

Level
With
Me



THE ISOLATED DUCKS

The Team



Ignacio
Di Paola



Alexander
Gerhards



Lars
Kalthoff



Alexandru
Negoescu



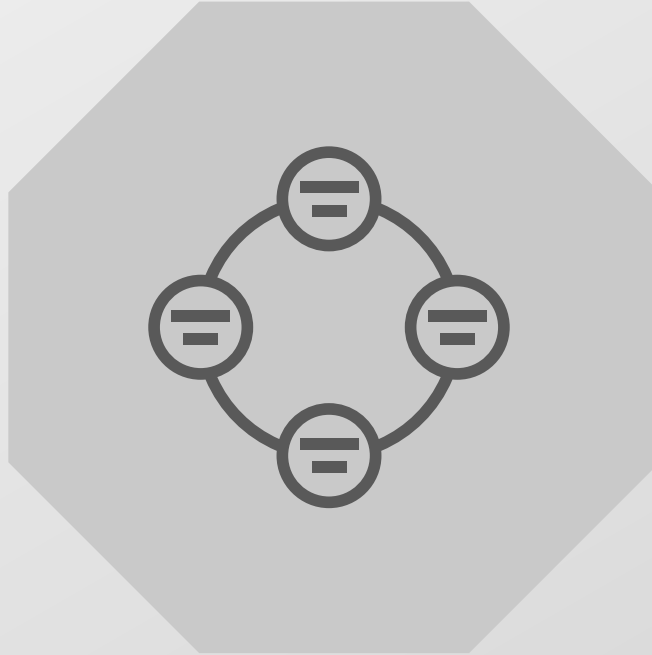
Robert
Pavic

Game development
is a series of
(sometimes radical)
metamorphoses.

