THE STANLEY PARABLE

GAME DESIGNE DOCUMENTS

Version 1.0

Galactic Cafe studio

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INTRODUCTION

The Stanley Parable is an interactive drama and walking simulator designed and written by developers Davey Wreden and William Pugh.

1.1 Summary

The player guides a silent protagonist named Stanley alongside narration by British actor Kevan Brighting. As the story progresses, the player is confronted with diverging pathways. The player may contradict the narrator's directions, which if disobeyed will then be incorporated into the story. Depending on the choices made, the player will encounter different endings before the game restarts to the beginning. The remake recreated many of the original mod's choices while adding new areas and story pathways. Both the original mod and the remake have received critical praise from journalists. Critics praised the game's narrative and commentary on player choice and decision-making.

1.2 CHARACTERS IN GAME

In the game there is only 3 main characters the most important one is Stanley, Player and Narrator.

Stanley – the main character of the game

Player – the person that controls Stanley

Narrator – invisible character that tells the story about Stanley

There are also minor characters in the game such as:

Female narrator – the voice that replaced main narrator in the museum ending.

Stanley's wife – she is heard in Stanley's Apartment and on phone call.

Mariella – The women who find's Stanley's body at the end.

Future Happiness Foundation – At random time you will receive a call from the phone in the office, asking you to confirm the order of cardboard boxes.

Receptionist – Only appears in the demo.

The Stanley Parable Adventure Line – A guiding line that appears in confusing ending.

The Essence of Divine Art – an entity which appears in the Art ending.

A walking person – the character that has same model as Stanley.

The mentioned characters:

The boss – The director of Stanley's workplace.

Co-workers – So far only three co-workers have been mentioned.

Employee 432 – One of Stanley's co-workers

1.3Platform

The game is developed for the Windows, OS X and Linux. System requirements are:

Windows:

Minimum:

OS: Windows XP/Vista/7/8

Processor: 3.0 GHz P4, dual core 2.0 (or higher) or AMD64X2 (or higher)

Memory: 2 GB RAM

Graphics: Video card must be 128 mb or more and should be DirectX 9-compatible with support for Pixel Shader 2.0b (ATI Radeon X800 or higher / NVIDIA GeForce 7600 or higher / Intel HD Graphics 2000 or higher not an Express graphics card)

Storage: 3 GB available space.

Sound Card: DirectX 9.0c compatible

Mac OS X:

Minimum:

OS: Mac OS X 10.8 or higher required

Processor: 3.0 GHz P4, Dual Core 2.0 (or higher) or AMD64X2 (or higher)

Memory: 2 GB RAM

Graphics: ATI Radeon 2400 or higher / NVIDIA 8600 or higher

SteamOS + Linux:

Minimum:

OS: Ubuntu 12.04

Processor: Dual Core from Intel or AMD at 2.8 GHz

Memory: 2 GB RAM

Graphics: NVIDIA GeForce 8600/9600GT, ATI/AMD Radeon HD2600/3600 (Graphics Drivers: NVIDIA 310, AMD 12.11) OpenGL 2.1

Storage: 4 GB available space

Sound Card: OpenAL Compatible Sound Card

1.4 Target Market

Theoretically, the game's simplicity opens it up to anyone who can wrap their head around the simple mechanics of movement that is commonplace in first-person games. However, the mind-bending subject matter is primarily a commentary on choice in games, and what is possible even within the constraints of a simple game. This means it might not mean as much to someone who doesn't play many games.

However, the game is simultaneously aimed at people who enjoy the thought experiment aspect of the experience. This might be interesting even to someone with no experience with games whatsoever, but it is a very specific sort of interest, so I imagine that audience is small. There is no real action to speak of, so if the player isn't interested in the ideas it will be a dreadfully boring experience for them. Finally, to get the full experience of the game's ideas it requires multiple play throughs – as many as eighteen to get every ending.

So this game is ideally for gamers who prefer idea-driven

narratives, little action, and have completionist compulsive tendencies. Let's just say it's a niche audience.
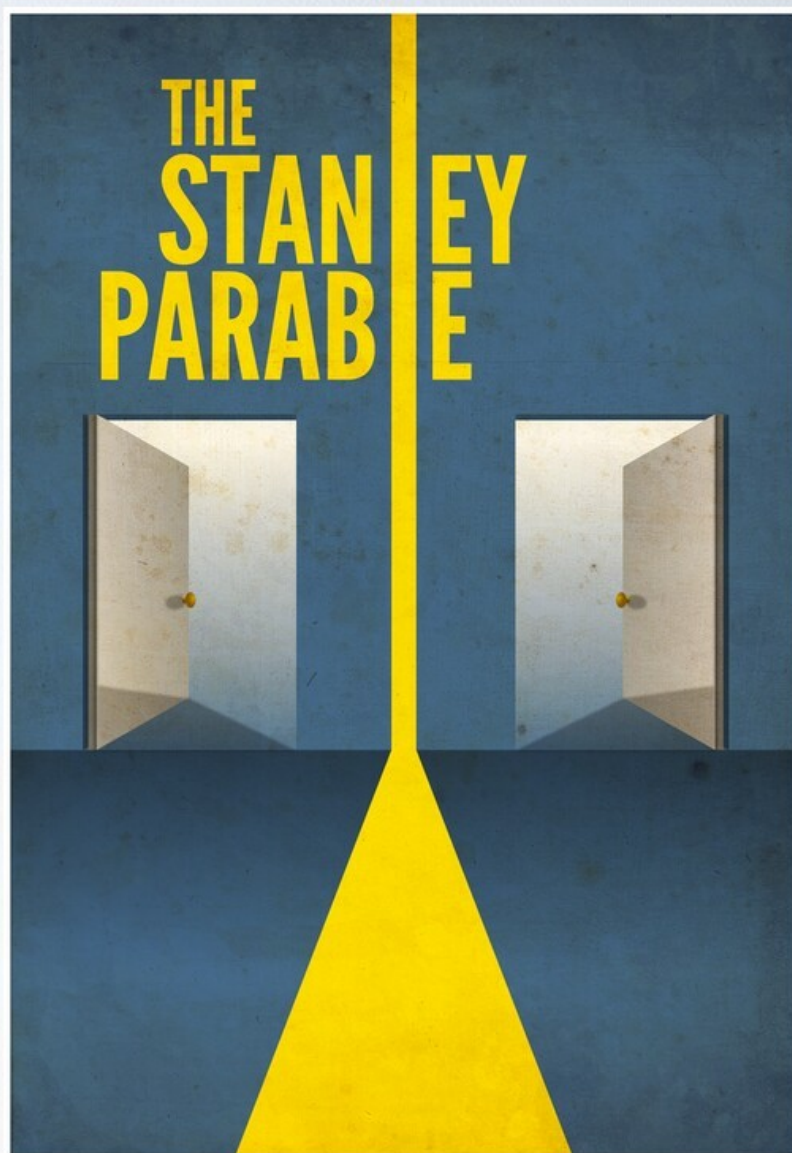
1.5 Story

This is a story of a man named Stanley. Stanley worked for a big company in a big building, where he is known as employee No. 427. His job was to push buttons on his computer. He was given orders for which buttons to push, when to push them and how often.

This is what Stanley did, day after day. Until one day no orders came, and Stanley ventured out of his office to find out why.

It is at this point that you take control of Stanley, sort of. As soon as you walk out of Stanley's office to search for his missing co-workers, the narrator begins telling the story, Stanley's story, as it happens.

