

Bringing into Life

Petr Benysek

Senior Programmer, MADFINGER Games



About me...

- Pterodon (2000)
- Illusion Softworks / 2K Czech (2006)
- Vatra Games / Kuju Ent. (2008)
- **MADFINGER Games (2012)**



Mobile vs. Console development

Mobile

- Small teams
- Short projects
- Developer driven
- Self-published

Console

- BIG teams
- Lo(ooo)ng projects
- Manager driven
- Publisher inevitable

About MADFINGER Games...

- **Mad Finger Games (2009)**
 - Founded in 2009 by four developers
 - Leisure time activity



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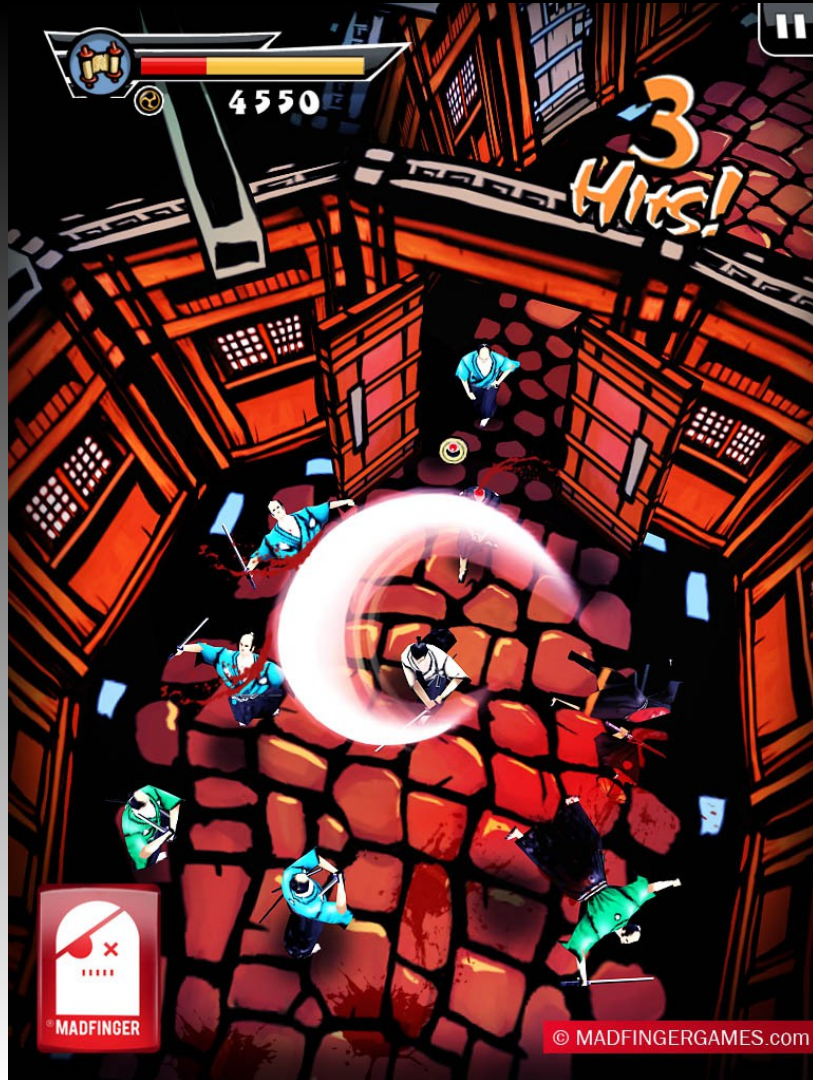




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3
Hits!



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 - 15 Blocks Puzzle (iOS, 1.5 months)
 - Samurai: Way of the Warrior (iOS, 4 months)
 - **BloodyXmas** (iOS, 2 months)



