (5 experts)

Scope Component	Summary	TEAM	PROJECT IMPACT				TEAM	PROD COST				TEAM	RISKS				TEAM	QUALITY TARGET				TEAM	METACRITIC			
		PROJECT IMPACT	MUST HAVE	IMPORTANT	NICE TO HAVE	TOTAL	PROD COST	HIGH	MEDIUM	LOW	TOTAL	RISK	HIGH	MEDIUM	LOW	TOTAL	QUALITY TARGET	ABOVE	ON PART	SHIPPABLE	TOTAL	METACRITIC USER XP	HIGH	MEDIUM	LOW	TOTAL
Core Mechanics	Blind Fire	Nice To	0	2	3	5	Medium	1	4	0	5	Medium	1	4	0	5	On part	0	3	2	5	Medium	0	4	1	5
Core Mechanics	Player Hit Reaction		2	2	1	5		1	2	2	5	Low	1	1	3	5		1	2	2	5	Medium	1	3	1	5
Core Mechanics	Contextual Navigation	Must Have	3	2	0	5	High	4	1	0	5	High	3	2	0	5	On part	0	5	0	5	Medium	1	3	1	5
Core Mechanics	Grenade usage	Must Have	3	2	0	5	High	3	2	0	5	Medium	2	3	0	5	On part	1	3	1	5	Medium	2	3	0	5
Core Mechanics	Cover-to-Cover	Nice To	2	0	3	5	High	3	2	0	5	High	4	1	0	5	On part	1	3	1	5	Medium	1	3	1	5
Core Mechanics	Melee Push	Important	0	3	2	5		2	2	1	5		2	2	1	5	Shippable	0	1	4	5	Medium	1	3	1	5
Core Mechanics	World Interactions	Nice To	1	1	3	5	Medium	0	3	2	5	Low	1	1	3	5	Shippable	0	2	3	5		1	2	2	5
Core Mechanics	PC Controls	Must Have	3	2	0	5	Medium	1	3	1	5		1	2	2	5	On part	2	3	0	5	High	5	0	0	5
Core Mechanics	NPC Melee Attack Behavior	Important	0	4	1	5		2	2	1	5		2	1	2	5	On part	0	4	1	5		2	2	1	5
Core Mechanics	NPC Melee Grapple	Important	0	4	1	5	High	3	2	0	5	Medium	2	3	0	5	On part	1	3	1	5		2	2	1	5
Core Mechanics	Camera	Must Have	5	0	0	5	Medium	2	3	0	5	High	3	2	0	5	On part	1	4	0	5	High	3	2	0	5
Core Mechanics	Console Controls	Must Have	5	0	0	5	Medium	2	3	0	5		2	1	2	5	On part	1	4	0	5	High	3	2	0	5
Core Mechanics	Character Locomotion	Must Have	5	0	0	5	High	5	0	0	5	High	4	0	1	5	On part	1	4	0	5	High	3	2	0	5
Core Mechanics	Vertical Navigation	Must Have	4	0	1	5	High	5	0	0	5	Medium	2	3	0	5	On part	0	4	1	5	High	3	2	0	5
Core Mechanics	Aiming and Shooting	Must Have	5	0	0	5	High	5	0	0	5	High	4	1	0	5	On part	2	3	0	5	High	5	0	0	5
Core Mechanics	Weapon/Skill/Grenade switching	Must Have	3	1	1	5	Medium	1	3	1	5		2	2	1	5	On part	1	4	0	5		1	2	2	5
Core Mechanics	Covers	Must Have	5	0	0	5	High	4	1	0	5	High	4	1	0	5	Above	5	0	0	5	High	4	1	0	5
Core Mechanics	Player Melee takedown		2	2	1	5	High	3	1	1	5	Medium	2	3	0	5	On part	0	3	2	5		2	2	1	5