The Concept



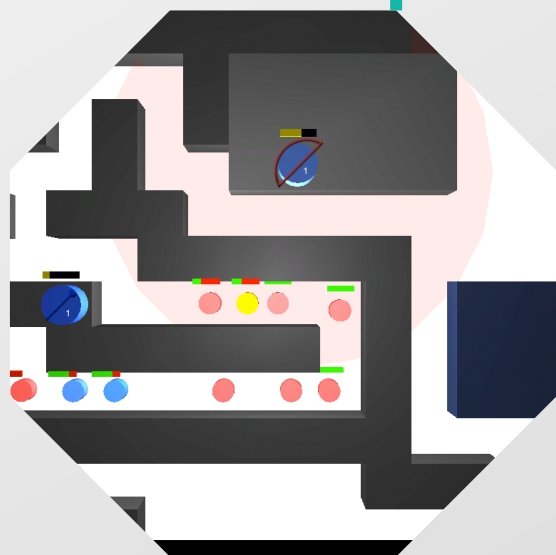
First-person
shooter



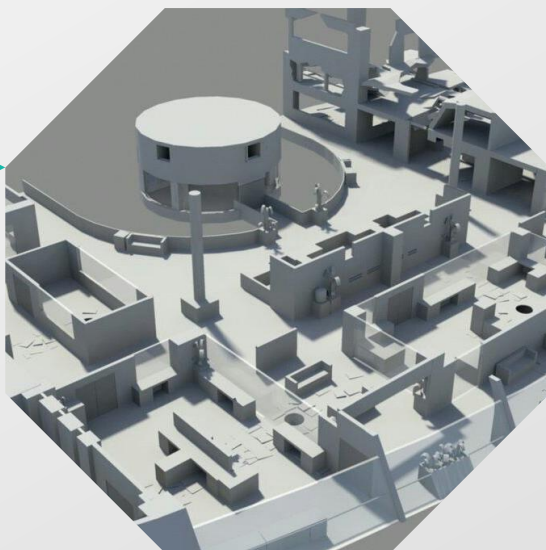
Same level,
different iterations



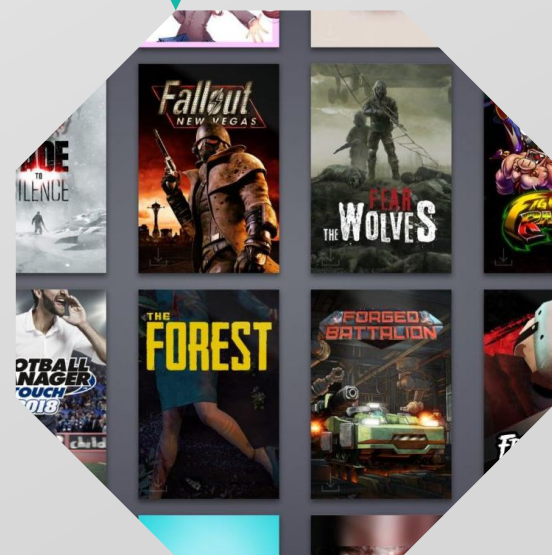
Developer
comments



Abstract
prototype

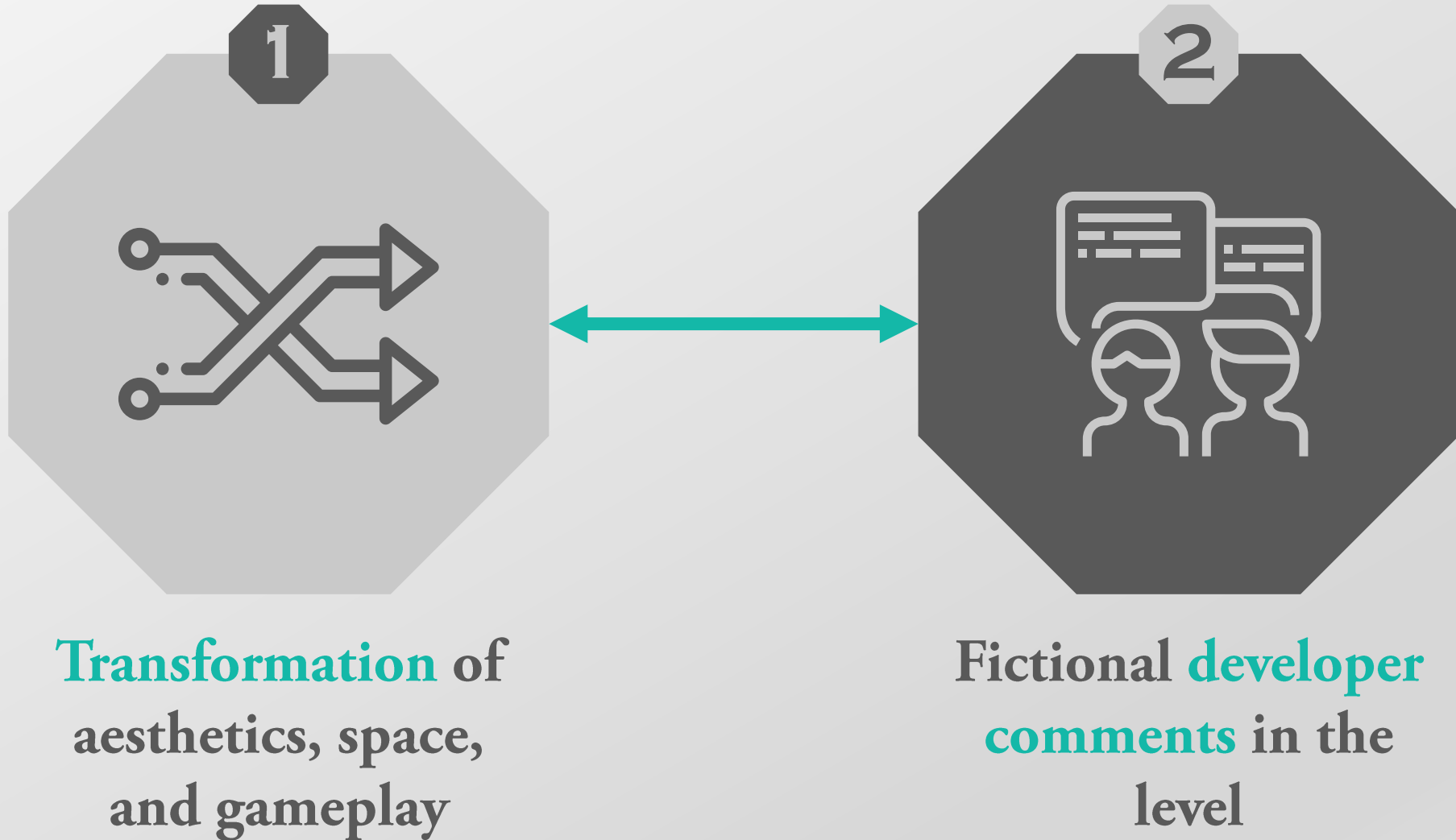


