

GDC

A Designer's Postmortem from Shadow of War

Timothy Staton-Davis
Technical Designer
@timstatis

GAME DEVELOPERS CONFERENCE

MARCH 18-22, 2019 | #GDC19

Joining a team mid-production (Bad/Good)

“Trial By Fire” can be a good learning experience and levels you up quickly.

Go the extra-mile during your on-ramping process, learn all you can.

Make connections with helpful people on related teams.

Crafting missions for multiple play styles (Good)



Seregost Camp

Crafting missions for multiple play styles (Good)

When given the task to add something new to a completed piece, take time to understand the design intent for that piece.

Create a personal list for things YOU need to pay attention to when designing for a specific game.

Too Many Experiences, Too Little Time (Bad)



Too Many Experiences, Too Little Time (Bad)

Gather feedback from your team when you can, even if it's unofficial.

Delayed Team Communication (Bad)

Some conflict of interest between art and design teams, but no excuse to not communicate effectively.

Get out of your group bubble and interact with the other teams that are connected to your team

A Dope Tools Team (Good)



From Unreal Engine 4 Debugger

A Dope Tools Team (Good)

Show your tools team some love

Integrate them into all the major parts of the game and

Cultivate a culture of comfort for team members to talk with the tools team.

Shoutouts

Walter Williams
(Undead Labs)

Brett Cutler
(Monolith)



Timothy Staton-Davis
Technical Designer
www.timstatis.com
@timstatis

Thank You!