Feature DNA

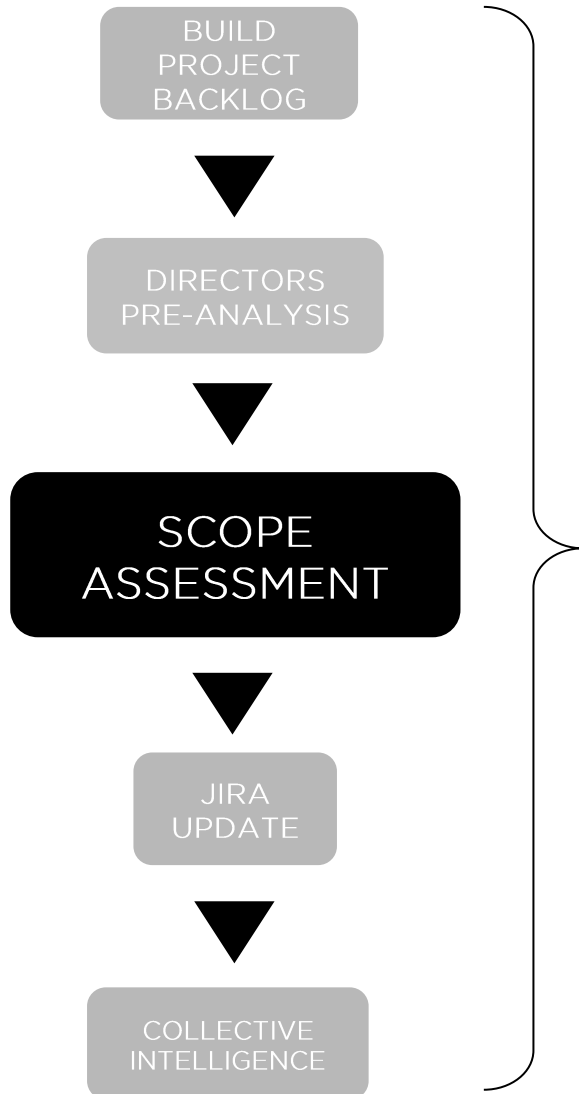


The screenshot shows a JIRA issue page for 'Splinter Cell 6 / SCVI-15878 [MTL] [SPY] TORSO - DIGITAL GHILLIE'. The issue is in the 'Alpha' status and is associated with the 'PreE3_PressTour' fix version. The 'Details' section shows the following information:

Field	Value
Type:	FSO
Priority:	P1 P1
Component/s:	Game Design
Labels:	Ghost Torso
Scope Component:	Armor Parts
Ubi Priority:	02
Project Impact:	Medium
Prod Value:	Gold
Prod Cost:	Low
Market Impact:	High
Faction:	Spy
Dependency vs TO:	No

The 'Description' section contains the text: 'FSO for the new Spy Cloak mechanism.' and a link to the spreadsheet: http://world/project/splinter_cell_6/Montral/SC6-FSO-ArmorParts_DigitalGhillieSuit.xlsx. The 'Issue Links' section is also visible.

Scope DNA



Scope Component	SUMMARY	PROJECT IMPACT	PRODUCTION COST	RISKS/COMPLEX	QUALITY TARGET	DEPENDANCY	METACRITIC/ USER XP
Gadgets	[MTL] [MERC] ADV Frag Grenades	2 - IMPORTANT	2 - MEDIUM	2 - MEDIUM	2 - COMPETITIVE	2 - MEDIUM	2 - MEDIUM
Gadgets	[MTL] [MERC] ADV Incendiary Grenade	2 - IMPORTANT	1 - HIGH	1 - HIGH	2 - COMPETITIVE	2 - MEDIUM	2 - MEDIUM
Gadgets	[MTL] [MERC] ADV Tear Gas Grenade	2 - IMPORTANT	2 - MEDIUM	1 - HIGH	2 - COMPETITIVE	2 - MEDIUM	2 - MEDIUM
Gadgets	[MTL] [MERC] Ammo Pack	3 - NICE TO HAVE	3 - LOW	2 - MEDIUM	2 - COMPETITIVE	2 - MEDIUM	2 - MEDIUM
Gadgets	[MTL] [MERC] Flashlight	2 - IMPORTANT	1 - HIGH	1 - HIGH	1 - ABOVE COMPETITION	1 - HIGH	1 - HIGH
Gadgets	[MTL] [SPY] EMP Grenade	1 - MUST HAVE	1 - HIGH	1 - HIGH	1 - ABOVE COMPETITION	2 - MEDIUM	2 - MEDIUM
Gadgets	[MTL] [SPY] Escape Bomb	3 - NICE TO HAVE	2 - MEDIUM	2 - MEDIUM	1 - ABOVE COMPETITION	2 - MEDIUM	2 - MEDIUM
Gadgets	[MTL] [SPY] Sticky Concussion Mine	2 - IMPORTANT	3 - LOW	3 - LOW	2 - COMPETITIVE	2 - MEDIUM	2 - MEDIUM
Core mechanics	[MTL] 1st Person 3Cs CQC	1 - MUST HAVE	1 - HIGH	1 - HIGH	1 - ABOVE COMPETITION	3 - LOW	3 - LOW
Core mechanics	[MTL] 1st Person 3Cs GEO Interactions	1 - MUST HAVE	2 - MEDIUM	2 - MEDIUM	2 - COMPETITIVE	2 - MEDIUM	2 - MEDIUM
Core mechanics	[MTL] 1st Person 3Cs Navigation	1 - MUST HAVE	1 - HIGH	1 - HIGH	1 - ABOVE COMPETITION	1 - HIGH	1 - HIGH
Core mechanics	[MTL] 1st Person 3Cs Rush/Sprint	1 - MUST HAVE	2 - MEDIUM	2 - MEDIUM	2 - COMPETITIVE	2 - MEDIUM	2 - MEDIUM
Core mechanics	[MTL] 1st Person 3Cs Shooting	1 - MUST HAVE	1 - HIGH	1 - HIGH	1 - ABOVE COMPETITION	1 - HIGH	1 - HIGH