Greybox
level



Release
version

Storytelling





Developer
personalities

Workflows
& processes

External
constraints

Team
dynamics

Unnoticed
efforts

Experimental Aspects



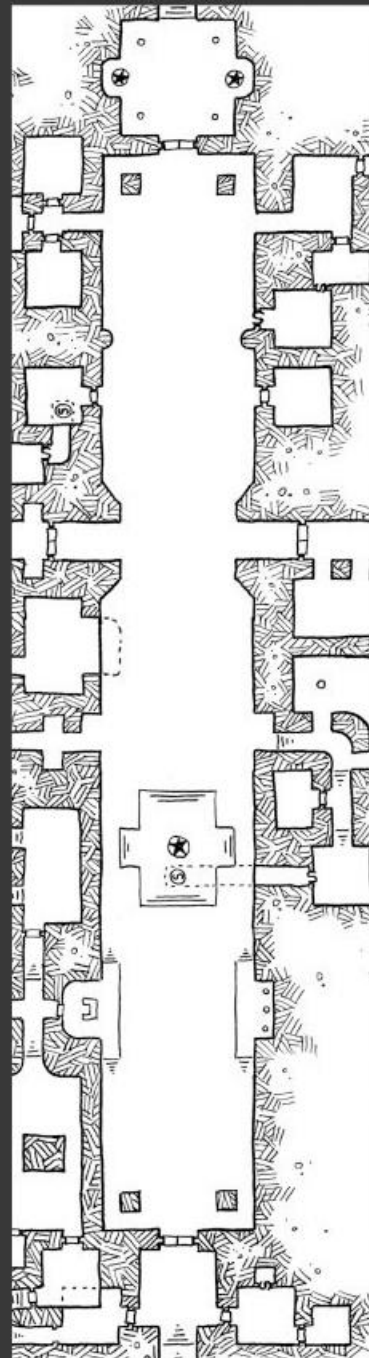
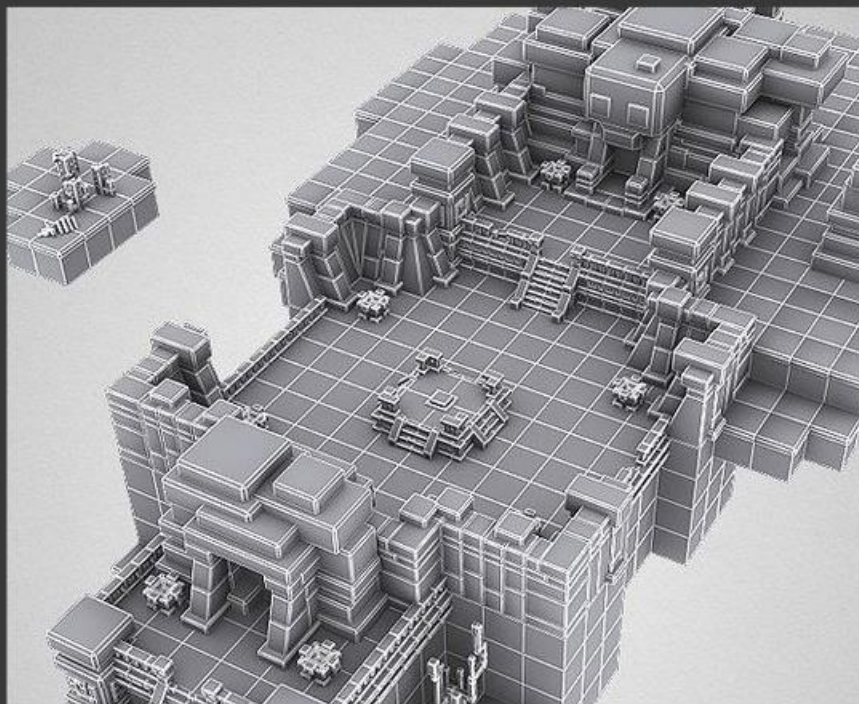
Game about
game development