It is when you get to your first choice between two doors that the true charm of this game comes alive. The narrator, brilliantly

voiced by British actor Kevan Brighting, tells you what Stanley (or you) did in this part of the story. "Stanley went left," for instance. But here's the thing — you don't have to go left. You can go right, or back the way you came, or not do anything at all, and the narrator responds, often frustrated with you for not following the "rules" of the story. At times he even restarts the game to try and force you to play the story correctly.

It's in this way that the narrator somewhat becomes the antagonist of the game; guiding you, or telling you, what to do, what you did, what Stanley is thinking or is not thinking and what the narrator himself thinks of all of the choices you make as you explore the office and try to find the narrative thread.

And this is how the game continues, and often ends, with you defying or obeying the narrator while searching for Stanley's story. Depending on your choices, you will encounter everything from a mind-control facility to a museum of the game and its development.

2. Gameplay

The Stanley Parable" is an interesting idea, and it has some insightful things to say about game narratives and choice in games. The narrator is a lot of fun to listen to, and the twists and turns some of the pathways take through the game can be fascinating. That said, the gameplay is dull, and a short playtime per pathway can't save it from growing boring after a few times through, especially if you are unlucky enough to hit the most boring story paths your first few times through. This is especially bad news when the game only really comes into its own after the player is exposed to the vast majority of the stories that are told in "The

Stanley Parable"'s framework. If the player doesn't see the majority of the game, the time spent isn't really worth it.

It may be a niche game with some flaws, but it is hard to hold that against it when it has such interesting ideas. Ultimately I think it'd be worth taking a look if you find it in.

The player basically just walks around and almost never clicks on things. Choices are made primarily based on where the player decides to go or not go. Do you go through this door or that one? Do you walk off this ledge? Do you just stand still? Occasionally you can click on something, like unplugging a phone, but that's it. Obviously, running and gunning doesn't work for the purpose and narrative but it's still disappointing that there isn't more to do.

The environments are also dull, and generally not exciting to explore except when the narrative goes seriously weird. Mostly it's just blank walls and basic office work spaces and architecture. I will say that this helps the moments where things get weird feel more impactful than they would if the environment was already full and engaging.

The best part of the game is the ever-present narrator who has some fun snarky things to say. His personality and character changes based on which playthrough you are in, and it is

interesting to hear him change, depending on the playthrough, from angry, to confused, to whiny, to disappointed. If it weren't for the narrator the game just wouldn't be worth it.

Even with the narrator, I found it hard to play through it more than a few times without being bored out of my mind. Honestly, playing through it a couple of times, then watching the rest of the endings on youtube might be the most efficient way of seeing all the game has to offer. That was the only way I could see all of the endings myself.

That being said, the game is very short. Even the longest play-through won't go more than a half hour, so trying to play through a majority of them isn't too much of a time sink compared to other games. I could see someone playing through the game by trying one different playthrough during a break, or before doing something else, just sliding it into a half-hour block somewhere each day. In fact, that might be the optimal way to play.

2.1 Controls

Name	Key to Perform Action	Action
Strafe Left	Press A.	Moves Stanley to the left.
Strafe Right	Press D.	Moves Stanley to the right.
Move Forward	Press W.	Moves Stanley forward.
Move Backward	Press S.	Moves Stanley backward.
Duck	Hold CTRL.	Makes Stanley crouch.
Take Screenshot	Press F5.	Takes a screenshot.
Pause	Press Esc.	Pauses the game.
Developer Console	Press `.	Toggles the console in the Pause Menu.
Use Item	Press E or left-click on anything.	Uses an item or object.
Look Up	Use your mouse.	Makes Stanley look up.
Look Down	Use your mouse.	Makes Stanley look down.
Look Left	Use your mouse.	Makes Stanley look left.
Look Right	Use your mouse.	Makes Stanley look right.

Commands

Name	Keys to Perform Command	Action
Facepunch	Type in "facepunch" during gameplay.	Places the Facepunch logo over various textures. Repeat to revert the effects.
Secret	Type in "secret" in the main menu and click on the Credits option.	Plays a secret song during the credits.
Vinh	Type in "vinh" during the credits.	Plays a secret song and also changes the background to numerous tiles of the "Employee of the Year" image, which is constantly moving. This may mean that the employee's first or last name was "Vinh".
Debug Menu	Press LeftShift + F1 during gameplay.	Opens up the debug menu.

2.2 Environment

The relationship between the narrator's script and the space in which you play is the result of an ongoing dialogue of tweaks between Wreden and Pugh. One of the two would add an element make a change and the other would respond by adding their own tweaks and ideas. Maybe Pugh would make a change to the environment and Wreden would see it and use it to flesh out his understanding of the narrator.

"A lot of the depth and granularity of detail in the narrative and the environment came because over the course of development there were so many ping pong moments," says Wreden. "What if this were part of the environment? What would this mean for the narrative? I think employee 432 is prob the best example of that."

According to Pugh employee 432 pre-dates almost everything else in the game. "When we were bored and making an environment or something I'd keep adding loads of little things in the game all referencing 432, then towards the end we thought we'd just go a bit crazy and put a load of things around all referencing employee 432. We're really happy because people went crazy and started theorising about it."
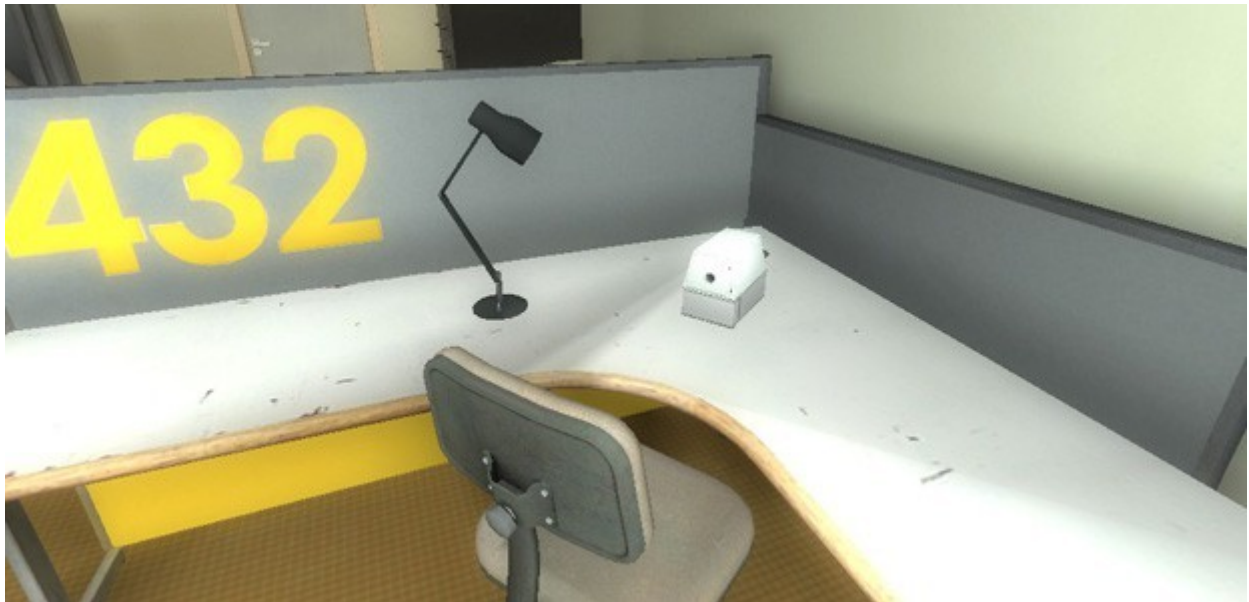
There's actually a break in the transcription here because Pugh and Wreden started googling employee 432 to send me an image and got caught up excitedly clicking through a bunch of posts from players chatting about the importance of 432. "There was a seed planted," says Wreden, "and all of the details were little opportunities throughout development. We can add something there or over here. To see people play it and pick up on those details is really fascinating."

