



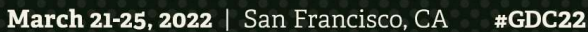
March 21-25, 2022
San Francisco, CA

No Mavericks, No Martyrs: Sustainable, Collaborative Production

Carrie Patel
Game Director
Obsidian Entertainment

#GDC22





#GDC22

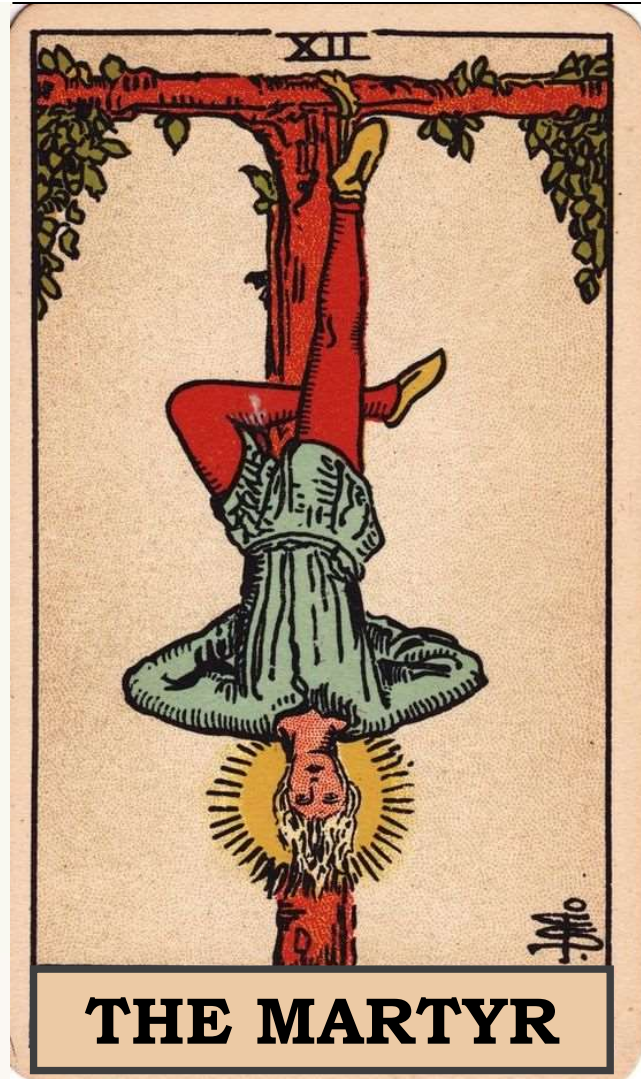
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Is crunch good, actually?

NO



THE MAVERICK



THE MARTYR



PASSION

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The Maverick



The Myth



The Reality

Stop me if you've heard this one before.