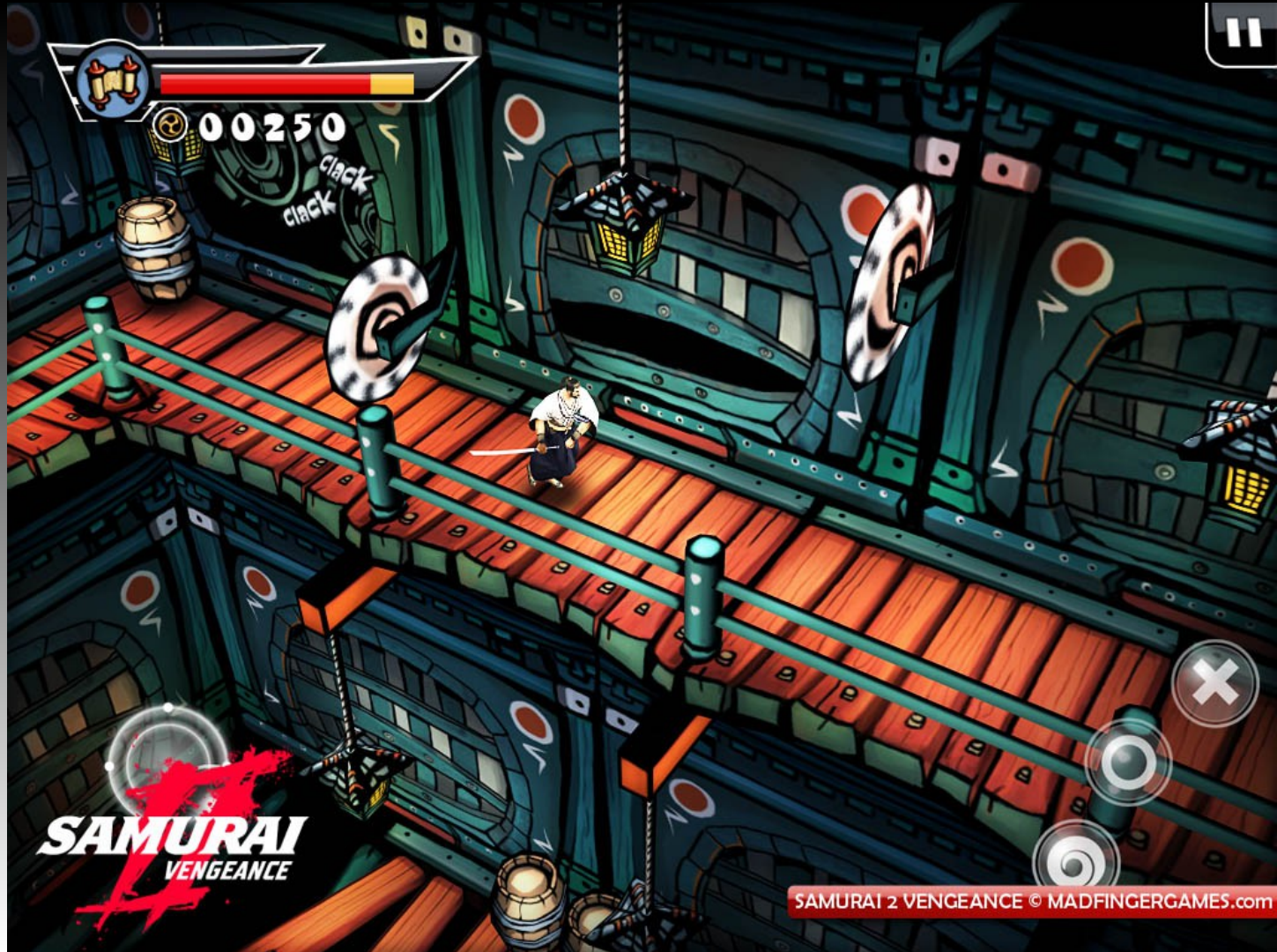


00500 | 00500

**BRUTAL
WEAPONS**

About MADFINGER Games...

- **MADFINGER Games, a.s. (2010)**
 - **Samurai II: Vengeance** (iOS, Android, 5 months)



SAMURAI
VENGEANCE

SAMURAI 2 VENGENCE © MADFINGERGAMES.com

03550



16
Hits!

SAMURAI
VENGEANCE

00650

SAMURAI
VENGEANCE

About MADFINGER Games...

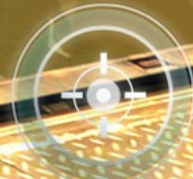
- **MADFINGER Games, a.s. (2010)**
 - Samurai II: Vengeance (iOS, Android, 5 months)
 - **SHADOWGUN** (iOS, Android, 8 months)



A small icon of a rifle, indicating the current weapon.

A small icon of a magazine, indicating the current ammunition type.

14
188





27
220





About MADFINGER Games...