"It's interesting how the design of the space changed over development," says Wreden. "It had previously been an office, a building, a theoretical space somewhere. There was a point that

was crucial for me where we decided that we wanted the space to feel really alive. To do that we started changing the actual layout and design as you play. Some of the changes are more subtle than others but I feel like what we were trying to get at was a space which literally feels unknowable because it's morphing and melding around your expectations and knowledge of it. I came to see the building as another character. I felt it was really powerful for players to continually rediscover the office itself – the actual building."

That repetition and rediscovery was key to Pugh too. "There's a load of interesting stuff I got to do with Stanley because you're moving through this space more than once. You know it but then you don't anymore. In some really monotonous buildings you can find a place that looks like another place and you turn a corner and oh no! I'm not over there, I'm all the way over here. That was a really fun effect we could get with the Confusion Ending." (The game, as you probably know, has a number of endings – this one involves a series of narrative resets as the narrator grows ever-more frustrated at his inability to find the story.)

"Usually people had played through the game a few times before they got there. They start in the opening section and the narration is all the same so they're planning in their head that they'll go left then right and so on to get to a different ending but before they can make the first choice it brings you back into a different kind of space." The narrator's dictation of and response to the space ends up functioning as a kind of unreliable audio signage system.

"There's a great article [*it's the one by* _Electron Dance's Joel Goodwin_ about The Stanley Parable which put it into words I've never said before but they felt so true – that when you follow everything the narrator says and exit out of the big giant door the game takes a hold of the camera and walks you straight forward. It's the most frustrating moment in the entire game because all you want to do is turn around and look at where you've been. To see what is this building? What is this structure I've been inside? From the inside it's so unknowable."

Pretty much everything beyond the deliberately balanced first left or right choice has a degree of manipulation applied to the level design. For example you can choose to go up or down a set of stairs. "There's a lot of sound design in that," says Pugh. "As you climb higher the sound opens up slightly so it's less claustrophobic. If you go down it's a lot more tense and in your face. It's something people don't notice but it's there and subconsciously informs their perception of the space they're in.

"With the escape path or the mind control facility, the lighting there is important. In The Stanley Parable if we lit it realistically it would look horrible so we've had to use a lot of simulated lighting and invisible lamps to bring it to a nice light. That helped play a lot with how players perceive a space. Like the red and blue door. If you keep taking the blue door the space is transformed by the lighting. At the start there's natural light flowing onto the red door to promote this kind of positive nice feeling there but as you continually disobey, the lighting gets a lot more ugly – the fluorescent lamp turns on and makes an ugly noise."

In terms of more obvious level design sleight of hand, you might become aware that one corridor is much longer than another, despite their placement indicating they should be identical. Perhaps you saw an impossibly-placed window, or encountered the story strand which creates a sudden corridor as you turn a corner – a workplace version of the Penrose triangle. Maybe you noticed that

the windows are just white shapes, providing no locational cues whatsoever.

"The game has in general far more content than most people will see when they play it," says Wreden. "But what's important is they see enough of it and are unsettled by enough of it. The design of the architecture, especially the way the architecture changes each time you play, [has] a gradient of physical paradoxes, some smaller some bigger. It no longer becomes one particular way the

architecture is changing. It becomes many ways and then your imagination takes over. Every room might change. It becomes impossible to know and the way the player projects that uncertainty onto the architecture is what gives it life."

There's one ending which involves a museum exhibition devoted to the game itself. On the surface it appears to offer a moment of honesty within The Stanley Parable's continual mood of uncertainty. Obviously that honesty turns out to be a lie, but one which the pair struggled with and which is, ultimately, the source of Pugh's one regret when it comes to the game.

The exhibition contains a number of artefacts relating to the game – a diagram regarding the story branches at the beginning of the game, a little diorama of (a version of) the office, that sort of thing. It's at this point the narrator, now with a female voice, tells Stanley he is already dead and is treading pre-determined paths. It's a moment which makes explicit that tension between the

building as it appears and the reality of the design – unknowable versus tightly choreographed and scripted.

"I love [that tension]," says Wreden. "I think it's beautiful. I think the beauty of the section is we had a goal with that museum and the goal was create one space of actual honesty. That was important." He then does exactly what the game does and undermines that sentiment. "We're not going to lie but at the same time we're still kind of lying. We could explain everything and it still wouldn't – you're still bringing more to it than we could ever make sense out of. We can show you the guts of the thing but it's

not going to clarify what you as a player are projecting onto this space that makes it seem more alive than it actually is."

Wreden refers to the museum as a refreshing opportunity to speak a little more directly to the player. But Pugh is slightly more hesitant.

"I think, in terms of regrets about development, we could have made that space a bit more honest. We were still kind of constrained by having a time limit to make the game and we had to give the impression of what we wanted to do. To make it properly honest would have taken more time and we didn't have that."

The overriding concern when it came to honesty was not wanting to spoil the game, particularly if a player came across the Museum Ending early on. "In the version we released there was a map of the opening section, but before there was a diagram of the entire

game with all the endings laid out in front of you," says Pugh. "We went back and forth on that for ages."

"It just really killed the experience," says Wreden. "We were too honest and people didn't want it.

we gave up too much of the understanding of the space and people began to reject it.

I get emails from people all the time that are like can you just explain it all to me and I'm like 'You don't want that. You think you do but...' It needed not to kill the magic."

2.3 Main Character

Stanley is one of several hundred employees that the Boss controls with the Mind Control Facility. In the Broom Closet Ending, the Narrator speculates that Stanley got this job either via a family connection or with "drug money". As Employee 427, his task is to sit in Room 427, pushing buttons on a keyboard. Orders come to him via a monitor on his desk, telling him what buttons to push, how long to push them, and in what order. This task is performed daily throughout the entire year. The Narrator notes that "although others may have considered it soul-rending, Stanley relished every moment that these orders came in."

During the events of *The Stanley Parable,* Stanley's routine is interrupted when orders cease to arrive at his desk. At this point, he realizes that all of his co-workers have disappeared. During the Countdown Ending, the Narrator states that he intentionally erased the co-workers from existence. From this point onward, Stanley's fate depends on player action. This fate can range from

breaking free from the Mind Control Facility to refusing to leave his room forever, among others.

Deaths:

Stanley dies in 8 following endings:

1. Explosion Ending- Exploded with the facility.

2. Museum Ending - Crushed to death by the metal jaws.

3. Mariella Ending - Goes insane and collapses, found dead on the.

4. Powerful Ending- Jumps of the warehouse platform (or the Cargo Lift).

5. Cold Feet Ending - Jumps off the warehouse platform.

6. Apartment Ending - In the Story of The Death of A Man Named Stanley, the Narrator says that his job is slowly killing him, and the last message says "Please die".