Collective Intelligence

JIRA becomes your **experts knowledge database**

Creating **Intelligence**

JIRA becomes an **EXPERTS KNOWLEDGE DATABASE**

Potential analysis

- Priorisation
- ROI analysis
- Risks analysis
- Business Intelligence Projections
- Custom KPI

Use Case • Collective Intelligence

scope assessment to avoid the **priority trap**

PRIORITY **TRAP**

pri·or·i·ty

/prī'ôrətē/ 

noun

noun: **priority**; plural noun: **priorities**

1. a thing that is regarded as more important than another.
"housework didn't figure high on her list of priorities"
- the fact or condition of being regarded or treated as more important.
"the safety of the country **takes priority over** any other matter"
synonyms: prime concern, most important consideration, primary issue
- the right to take precedence or to proceed before others.
"priority is given to those with press passes"
synonyms: right of way More

PRIORITY TRAP

- Importance \neq Chronology
- No Definition = No Constraints
- Result > Everything is P0

PRIORITY CALCULATION

▪ PROJECT IMPACT= $x/25$

- Must have = 25
- Important = 15
- Nice to have = 5

▪ PRODUCTION COST= $x/15$

- High = 15
- Medium = 10
- Low = 5

▪ RISKS= $x/15$

- High = 15
- Medium = 10
- Low = 5

▪ QUALITY TARGET= $x/20$

- High = 20
- Medium = 10
- Low = 5

▪ METACRITIC= $x/25$

- High = 25
- Medium = 15
- Low = 5

MAXIMUM SCORE = 100

MFL



EXPERTS
ANALYSIS



SCOPE
ASSESSMENT



**PRIORITY
CALCULATION**



JIRA
UPDATE

Scope Component	SUMMARY	PRIORITY
Gadgets	[MTL] [MERC] ADV Frag Grenades	05
Gadgets	[MTL] [MERC] ADV Incendiary Grenade	04
Gadgets	[MTL] [MERC] ADV Tear Gas Grenade	05
Gadgets	[MTL] [MERC] Ammo Pack	08
Gadgets	[MTL] [MERC] Flashlight	02
Gadgets	[MTL] [SPY] EMP Grenade	02
Gadgets	[MTL] [SPY] Escape Bomb	06
Gadgets	[MTL] [SPY] Sticky Concussion Mine	07
Core mechanics	[MTL] 1st Person 3Cs CQC	04
Core mechanics	[MTL] 1st Person 3Cs GEO Interactions	04
Core mechanics	[MTL] 1st Person 3Cs Navigation	01
Core mechanics	[MTL] 1st Person 3Cs Rush/Sprint	04
Core mechanics	[MTL] 1st Person 3Cs Shooting	01