- **MADFINGER Games, a.s. (2010)**
 - Samurai II: Vengeance (iOS, Android, 5 months)
 - SHADOWGUN (iOS, Android, 8 months)
 - SHADOWGUN: DeadZone (in development)
 - **DEAD TRIGGER** (iOS, Android, 5 months)

DEAD TRIGGER

- Birth of the project
- Early plans





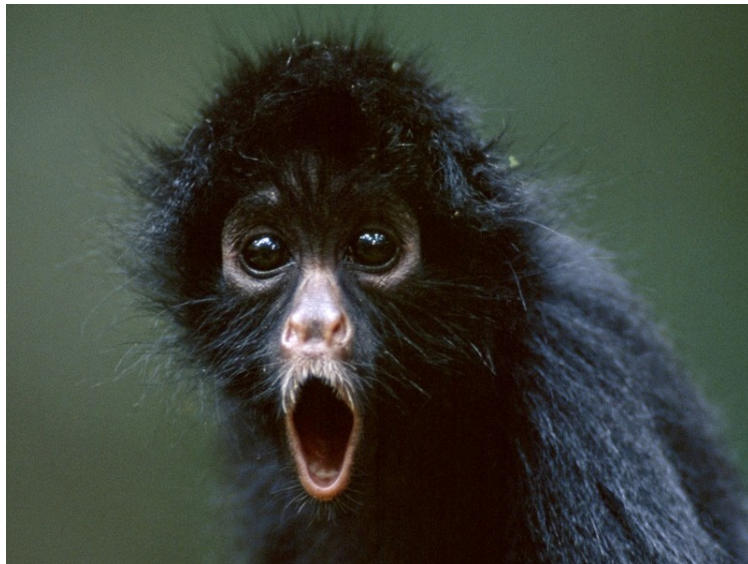





**DEAD
TRIGGER**

DEAD TRIGGER

- Getting into Unity for 3 mobile rookies :)

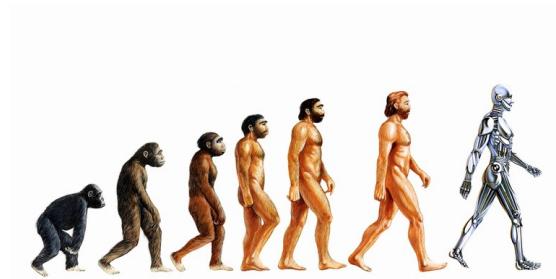


The project base

- The core team
- Player and Weapon base
- GOAP & Agent base
- Shaders
- Pipelines, Tools

Making of...

- The Design Evolution
- Story Development
- City Map
- The idea of Generic Gameplay





Beginning of the end



The world we know is gone. Billions of people have died from an unknown plague. Many who survived have changed. They hunger for the living. Those who still cling to their humanity are scattered throughout the world, fighting for their life. You are one of them, and your fight has just begun...

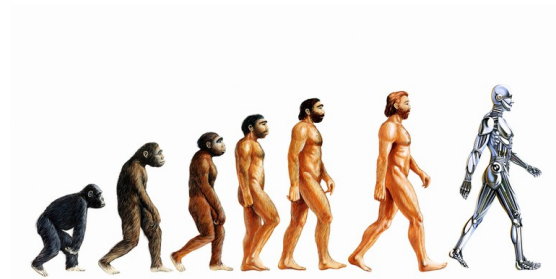


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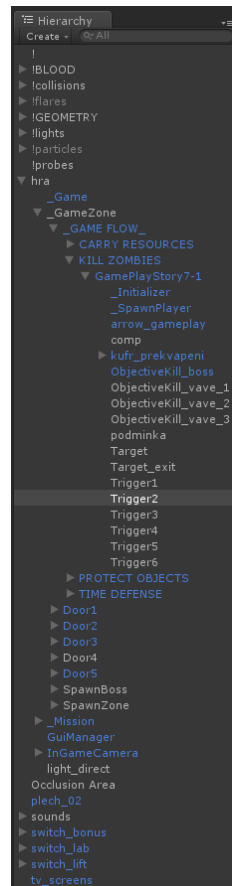
Making of...