7. Zending - Commits suicide by jumping off the stairs 4 times.

8. Confusion Ending - After the 8th restart mentioned on the Confusion Ending Schedule, the Narrator is scripted to abandon the game, and Stanley would die. This never truly happens in-game however, because none of the endings from the fifth onwards actually happen.
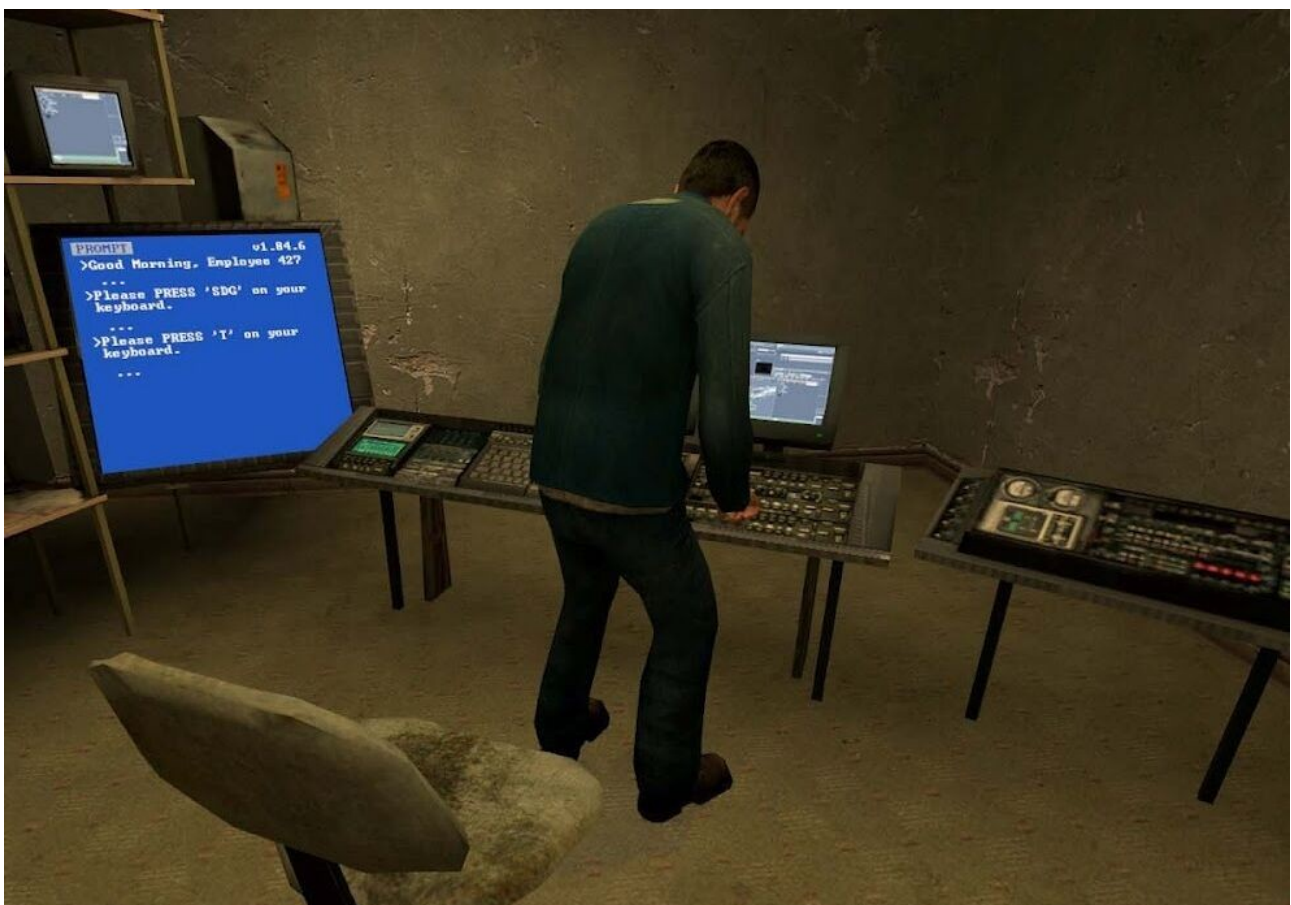
2.4 Atmosphere

The Atmosphere in Stanley Parable is very comic and weird at the same time.

At the beginning of the game you are placed in a huge office space, you soon realize that you are all alone in this huge building.

The atmosphere of the place isn't a scary one even, thou you are all alone, but it is rather weird and uncomfortable.

That felling follows the player trough the entire game expect the narrator that breaks that felling from time to time.

It is a nice mixture of comedy and weird felling that make this game so perfect and spot on when it come to the atmosphere of the game.

2.5 Player Experience

When it comes to player experience, it is safe to say that Stanley Parable did the perfect job.

Even thought the game is just a walking simulator without much action it keeps the player interested in the game.

In the first 10 minutes the player would experience the weird felling of being all alone in huge office space, but the

When you start the game u quickly realize that you are alone in the huge office space.

But the one thing that brakes that felling of being alone is the narrator who is telling the player story about Stanley as the player plays the game.

The huge office space really makes the player fell anxious, but at the same time it make player really curious about his environment when the narrator starts talking.

Entire game is a place with a lot of secrets about Stanley and the company that Stanley worked for so it is time for the player to discover it all.

So are you as a player ready to enter into the world of Stanley to discover it's darkest secrets or you might leave that task to someone else.

2.6 Level Design

Level design is not the first thing which comes to mind when thinking about the Stanley Parable. The game is known widely for its narrative and extensive variety of endings more than anything else. But I am not here to talk about the Stanley Parable, I am here to talk about the Stanley Parable Demo.

Minus the variety of endings the Stanley Parable Demo features the same unique narrative which defines the game. However when it comes to level design the game is very simplistic with regard to layout how it guides the player through the game. The nature of the narrative however demands such simplicity and is enhanced by it also.

Oh, hello hello hello! Welcome to The Stanley Parable live demonstration!

With a narrative structure as confusing as that of the Stanley Parable the levels are laid out in such a way that everything is readily visible to the player. Doors, signs and lights all point the way to progress the narrative so that the player doesn't lose direction or experience large gaps between segments of dialogue, to the point where it stops trying to hide the fact that it is a game.

This directly compliments the narrative, and puts the player in a state of mind with which to accept an unorthodox plot. The voice over of the Narrator also behaves as a level design device. Extensive dialogue and trigger points, or lack thereof communicate to the player where they should go next and whether there is anything else to do. Paired with the design choice of having everything visible to the player the moment they step into a level

makes these narrated directions quick and obvious to the player without getting them lost or wondering what the next step is.

The other prevalent feature of the Stanley Parable is choice, or

sometimes the illusion of choice and the Demo demonstrates this extensively. Choice being the core behind the Stanley Parable it is important that it be conveyed in the demo. Multiple doors and buttons litter areas of the game to convey a sense of narrative depth and infinite choice to the game while in reality the game is limited to its scripted events. The possibility of choice and the

narration in the game are what give it it's depth and feeling of presence when playing, it exudes a feeling of knowing and closeness through generalisations about the player.

The game has an amazing level design that really fits perfectly with the game.

Not only that but the game has an amazing story to tell and the game really show's it with it's level design.

The last point I would like to cover is the use of space within the game. Much of the transit around the level of the Stanley Parable Demo is through corridors and walkways. These separate large rooms which then connect to smaller rooms. This breaks down the level into very manageable chunks. The transits are quiet, the large rooms feature a big overall description and the small rooms provide more in depth detail. This comes to a head when we are brought to a tiny circular room at the end. A room much different from the others. The narrator suddenly sounds much closer and the room is different from the others, enticing a whole new experience right at the end of the demo.

2.7 The villain

The Narrator is the main antagonist/deuteragonist of the clever adventure/puzzle game, *The Stanley Parable*.

