

Seven Years of Payne

GDC 2004

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Overview

- Evolution of Max Payne 1997-2004
- Focus & Positioning
- Production
- Production from different aspects
- Some words on Max Payne 2



Remedy backgrounder

- Founded 1995, currently 25 employees
- Death Rally (1996)
- Futuremark spun off in 1997 (3DMark)
- Max Payne (2001)
- Max Payne 2: The Fall of Max Payne (2003)



1996: **Birth**

Of a game concept later known as
Max Payne.

Demo: Dark Justice (11/1996)



1997-1998 **Concept Solidifies**

- Company focus starts slowly to creep in
- Final branding
- Mostly what you'd call a prototype

Demo: "Gallery"



1999-2000 **Growing Paines**

- From prototype to a Real Game Engine
- Problems in the air
 - Managing large projects?
 - War weariness starts hitting the team (4 years under development)
- Large learning experience



2001 **STF (=Ship The F..)**

- Very fast from "full playable" to release
- Lessons Learned: tools need to be solid
- Shipping is hard (but fun!)

Demo/video: Max1 E3 Trailer



2002-2003 **One-Hit-Wonder?!**

- Team wanted to prove that we're not
- Programmers hit the ground running
- Story was the biggest hurdle at first
- Those darned tools again...

Focus or Die!


- Max Payne is a story-driven, cinematic style action game
- Every decision to help focus
 - Remedy dropped 2 other projects
 - Drop multiplayer

Positioning

- Steer clear of leader in genre (TR)
- Simple, a bit controversial concept
- Hooks
 - Cinematic Action, Film Noir Story, Graphic Novel Storytelling are good hooks but
 - **BULLET TIME** is an attribute Max owns



GameDevelopers
Conference



Where to take Max Payne 2?

- Targets much higher
- BT 2.0 required a ton of experiments
- Story was a big hurdle initially
 - 9 versions of story synopsis
 - Still didn't get it completely "right"



Story Evolution

Demo: Synopsis v2 v.s. Synopsis v6



Production: Max 1 v.s. Max 2

- Max Payne was mostly home-brewn
- Max Payne 2 – boost production values!
- Casting, photography, motion capture production by Rockstar.



Max Payne 2: Physics

- Goal was to learn to use a physics engine and replace our old collisions
- Became a lot more than that
- Added features when found they were feasible
- Physics is not easy (ragdoll dev shots)



Characters

- Max1 cast: friends & family
- Max2 cast: NY actors

Demo/pictures: Casting Material

Demo/pictures: Character creation



Animation

Demo/video: Max1 rotoscoping

Demo/video: Max2 motion capture



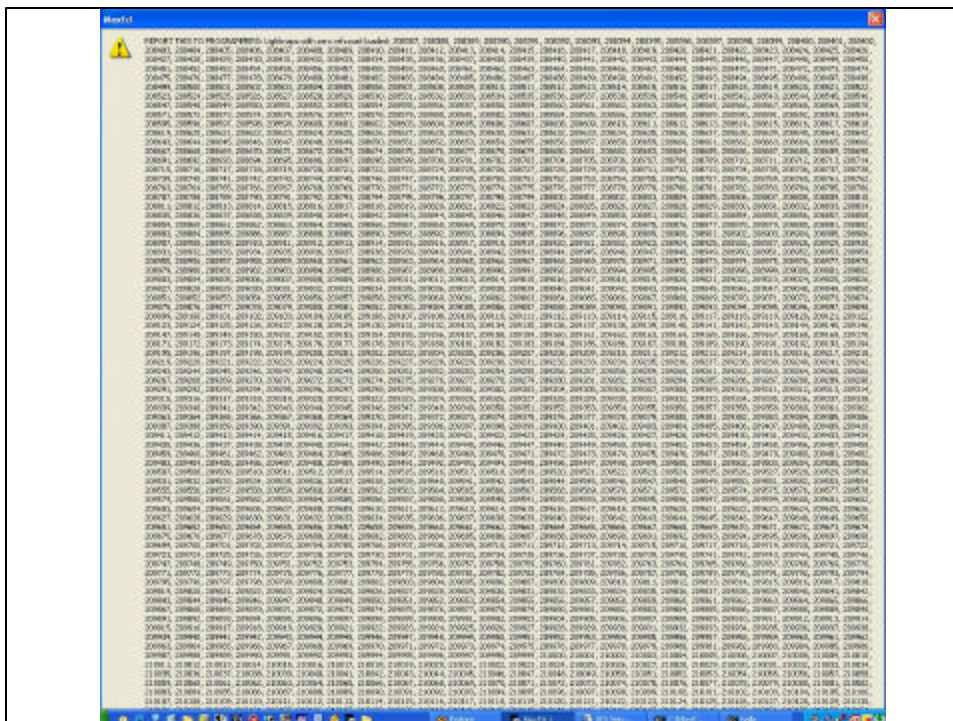
Graphic Novels

Demo: Max1 v.s. Max2

Demo: Max2 GN Drafts

Level Design

- 1997: Let's make our own editor! How hard can it be?!?
 - One of the biggest hurdles for content production in Max Payne 1...
- And we redid it in 2002-2003
 - This time with much more focus, dedicated team and external help (+ experience).





Level Design Examples/Demo

- Planning -> Sketching -> Final
- Misc. Examples



Particles

- We had a high-tech custom-made particle editor, done already in 1997.
- Strong visual factor in Max Payne 1
- For once a tool saved the day, and didn't need that much additional work for Max2.



Weapons

- Max never was a "gun nut" game
- This section is in here mostly for fun

Demo/Videos: Gun Firing Range at the Gun Experts'



Questions?

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