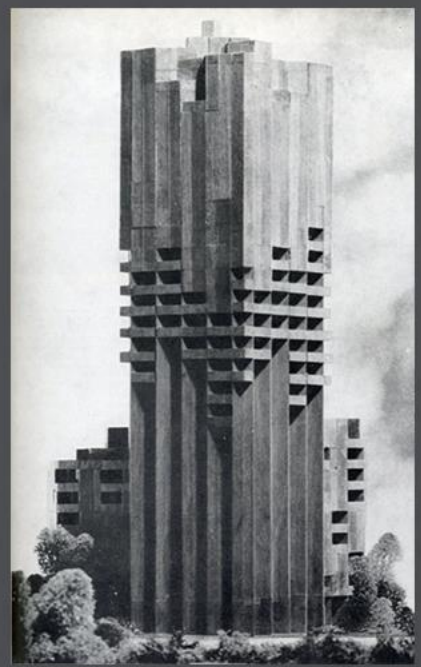
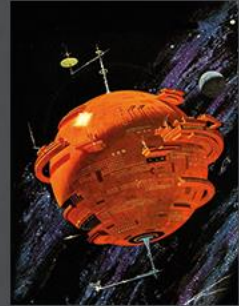


Visualizing a
process

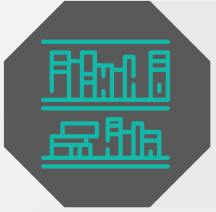


Radical changes in
all elements

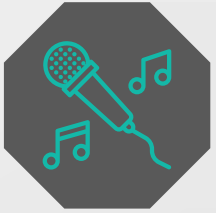




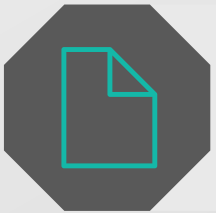
Sound Design



Free **libraries** for **effects**

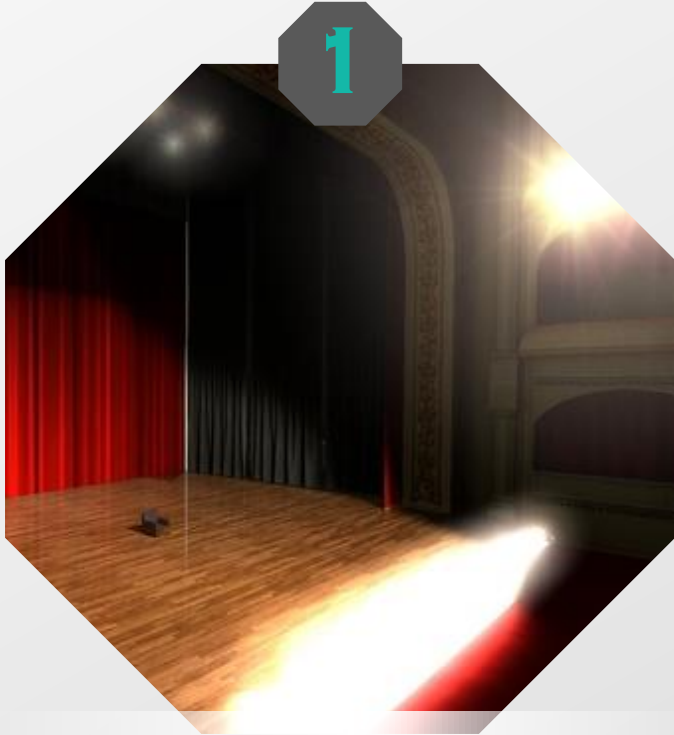


Compose and record **music**



Placeholders in early stages

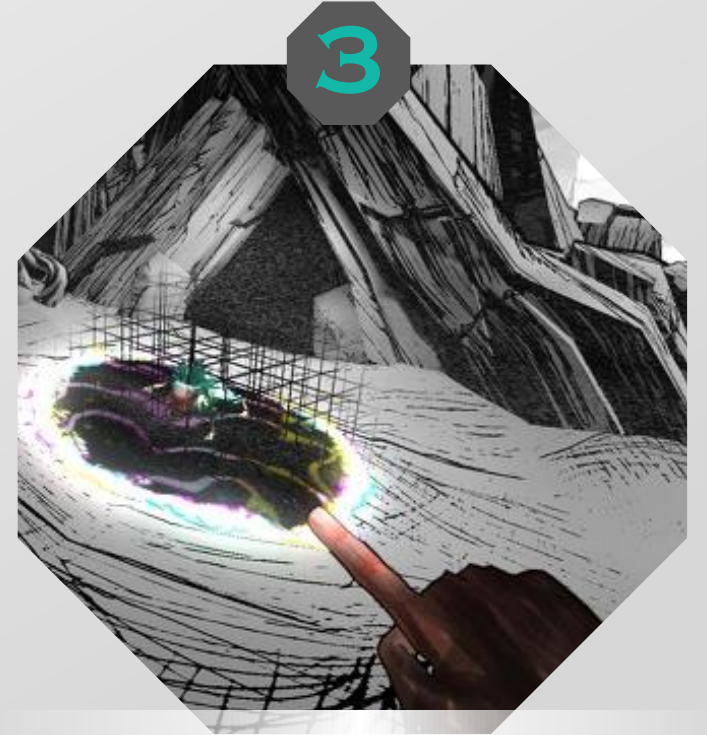
Influences



The Beginner's Guide, 2015



Evoland, 2013



The Magic Circle, 2015

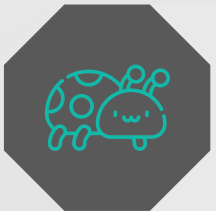
Technical Outline



Unity version 2019.3.8f1