The Narrator's role as a character depends on what Stanley, controlled by the player, does, as the game allows them to form an endless amount of conclusive outcomes.
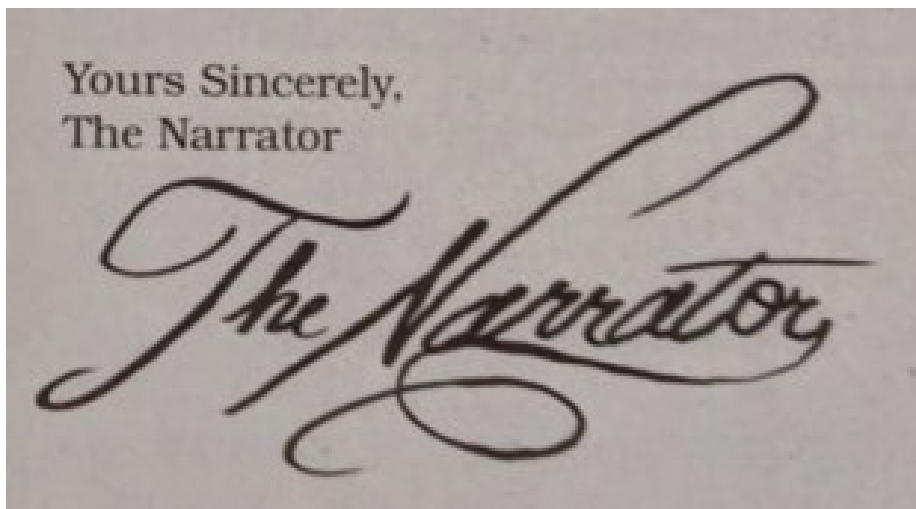
What the Narrator is exactly shall always remain a mystery, but according to himself, he is basically the writer of Stanley's life, changing the script constantly. He is aware that he is in a video game, is just a voice in Stanley's head, and has complete control over reality itself, or at least Stanley's reality. He sees how Stanley's boring life works out and always puts a sadistic and/or helpful twist before resetting it to see what happens in the next incarnation of Stanley's life. Others believe Stanley is simply

insane, imagining that he is being terrorized by an omnipresent

bully stuck in his head.

He was voiced by Kevan Brighting.

But here's a spoiler for you; that timer isn't a catalyst to keep the action moving along. It's just seconds ticking away to your death. You're only still playing instead of watching a cutscene because I want to watch you for every moment you're powerless. To see you made humble. This is not a challenge, it's a tragedy. You wanted to control this world, that's fine. But I'm going to destroy it first, so you can't.

~ The Narrator to Stanley in the "Countdown Ending"

2.8 Object of the game

The Stanley Parable is a game that follows the journey of Stanley, an office clerk whose life is largely unknown. It is not known whether he is insane or not, this can be determined via the choices you make along the way. Explore a whole new world with just one turn, click or even just standing still. You will be accompanied by a disembodied voice who is only known as the Narrator but beware, he is not who he seems like

Stanley was a simple man, he was happy to sit in an office all day everyday pushing buttons. But one day, no one gave him orders to push said buttons. And so, Stanley went out of his office to investigate and finds that the whole building was utterly devoid of life. And so an adventure begins. Blow yourself up, explore the unfinished sections of the map, play a game in a game for 4 hours, play *Minecraft* and *Portal* through a game, find happiness, jump

from the window, get confused with a yellow line or maybe escape your workplace.

The possibilities are endless, what would you choose?

You will make a choice that does not matter, you will play as Stanley, you will play as yourself. You will follow a story that has no end, you will create your own story. You will have choices, you will have no choice. You will play a game that you cannot win. The end is near, the end is never.

2.9 **Overview of gameplay**

The Stanley Parable tells the story of, well, Stanley — an everyman office drone whose mundane existence is interrupted one day when he discovers that all of his coworkers have mysteriously disappeared. As you take control of the protagonist and begin exploring the abandoned office building, a snarky British narrator (voiced by the wonderful Kevan Brighting) explains each of your decisions before you make them.

*THE STANLEY PARABLE DOESN'T LAST LONG BUT DOESN'T LET UP ON LAUGHS EITHER*

Like the best comedians, *The Stanley Parable* is both hilarious and insightful. It respects quick, cutting observations over a padded experience that would be deemed more valuable by some. For a small commitment in terms of time and money, it delivers a ton of laughs and just enough thought-provoking commentary on the nature of narrative in games. Getting everything you need out of a game in a few hours might just be the ideal format for comedy.

3. User interface design

3.1 Main menu

There is a screen showing a computer on a desk with other work tools next to it. There is white text at the top of the screen saying "You are playing The Stanley Parable" along with four other buttons at the bottom of the screen, also in white text. They are:

1. Begin the game

2. Load the game

3. Options

4. Credits

5. Quit
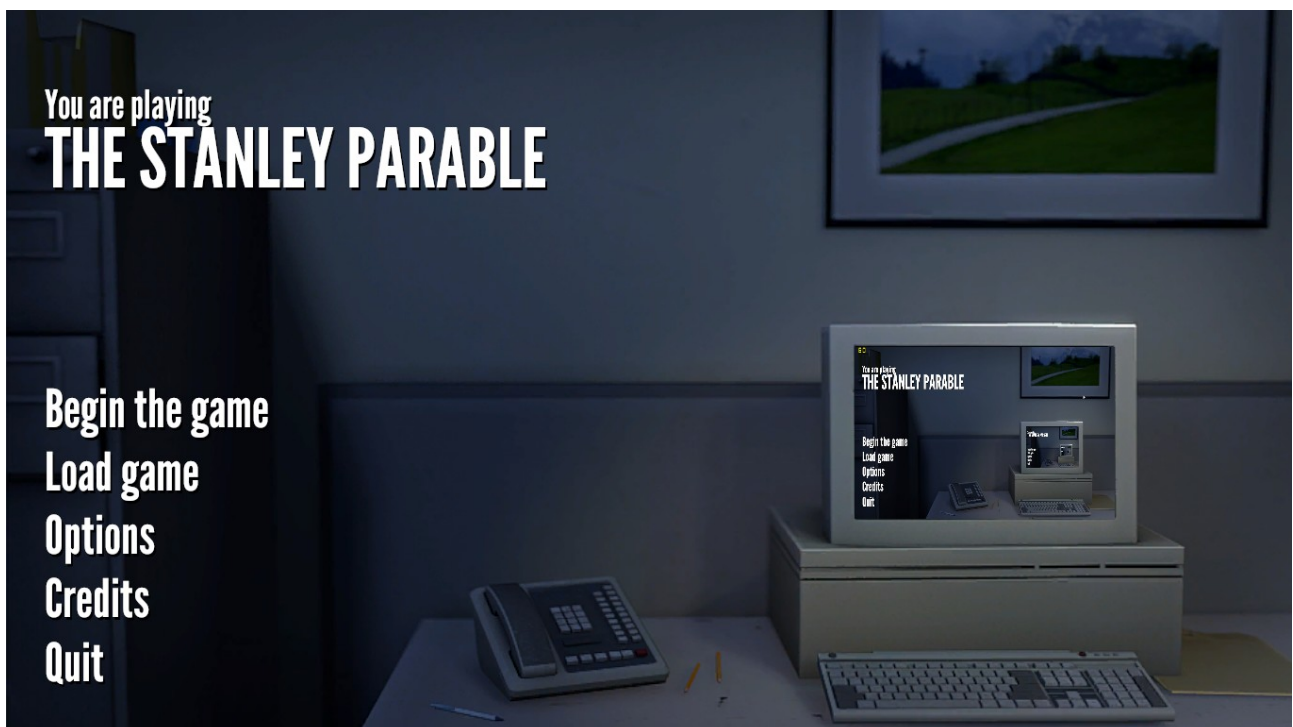
Name	Function
Begin the game	Begins the game.
Load game	Loads a game save if you have any.
Options	Opens the options for the game.
Credits	Opens the credits for the game.
Quit	Closes and exits the game.