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- The idea of Generic Gameplay



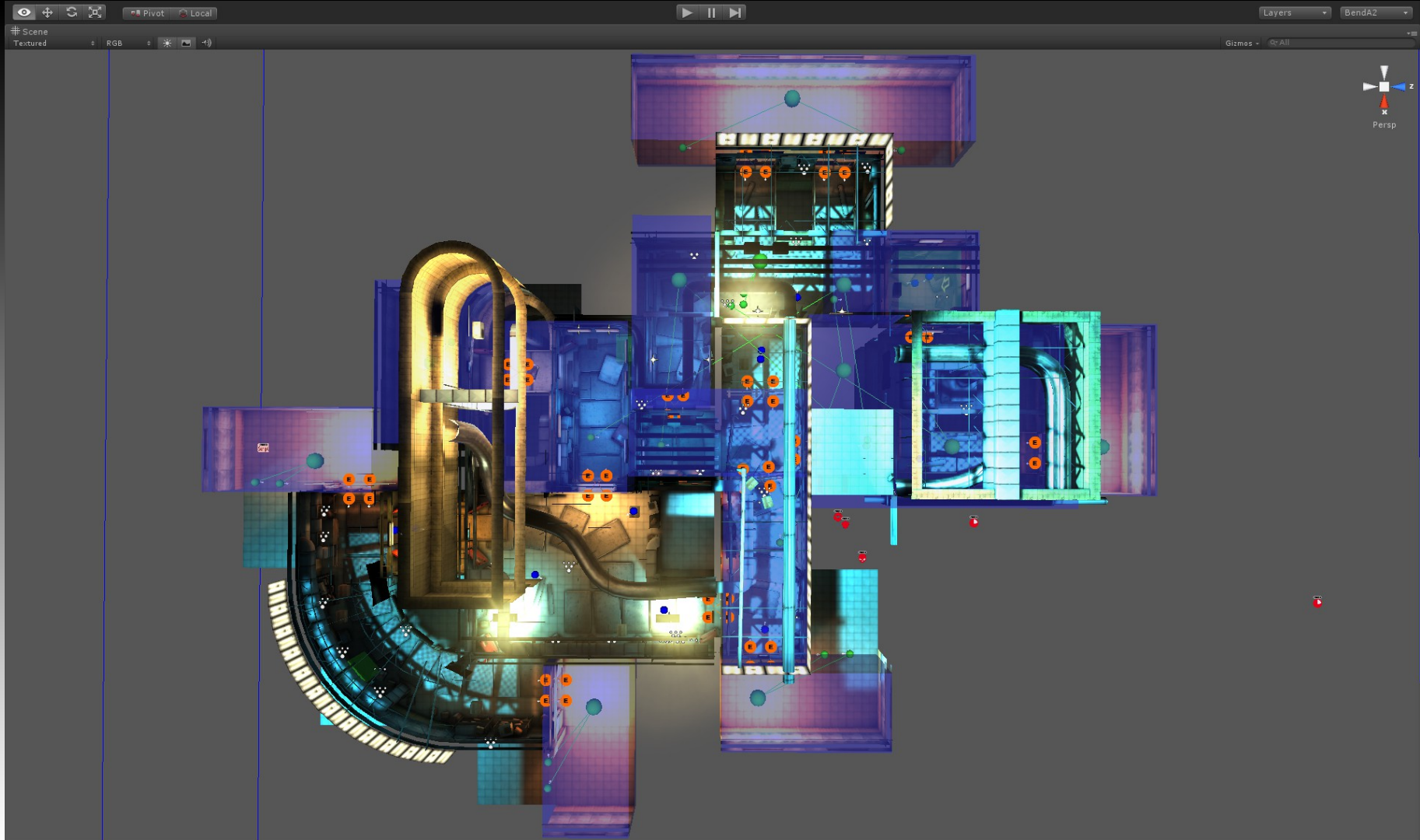
Generic Gameplay

- 4 Maps (v1.0.0)
- 4 Gameplays:
 - Carry resources
 - Kill Zombies
 - Protect Objects
 - Time Defense



Generic Gameplay

- Randomized mission configuration:
 - Spawn points
 - Gates
 - Objects
 - Enemies
 - Objectives



Generic Gameplay

- Result:
 - Over 60 unique configurations
 - 10 hours of gameplay



Rank-driven progression:

- Zombie types & models
- Spawn mix
- Average zombie health & damage
- Weapons, Items, Character upgrades
- Mission rewards