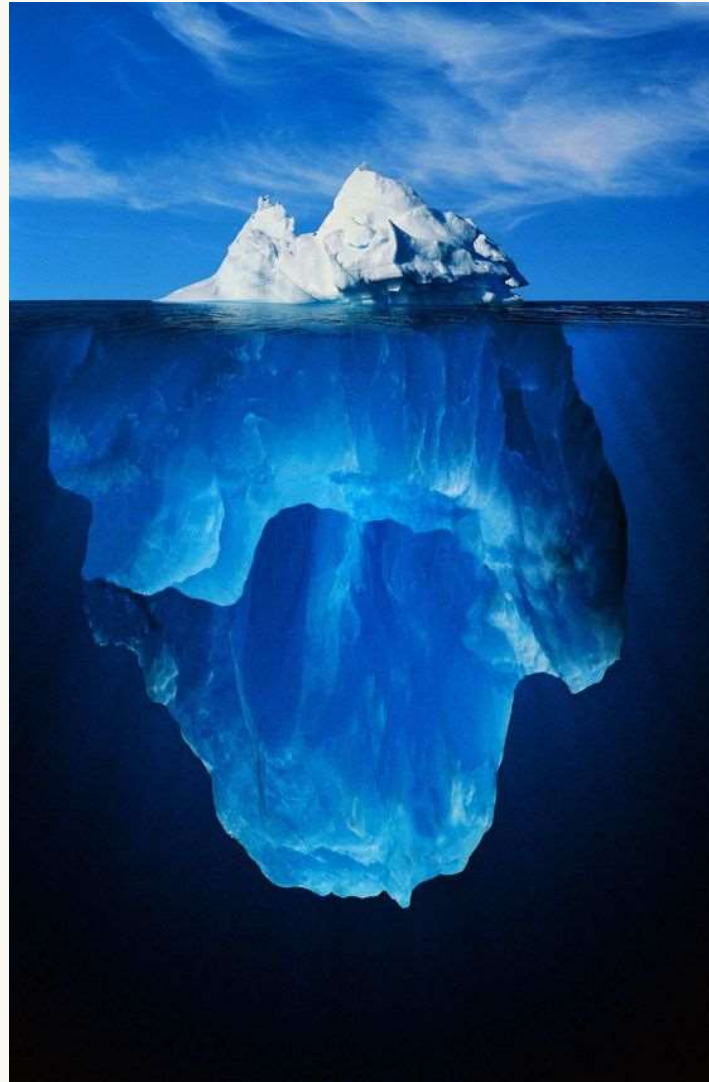


Theekinbarsh

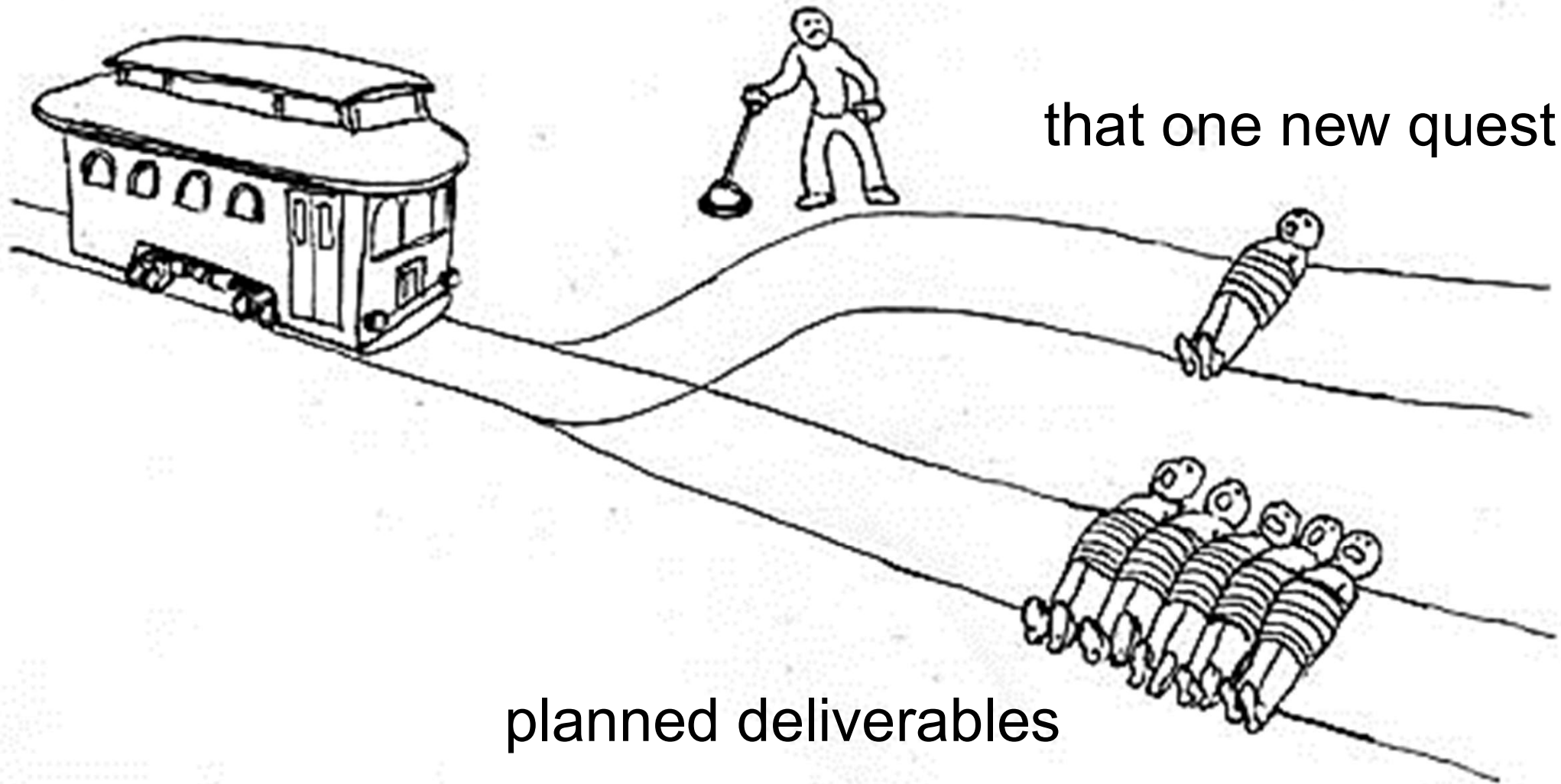


Oopshalfisheep

“basically done”



the work to get it
actually done



The Martyr



The Myth



The Reality

Second verse, same as the first.