There are numerous sub-options in the options menu such as volume, resolution, size, etc.

3.1.1 Credits Screen

In The Stanley Parable, the credits can be found at the end of the Not Stanley Ending or by clicking on "credits" in the game's main menu.

 If you choose to see the credits the fast way through that option, music similar to the music in The Stanley Parable Introduction Video will play.

The credits contain the list of people that worked on game and their roles in the project.

French — Maxime Lebled
German — Matthias Zarzecki
Italian — EnricoTheDark, Alessio Innocenti
Portuguese — Nuno Pinto, José Vieira
Brazilian Portuguese - Nicholas Gaertner Villela de Lucca
Spanish — Nicolas Rey
Polish - Piotr 'pecet' Czarny
Hungarian — David Mariai
Russian — Rostislav 'Klarden' Barchiy, R. Kaita aka Shatobrion
Dutch — Leon Charmant
Danish — Jack Conradsen

Flickr Photo Credit:
Nature Wallpaper by Tiltti
Un des Chemins de Terre Battue by Stephane Mignon
Summit Mountain by Loco Steve
The Ocean and Colors of Dusk by Waqas Mustafeez

3.1.2 Settings Menu

There isn't much to say about settings menu in Stanley Parable except that it has all the necessary components for adjusting the video games resolution, Gamma, Motion blur, Film grain and many more options.

It follow the same pattern as main menu, player can clearly see this behavior as Stanley Parable keeps his look constantly.

If for some reason player doesn't want to play in full screen, he can always change that to window mode if he likes.

Else if he wants to change resolution he can do that too if he wants to.

Or he can change the particle effect as that is the option too.

There is also motion blur and many more but this ones are the most important one for the player.

3.1.3 Control Setting Menu

"The Stanley Parable" only has four keyboard and mouse controls: directional keys to move, mouse to swivel, left mouse button to press a few buttons every once in a while, and the Esc key to exit the game

Controls menu contains all details about controls and how to make a player do certain things with different keyboard keys.
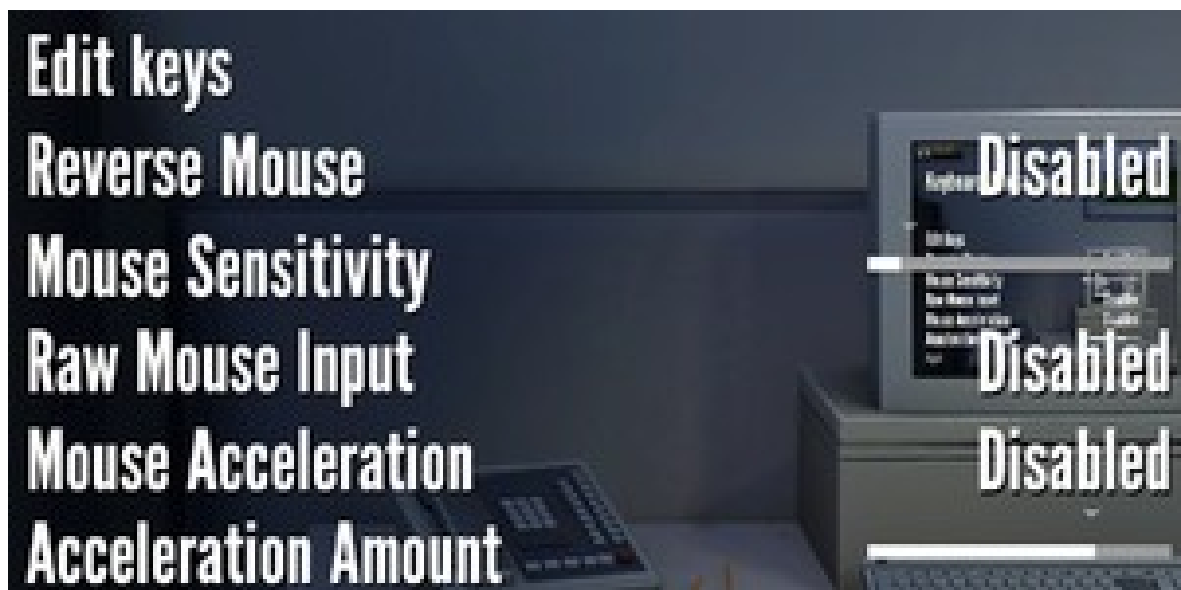
3.1.4 Game Setup Menu

The game setup menu is not that complicated as in many games it is quite simple, of course some games have it way more complex but Stanley wanted to keep it simple.

As your start the game you would be greeted with main menu and you will have 4 options to choose from.

To start the game you go to option begin the game as you press the button you would then choose to continue your journey from where you left of or you can just load your save or you can start all over again the choice is yours.

As we can see Stanley doesn't have complicated game setup menu and it is not complicated to start new game or load an old session, that's because the developers didn't wanted the game to be complex.

Instead they wanted the game to be simple and fun, that was their goal from the beginning.

3.1.5 Game Loading Screen

The Stanley Parable has a very basic loading screen design.

It is a black screen with a massage at the bottom of the screen that really forces the player to thing.

At the bottom right corner of the screen is a loading bar that tells the player when the game is going to load.

3.2 In-Game Menus and Screens

When it comes to the in-game menus and screens the Stanley Parable continues his usual design.

As the player pauses the game he would see the old Stanley Parable design similar to main menu but little bit different.

It is safe to say that developers really continue to push the same design through the rest of the game.

Some people might say that's boring but keeping the same design through the game is very important as it keeps the games identity.

If the developers changed the design or didn't keep the existing design simple, players wouldn't get the same feeling it would just be another walking game without anything special in it.

In – Game Pause Menu

The in game pause menu in Stanley Parable look really simplistic. The UI contains 5 options for player to chose from. These options are:

1. Resume the game

2. Begin the game again

3. Save

4. Options

5. Quit to menu

On the top of the screen is text that tells the player the game Is paused "The game is now paused".
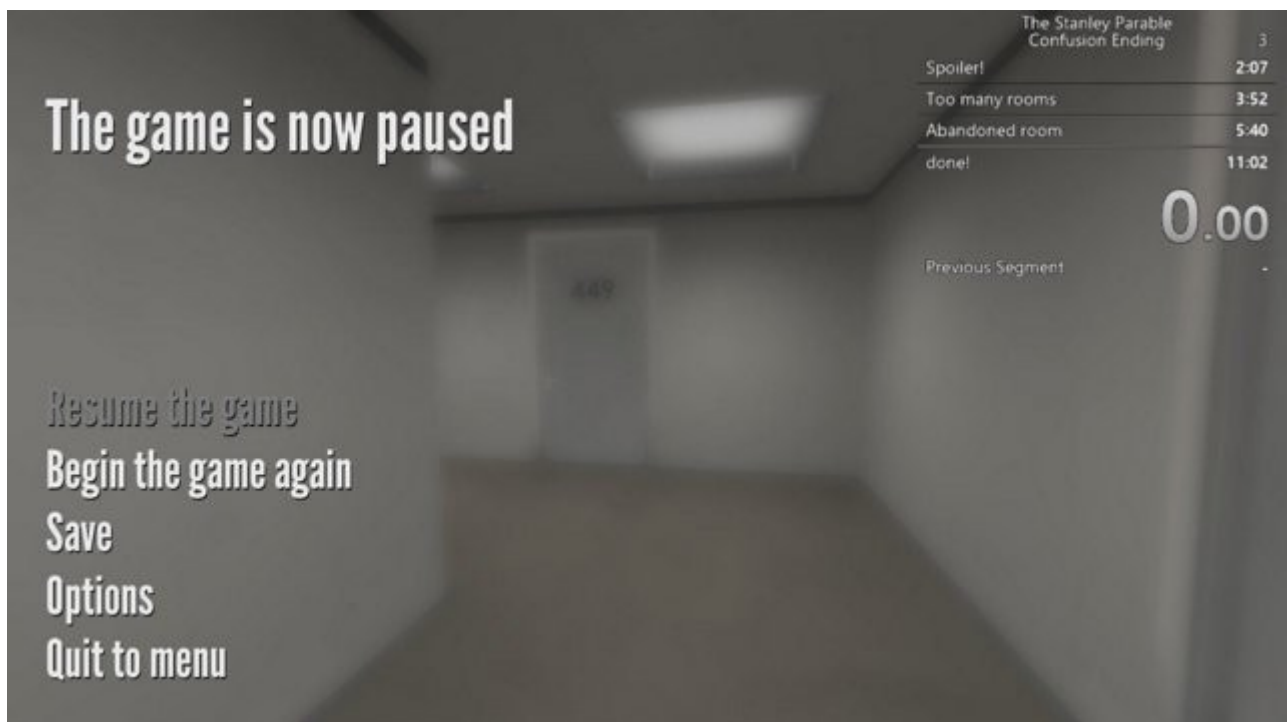
Resume – Resumes the game

Begin the game again – Starts the game from the beginning

Save – Saves the game

Options – Opens the options

Quit to menu – Take player back to main menu

Sound

In Stanley Parable there are a lot of sound effects, and there are couple of music tracks that really express the game environment.

There are a lot of audio files that are not included in the game, for example the narrator has a lot of unused audio files.

Some of the narrator files refer to the ending of the game where Stanley falls into the big hole.

There are some unused narrator audio files in the game, the audio was ment to be played but the name of the script that contained the audio files wasn't named correctly.

Because of that the map is looking for the audio file that is named differently from the audio scripts.

Art

The art of the Stanley Parable is really good looking.

It is not the most beautiful game in the world but the way that characters were created, and also don't forget the environment, really expresses the world in which our main protagonist is living.
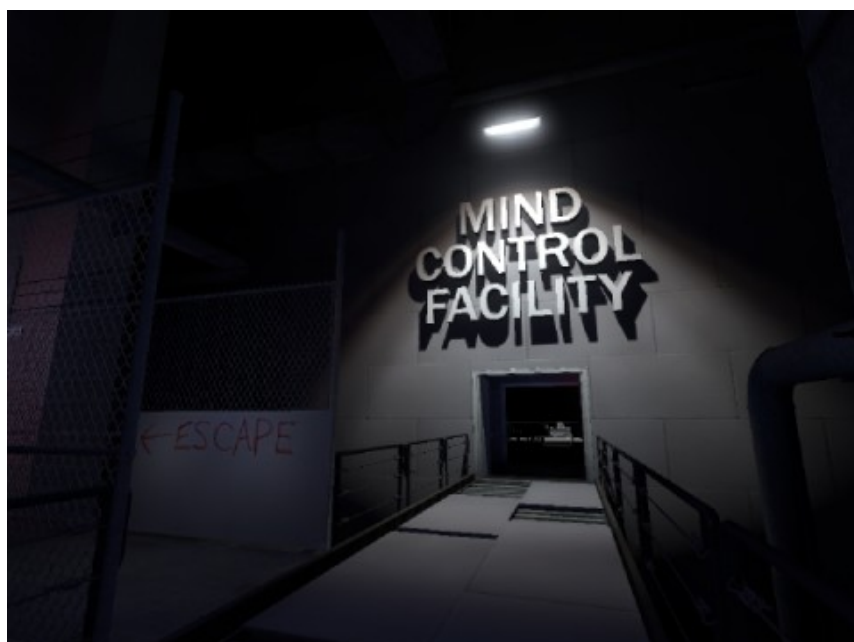
Stanley Parable was released in 2011 for that time the games look was considered amazing and well designed.

Today the game is still popular and for many players the game can bring small nostalgia.

The main reason this game may bring nostalgia to players is the games art and the way game looks in general.

Even whit graphic from the 2011 Stanley Parable is still very good looking game it was made in unity and source engine so the entire environment is very familiar to players who played games such as half-life 2.

4.1 Target Platform and Distribution

Stanley Parable was released on Windows, OS X and Linux.

The main target platform for the game was PC and its users that is way the game was released on steam and epic platform.

As with many source games they are mostly ment to be played on PC some small number of them are played on consoles.

The game was distributed using digital distribution platforms such as steam and epic store.

In 2019 to 2021 the developers announced that they are going to release Stanley Parable: Ultra Deluxe that will bring the 10 year old game back to life and also the new Stanley Parable will be ported to consoles.
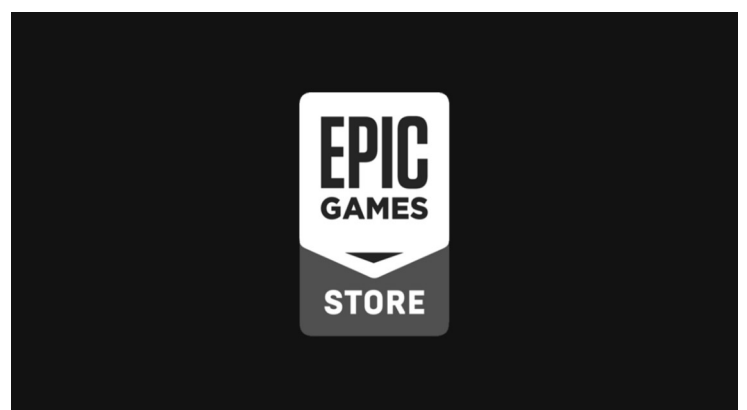
Development

Stanley Parable was made using Unity and Source engine most of the games map was made in Source engine.

In the beginning the game started as the Half-Life 2 mod and then slowly transitioned to game we all know today.

The main idea behind Stanley Parable is the narrator, developers were very curious what would happen if the player can go against the narrator.

When the game has the narrator that tells the player what is happening or what is about to happen in the game, player doesn't have much of control in deciding in what direction the story is about to go.

So the developers wanted to change that and create a game that has that option for the player.

The entire point of the game is that you can chose to listen to the narrator and continue the story as the narrator tells you to do or you can go against the narrator and end the game differently.

4.3 Technical Goals

The first thing that developers had to achieve if they want a successful game is that the game had to get out of the mod faze.

The main problem was that the most of the game had to be re arranged some of the mechanics needed to be added or fixed.

It was easy for the game being a mod but becoming fully playable game is more difficult and challenging.

Level design needed to be change and also the demo level needed to be introduced.

As the developers wanted to publish the game on huge platforms they needed the demo so they could show the people what Stanley has become or what will it become in the future.

It is no secret that Stanley overcome all of these obstacles and made a lot of money when it came out.

5. Cost

As it stands the games price is currently 15$ on steam, 12$ on epic game store.