Story Flow

Mission Flow

Mission Graphic Data

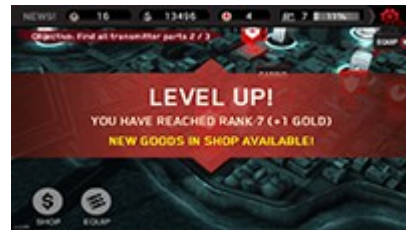
Player Level Data

Enemy Settings

+	Player Level	PlayerXP	Recommended Weapon	XP / Zombie	XP Bonus / Mission	\$ / Zombie	\$ Bonus / Mission	Enemy Health	Enemy Attack
− +	2	500	None	3	300	30	225	25	10
− +	3	1000	Scorpion	4	400	30	250	25	10
− +	4	2500	Walther P99	5	500	30	275	30	10
− +	5	5000	Remington 870	6	600	30	300	35	10
− +	6	8500	M4	7	700	40	325	40	15
− +	7	13000	AK47	8	800	40	350	45	15
− +	8	18500	Lee Enfield 303	9	900	40	375	50	15
− +	9	25000	Uzi	10	1000	40	400	55	15
− +	10	32500	P90	11	1100	40	425	60	15
− +	11	41500	KSG	12	1200	50	450	65	20
− +	12	52500	KSG	13	1300	50	475	70	20
− +	13	65500	Bren	14	1400	50	500	80	20
− +	14	80500	Lupara	15	1500	50	525	90	20
− +	15	97500	Striker	16	1600	50	550	100	20
− +	16	116500	Minigun	17	1700	60	575	110	20
− +	17	138500	Minigun	18	1800	60	600	120	20
− +	18	163500	Minigun	19	1900	60	625	130	20
− +	19	191500	Minigun	20	2000	60	650	140	20
− +	20	222500	Remington Tactics	21	2100	60	675	150	20

Rank-driven progression:

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- Spawn mix
- Average zombie health & damage
- Weapons, Items, Character upgrades
- Mission rewards



Story Flow

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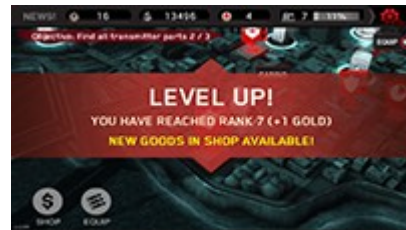
Player Level Data

Enemy Settings

	Type	Since Player Rank	Health Modifier	Attack Modifier	Prefabs
+	Walker 1	1	1	1	Enemies/EnemyZombie01,
- +	Zombie Slow 1	3	1	1	Enemies/EnemyZombie01,
- +	Zombie Fast 1	6	1	0.5	Enemies/EnemyZombie01,
- +	Berserker 1	8	1.2	1.4	Enemies/EnemyZombie02
- +	Vomitter 1	5	1.25	1	Enemies/EnemyZombie05
- +	Boss 1	1	10	2	Enemies/EnemyZombie06
- +	Swat	10	1.3	1.25	Enemies/EnemyZombie08
- +	Boss 1_small	12	5	2	Enemies/EnemyZombie06s1
- +	Athlete	1	0.7	1	Enemies/EnemyZombie09

Rank-driven progression:

- Zombie types & models
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- Mission rewards



New technologies:

- Limb Dismemberment
- Weapons
- Gadgets
- City Manager



NEWS!



338



53870



4

R^{NK}

18

83%



Carry out tasks in the city



GUNS

ITEMS

CHARACTER

FUNDS

FREE GOLD



TURRET



Tripod with a mounted machine gun. Using motion sensors and auto-tracking, this device seeks and destroys. Consider it your best friend in the field.

\$

1500

OWNED:

2

EQUIP

BUY

CLOSE



+2

OWNED

MINI-MORTAR

+3



+2

OWNED

BLADE CUTTER



+2

OWNED

TURRET



+2

OWNED

LASER TURRET



+4

OWNED

MINE



OWNED

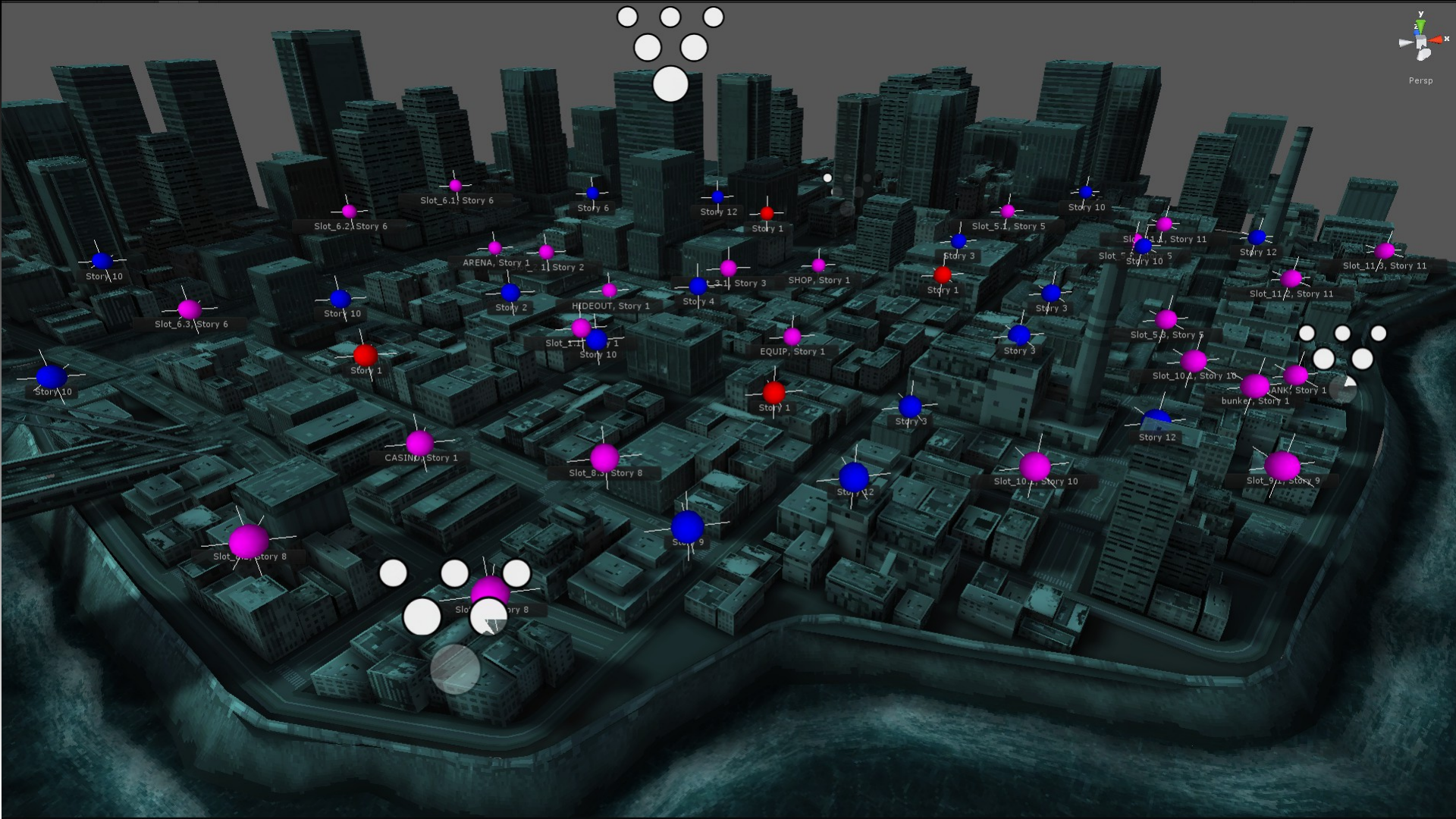
LASER CU

New technologies:

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	Story Id	Mission Type	Mission Subtype	Story	Unique	Spec. Icon	Text(s)	Level(s)	Difficulty	City Slot	Bonus
+	0	Kill Zombies	GamePlayHeli1	Chopper Mi	false		0 entries	ulicka 01	Normal		Chopper_Missio
+	0	Survive Defined Time	GamePlayHeli2	Chopper Mi	false		0 entries	ulicka 01	Normal		Chopper_Missio
+	0	Protect Objects	GamePlayHeli3	Chopper Mi	false		0 entries	ulicka night	Normal		Chopper_Missio
+	0	Carry Resources	GamePlayHeli4	Chopper Mi	false		0 entries	ulicka night	Normal		Chopper_Missio
+	0	Kill Zombies		Daily Rewar	false						Daily Reward Mi
+	0	Survive Defined Time		Daily Rewar	false						Daily Reward Mi
+	0	Protect Objects		Daily Rewar	false						Daily Reward Mi
+	0	Carry Resources		Daily Rewar	false						Daily Reward Mi
+	1	Kill Zombies	GamePlayStory1-1	Story	true	car	1 entries	ulicka night	Normal	Slot_1.1	None
+	2	Survive Defined Time	GamePlayStory2-1	Story	true		1 entries	ulicka 01	Normal	Slot_2.1	Second Mission
+	3	Kill Zombies	GamePlayStory3-1	Story	true		1 entries	ulicka 01	Normal	Slot_3.1	None
+	5	Carry Resources	GamePlayStory4-1	Story	true		1 entries	underpass	Normal	Slot_5.1	Rock Stock
+	5	Carry Resources	GamePlayStory4-2	Story	true		1 entries	ulicka night	Normal	Slot_5.2	Rock Stock
+	5	Carry Resources	GamePlayStory4-3	Story	true		1 entries	mall	Normal	Slot_5.3	Rock Stock
+	5	Survive Defined Time		Dependent	false						
+	5	Kill Zombies		Dependent	false						
+	5	Carry Resources		Dependent	false						
+	5	Protect Objects		Dependent	false						
+	5	Kill Zombies		None	false						
+	5	Survive Defined Time		None	false						
+	5	Protect Objects		None	false						
+	5	Carry Resources		None	false						
+	6	Carry Resources	GamePlayStory5-1	Story	true		1 entries	mall	Normal	Slot_6.3	None
+	6	Protect Objects	GamePlayStory5-2	Story	true		1 entries	ulicka 01	Normal	Slot_6.2	None
+	6	Kill Zombies	GamePlayStory5-3	Story	true		1 entries	underpass	Normal	Slot_6.1	None
+	6	Carry Resources		Dependent	false						
+	6	Protect Objects		Dependent	false						



!NEWS!



