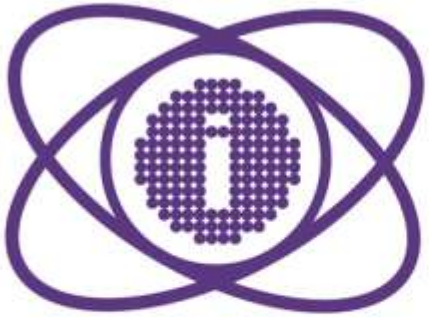

INDEPENDENT GAMES SUMMIT

Game Developers Conference® | **March 9-13, 2010** | Moscone Center | San Francisco, CA

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GDC 10

www.GDConf.com

SCRAPMETAL

Pushing the envelope with a team of two

Kees Rijnen – Art
Nick Waanders - Programming

entertainment

SLICK

Founded in February 2007
Released N+ in early 2008

“What’s next?”

Our goals for Slick Entertainment:

- Self fund our own IP
- Stay Small

Self Evaluation

What do we have experience with?

- Building technology
- Shipping games

What do we think we can improve at?

- Business related tasks
- Game design
- Marketing & PR

Game Requirements

- Target XBLA
- Focus on execution
- Scalable art
- Fast iteration

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Video!

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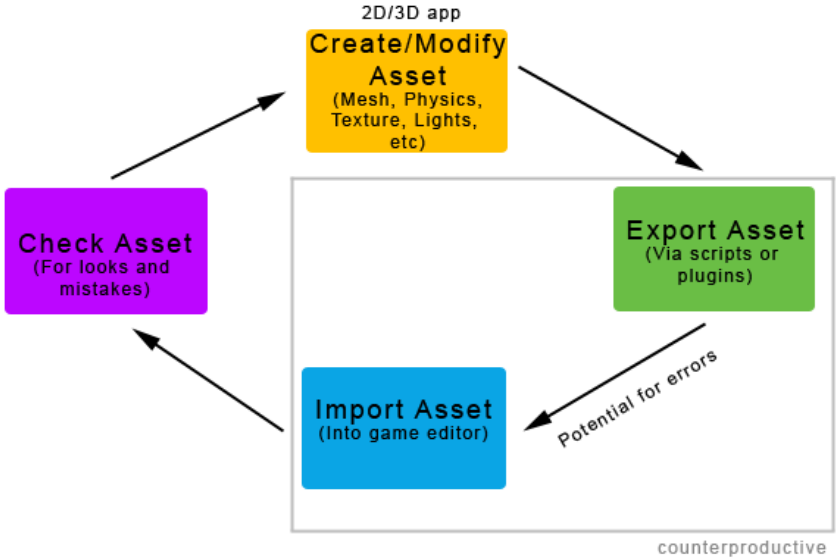
Art & Programming

- Vertical Slice approach (1 asset of each)
- Goal: Quick Changes (iteration)
  - Game design
  - Art assets
  - Tools
- Polish = iteration (+ focus)
- C# Tools
  - Quick
  - Stable
  - Accessible (even for tech. Artist)
- C++ On console (performance)

In-house Engine

- Goal: Build our own technology
- Why?:
  - Enjoyment (Tech)
  - Specialized engine
  - Fix priority problems
- Is this always the right decision for everyone?

Old Art Pipeline



- Lots of exporting
- Not good for iteration
- Works ok if you have lots of man-power
- More broken assets

Improved Art Pipeline

- De-coupling of data
  - Minimal exporting
  - Realtime iteration (in game editor)
  - The polish-process became fun!
  - Higher quality gameplay and art

Decoupling Data

- 1 Deferred Shading

- 2. Pathfinding

- 3. Dynamic Objects (physics, particleFX, sounds, etc)

- 4. Car Physics

- 5. Mission Settings (Gameplay)

Conclusion

- Minimal outsourcing
- Vertical slice saved us time
- Realtime feedback increased iteration
- Iteration leads to better polish
- Making our own technology paid off

Available March 10th on Xbox LIVE Arcade