We can see that Stanley has different price on steam than epic that's because steam and epic games store are rival stores that compete for the market on daily bases.

Some games are cheaper on epic than steam or vice versa but most games are cheaper on epic than steam.

In the beginning Stanley started as the mod then developers slowly make it into stand alone title.

It is not known how much did it cost to make Stanley but with the information that is available, Stanley was first made for free with no investment required.

After the mod was released it got a lot of attention and a lot of people download the mod.

It is estimated that around 90000 people download the mod in first two weeks.

The mod was free for download so it didn't brought any income for the developers.

But as the game become more popular the developers decided to turn Stanley form being a mod to being a full developed game.

In first 3 days of the release 100000 sales were made over the year the game sold over one million copies.

6. Schedule

In the beginning Stanley didn't had any particular schedule that it needed to follow.

The only thing that developers wanted was to finish the mod and make it playable.

But as the Stanley audience grew the developers started to make schedules for the game, as the developers wanted the game to become stand alone title.

The first thing that developers wanted to do was to create a demo version of the game.

After the successful demo the game was released on steam and epic store.

Stanley Parable was a big success so the developers announced a Stanley Deluxe would be released in 2019 allowing player to play on consoles.

6.1 Milestones

In the beginning Stanley didn't had any major expectations from the developers since it was only a free mod.

But as the audience grew so did the expectations for the game and its milestones that game had to overcome.

The first objective was to take the mod concept and make a playable demo out of it.

After the successful demo the developers finished the game and it was a big hit.

Stanley Parable was only playable on Windows, OS X and Linux platforms, but in 2019 developers announced that they are working on Stanley Parable Deluxe which is going to get ported on consoles.

That means that gamer now can play Stanley on PC and consoles, which is an amazing thing for the game it self.

7. Risks

As with any game there are also risks involved, the biggest risk was that the game would flop and wouldn't bring any revenue to the developers.

When Stanley was just a mod and not a full game, developers didn't really expect any success with it.

It was just a mod that change the concept of narration in video games.

But as it stands out it was a huge success and taking that into consideration the developers were confident enough to make a stand alone game.

Even with major success as a mod there are no guarantee that game would make it.

There are very little information as how much did it cost the developers to make the game, but even without that information we can assume that It wasn't cheap to create it.

The biggest thing for Stanley was that before the game was fully done it had a big audience and that really helped the game reach the sky.

Without big fan base the game wouldn't be such a success as it is today, maybe it would get an average result but who knows.

7.1 Team

When game was still in mod faze only one person worked on the game.

The game was completely Davey Werdes work the only people that were involved in the game were Kevan Brighting who voice acted for the narrator and Werdes friend who tested the game.

After the mod was released Werde was contacted by William Pugh as he was very interested in game.

Both of them worked on the final product and also Kevan was again voice acted the narrator.

Later the Werde and Pugh involve Blake Robinson into the project to create a soundtracks for the game.

7.2 Development

The Stanley Parable first appeared in 2011 when the mod was released then in 2013 the full game was released, and in 2019 Stanley Ultra Deluxe.

When the game was released it took 2 years for the game to port to Linux.

Game didn't really had any specific look when it was in mode faze it was using assets from the Half-life 2 but further in development the new assets were added and Stanley got a hole new look.

The "Mind Control Facility" in both the 2011 mod (top) and the 2013 remake (bottom). The mod's environment was primarily created by Wreden using default models in the Source engine, but Pugh helped to significantly improve the game's assets for the remake.

7.4 History

The history of the game is very interesting one as you could probably read in previous chapters.

To summoned all up the game started as a mod then it as Davey Werden 22 at the time, wanted to change the way player interacted with the narrator, the main idea was to give player a choice to go against the narrator and get a different ending.

Of course this this would mean that the game would have a multiple endings and that would not force but push the player to replay the game couple of times to get different ending as we already know that the player is the one who picks how the game would end.

Then after the mode faze the game was put on steam and epic store as stand alone tile at the time Davey wasn't alone the William Pugh also joined and together they finished the game.

After that the developers announced the Stanley Deluxe that could be played on consoles.

8. Team Information

William Pugh:

William Pugh's parents are art teachers. He developed an interest in video games after playing a Nintendo 64 during a hospital visit when he was six.

He studied at the Leeds College of art for two weeks, but dropped out to work on video games

Pugh taught himself video game environment design through working on modifications, or mods, of video games by Valve.

He made levels for *Team Fortress* 2, campaigns for *Left* 4 *Dead* 2, and puzzles in *Portal*.

His work earned him a Saxxy Award, a fan-voted award for *Team Fortress* 2-based creations.

Pugh first heard of the Source engine mod of *Half-Life* 2 known as *The Stanley Parable* from *Minecraft* creator Markus Persson's Twitter feed.

Pugh wanted to work on a larger project and so contacted the mod's creator, Davey Wreden.

They decided to work on a remastered, standalone version of *The Stanley Parable* together.

Development of the full game took two years, mainly through remote collaboration software Dropbox and Skype.

Pugh started an unnamed development studio following the game's release to work on several projects, saying that "we've got the money and freedom to just go wild, so we've been doing exactly that".Pugh presented on *The Stanley Parable*'s development at the 2015 Game Developers Conference.

Reflecting on the game's release, he said he was less interested in the technical work of sound and texture editing, and would instead prefer to outsource those jobs to focus on writing.

Blake Robinson:

The Blake Robinson Synthetic Orchestra, also known simply as The Synthetic Orchestra, is the pseudonym for a British video game music composer and orchestrator.

Blake Robinson, who has developed a substantial following on YouTube, primarily for his orchestrations, recreations and remixes of popular video game music.

Robinson frequently releases orchestrations of popular video game music on YouTube.

His channel features titles from a large variety of genres and various eras of gaming history from Alex Kidd in Miracle World on the Sega Master System to Alan Wake on the Xbox 360.

He is also known to play live streams every Sunday starting at 6:00 P.M. GMT.

The songs included in his playlist includes most of the songs on his channel, plus a few exclusive songs, only featured in his live streams.

Robinson began a career in video games development as a tools programmer and web developer for Electronic Arts.

As music became a bigger interest in his life, he turned his focus to making a career of it, leaving EA and becoming a freelance music software developer and composer.

While he is no longer a full-time games developer, Robinson still spends his free time designing and developing independent video games.

Kevan Brighting:

Kevan Brighting is a British voice actor and the voice of the Narrator. Since Kevan made a very large contribution to the game as the main narrator, he is credited in both the game's credits and in the Museum.

Even though he is open to providing voice-acting for British-based businesses, he can no longer do any voice-acting around The Stanley Parable without a payment, because of contract commitments, according to emails from Voiceovers Ltd.

Davey Wreden:

There isn't much to say about Davey except that he is one of the founders of Stanley Parable as well as the head of Galactic Caffe.

8.1 The Studio

The main person that is responsible for Stanley Parable coming to life is Davey because he is the one that started the whole story.

Davey was one of the developers of the game Stanley Parable alongside William.

As the project grew Davey started his own studio named Galactic Cafe.

The studio got more and more members to work on the project and Davey managed to build studio around simple idea.

The mod that was created by one person will soon create a brand new studio dedicated to make Stanley a full playable game.

8.2 Team Members

Davey Werden:

Main developer, CEO of Galactic Cafe.

William Pugh:

Co-founder of Stanley Parable.

Kevan Brighting:

Voice acting.

Blake Robinson:

Sound Designer, Composer, Artist.