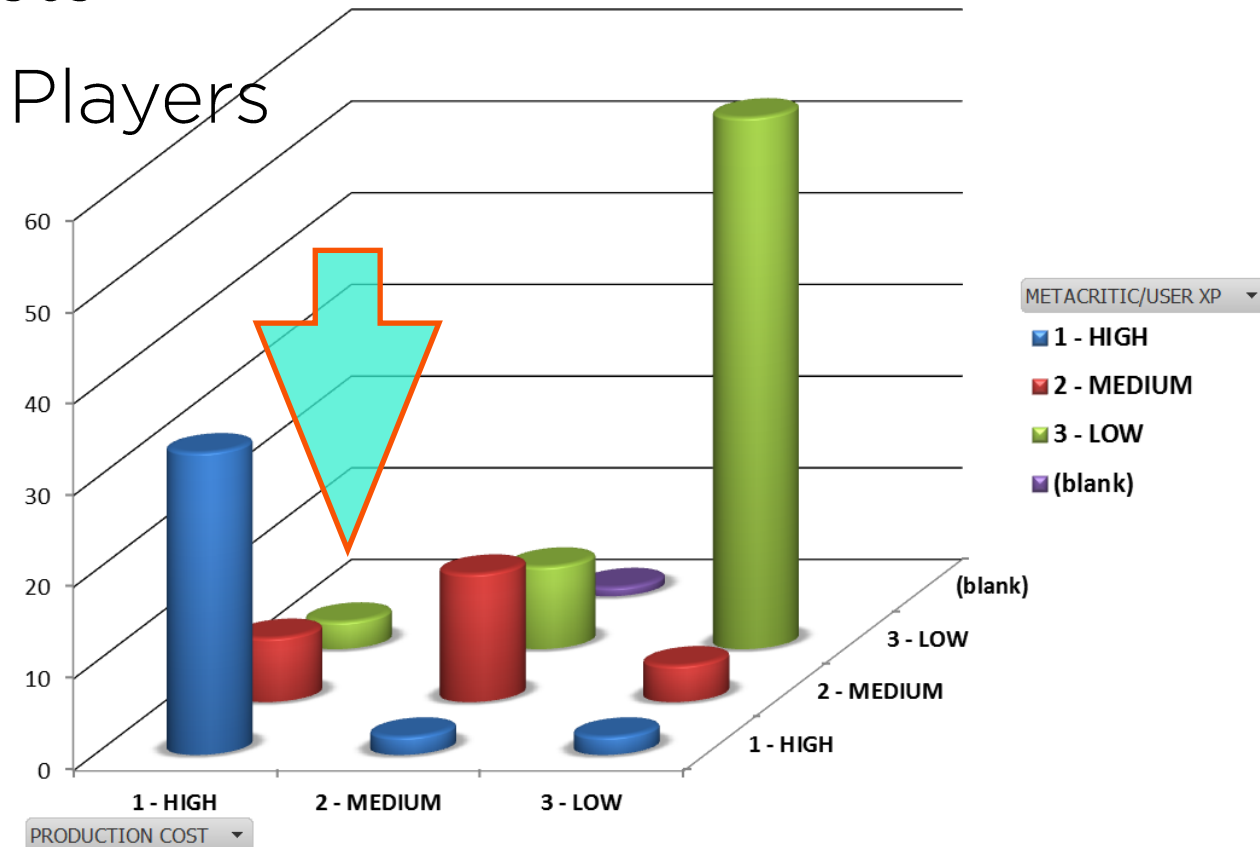
Return On Investment analysis

ROI analysis using Scope **DNA** attribute:

- **COST** <HIGH> Production Costs
- **REVIEW** <LOW> Metacritic / Players

HIGH COST + LOW METACRITIC

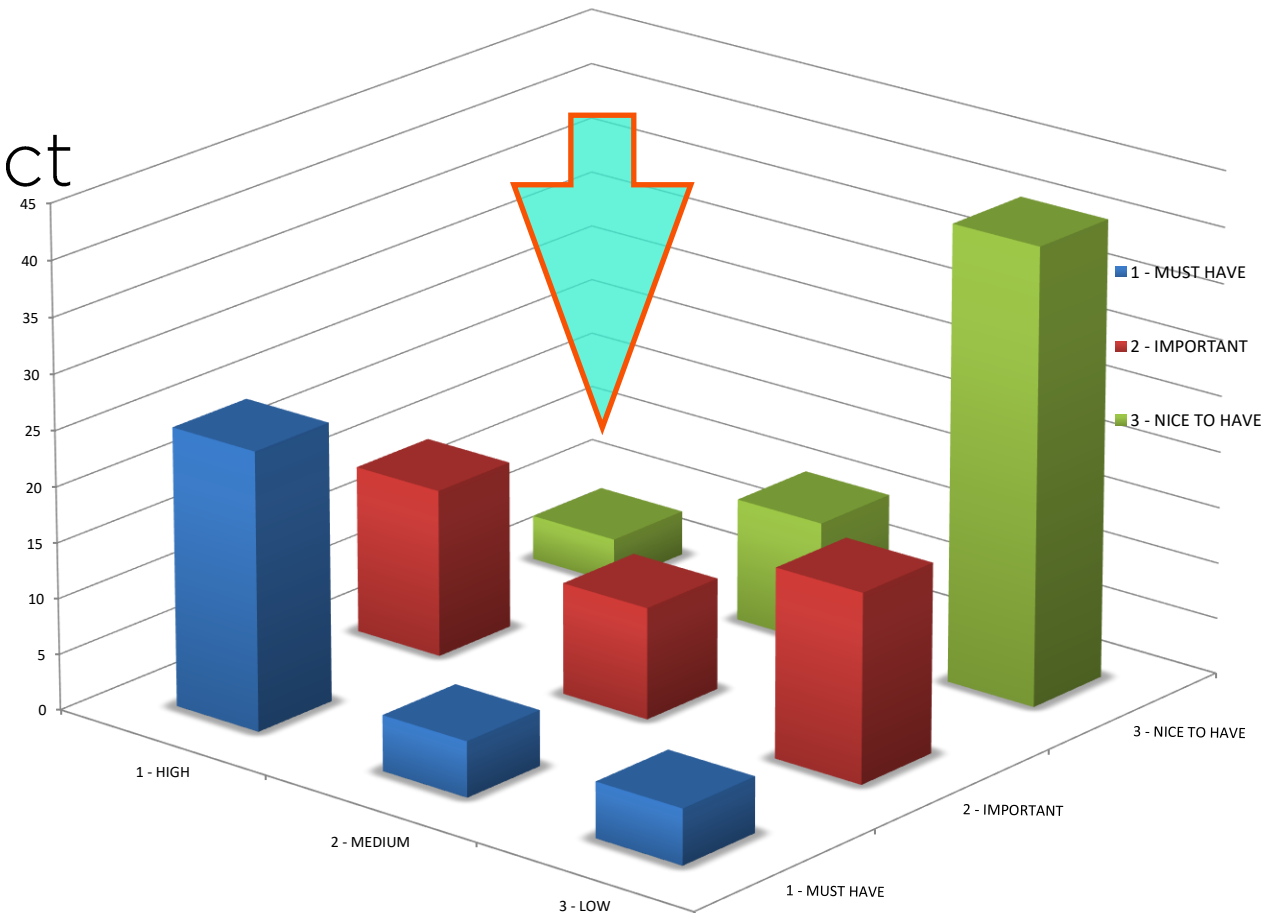
FEATURES	PRIORITY
GameMode: Team Deathmatch	07
Projected Elements	06
1st Person 3Cs CQC	04



RISK analysis

RISK analysis using Scope **DNA** attribute:

- RISK <HIGH> complexity
- IMPACT <LOW> on project



Game **KPI status**

INTEGRATING new potential **PROGRESSION STATUS** in **JIRA**

Potential progression status

- Retention
- Acquisition
- Monetization
- Marketability
- Game Pillars
- **MFL Project Status**
-

Managing external sources of **feedbacks**

Managing External Feedbacks

A greatly **underestimated** workload

< Lots of different sources >

< Hard to manage & track >

< No official tracking tool or process >

feedbacks management

ISSUE TYPE: IMPROVEMENTS

All Feedbacks from

- HQ & Top Management
- Playtests & Playsessions
- Other Teams & Consultants

To Track & Manage

- Who? What? When? (history)
- Priorities
- Link to Features in Backlog
- Decisions (actions)
- Closing requirements

Splinter Cell 6 / SCVI-21659
[MTL] [MERC] TORSO - FLYING DRONE

Edit Assign Assign To Me Comment More Actions Reviewed Cut Not Alpha Yet Workflow

Details
Type: Improvement
Priority: High
Component/s: None
Labels: Torso

Field Tab MTL Specific MTL ROADMAP

Mode Specific: Adversarial

Description
Merc Hunter Torso
CB: http://world/project/splinter_cell_6/Montral%20Game%20Design%20%20Adversarial/SC6-ADV_FlyingDrone.pptx
FSO: http://world/project/splinter_cell_6/Montral/SC6-FSO-ADV-AirDrone-TorsoPart.xlsx

Issue Links
has defects
GGVI-49962 PC - ADV - Drone Suit Ability - Replication issue when the merc hunter triggers the drone, there's a weird behavior when the drone is deployed. See video.