Snapshots of early scripts

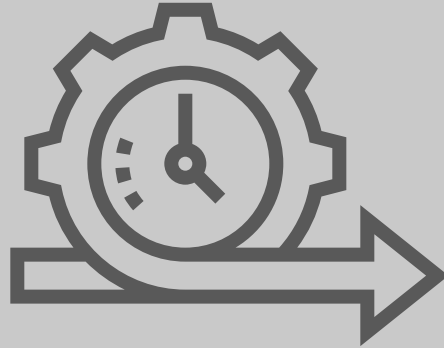


Bugs are part of the game

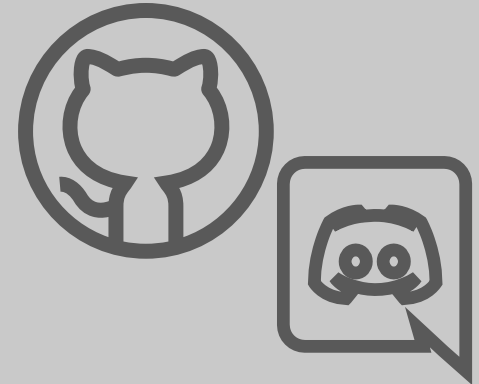
Project Management



Two project **managers**,
alternating roles



Agile development,
weekly sprints



Software
and **tools**

Schedule

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
		1 Kick-off Presentation	2	3	4	5
6	7	8 22:00 First Pitch Presentation R	9	10	11	12
13	14 10:00-16:00 Mandatory Mentoring R	15	16	17	18	19
20	21 R	22	23	24	25	26
27	28 22:00 Intermediate Presentation R	29 10:00 Watch Presentations	30			

External deadlines

Mentoring

Sprints

R

Retrospectives

Thank

You!

THE ISOLATED DUCKS