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But wait, there's more.

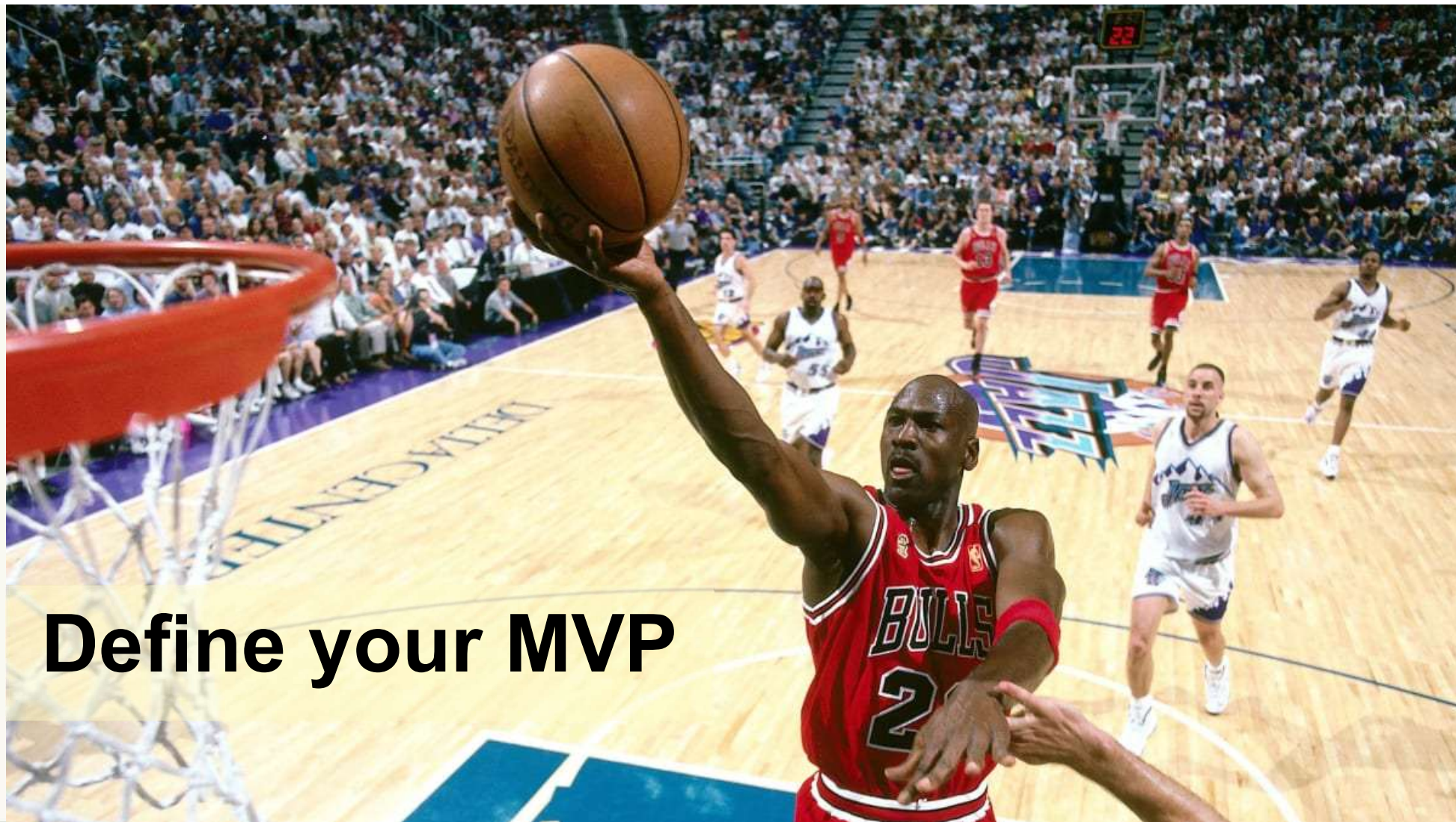
The Thesis

- Great teams make great games
- Great teams are happy, healthy, and engaged
 - Great teams focus on the project as a whole

We must bust the myths that equate "passion" with overwork and aggressive ownership, and we must normalize collaborative, sustainable habits.



Explain the problem



Define your MVP





Own the scope

(or the scope owns you)



Lay strong foundations

Special Thanks

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