is improved by
GGVI-100934 [Drone] Beta - Pressing RB again return the player to his body.
GGVI-137924 FLYING DRONE - Hard to understand what destroy my Drone (always the same feedback).
GGVI-137930 FLYING DRONE - Need an effect for out of bound warning.
GGVI-99979 Drone tag sound feedback is distracting/not on good moment
GGVI-140579 Gadgets - GD - Drone visibility
GGVI-144679 Gameplay - Game design - Launching a Drone while facing a wall can cause the drone to get stuck
GGVI-137929 FLYING DRONE - Drone tagging feature feels broken, no link between the sound and the visual.
GGVI-137929 FLYING DRONE - Ajout d'un délai à la détection/tagging.
GGVI-134442 Gadget - Mercs - Drone explosion should be consistent, no matter the sources (detonate, shot at, shutdown) : it should deal damages in an area
GGVI-87322 DRONE DEPLOYMENT IS THE SAME INPUT TO MAKE IT EXPLODE
GGVI-137925 FLYING DRONE - Would like to be able to let the Drone at one spot and be able to take it back later.

Sub-Tasks
1. [x] Torso Flying Drone (Alpha) - Post-process for camera cut
2. [x] Torso Flying Drone (Proto): Drone Model
3. [x] Torso Flying Drone (Proto): Explosion VFX
4. [x] Torso Flying Drone (Alpha): Smoke VFX
5. [x] Quickly implement the quadcopter in Adv (pre-proto)

Status: Alpha
Fix Version/s: PreE3_PressTour

Improvements Tracking

Benefits

- Transparency with HQ Integration to Creation Pipeline
- Track Duplicates • Track Contradictions
- Better Prioritization of feedbacks
- Officialize Decisions and/or Actions on feedbacks
- Project Closing Criteria
- Feedback are included in the definition of DONE

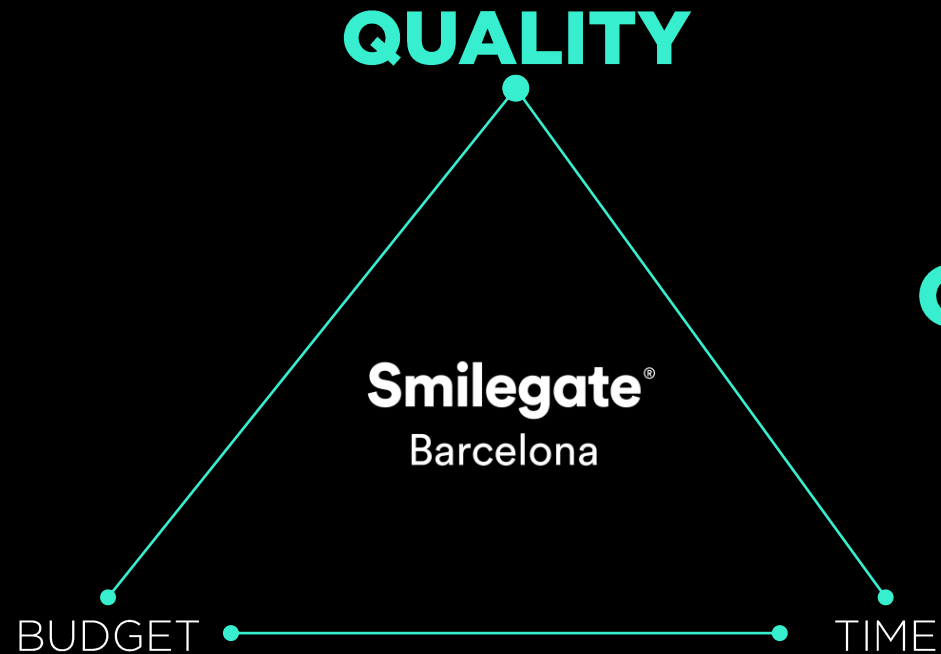
Smilegate®
Barcelona

principles

Communication

Use a common vocabulary

vision of production



QUALITY is the **MAIN SUCCESS CONDITION** for the Project.

scope management

Start with your MFL and protect it!

Validation Based Creation Pipeline

The **validation scope** is the **project scope**

67.4%

VALIDATIONS STATUS

1897/2815

vision

structure project **debates** to make them
professional & productive



Counter intuitive

No Go \leq Great!

Definition of Done

Proud \leq Done

VETO • Meetings

Communication become the winning strategy

Gameception Philosophy

« Make game fun, fun to make »

Secret Sauce

merci

question?

sebastien.ebacher@smilegate.com

seb@arnoovo.com

did not cover

- Creation Pipeline JIRA Integration
- Production Cycle • Sprint & Milestone Planning
- Team Velocity Calculation
- Validation Roadmap & Planning
- Validation Meetings Structure & Logistic
- Pre-Validation Process
- Managing the process changes with your the team