103



3019



47

R^{NK}

3

81%



Objective: Moonlight for Rockstock 1 / 3

ARENA



NEW
HOPE



SHOP



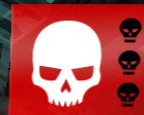
MAIN QUEST



MAIN QUEST



EQUIP



CASINO



SHOP

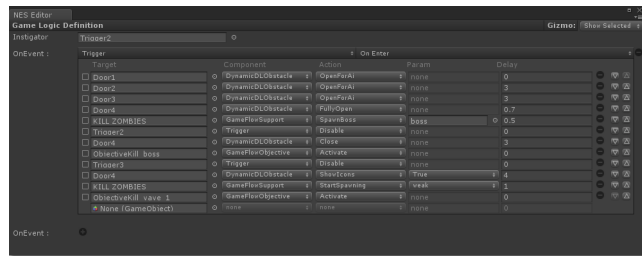


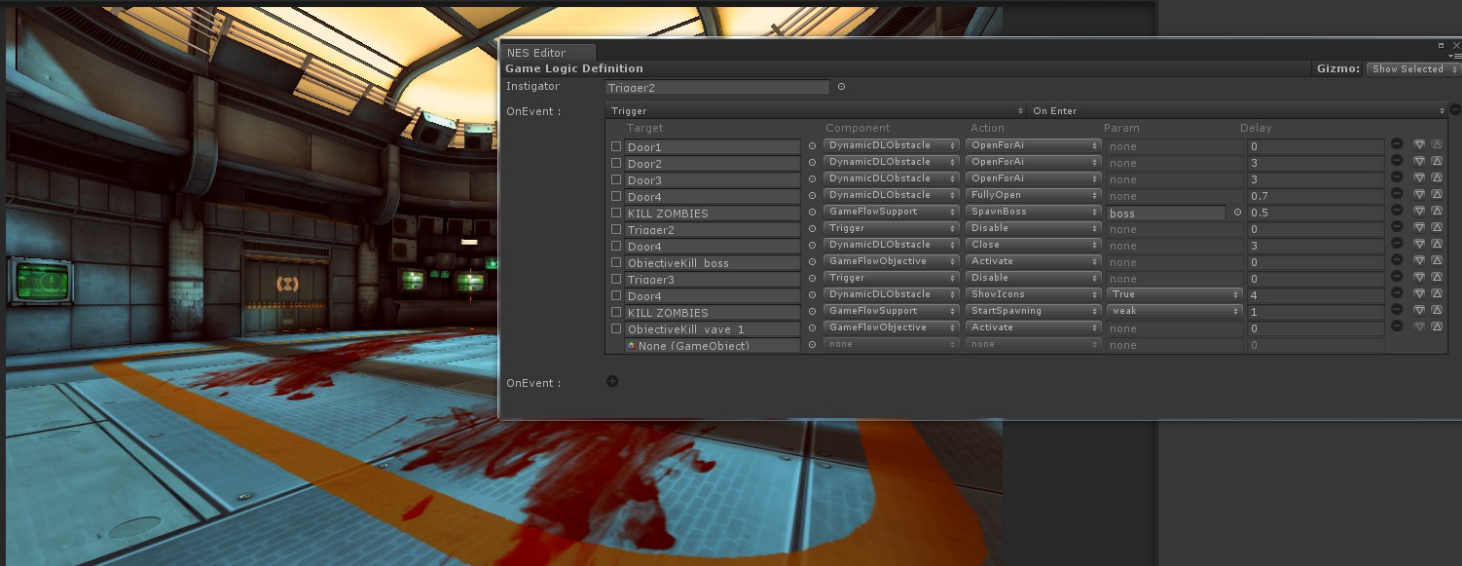
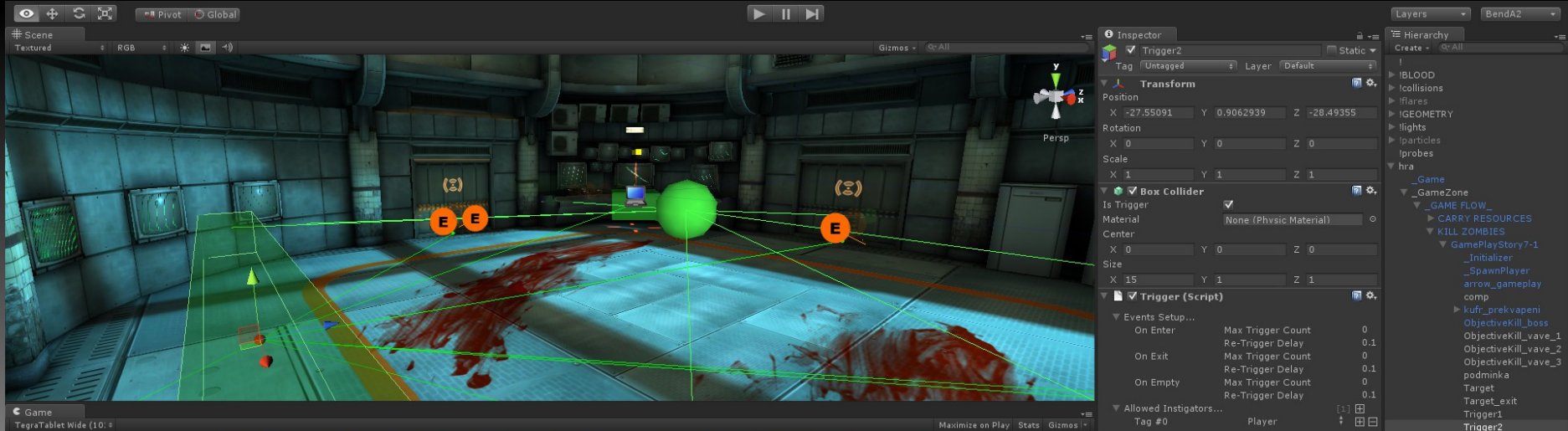
EQUIP



New technologies:

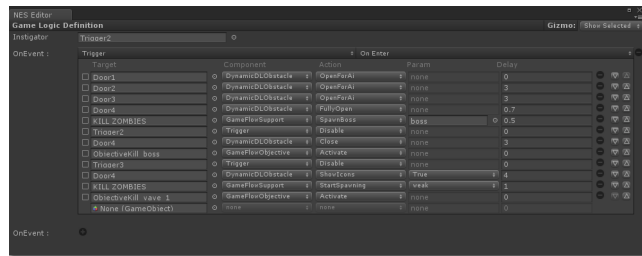
- NES (Gameplay tool)
- In App Purchase (IAP)
- Shop & Equip
- Social Connection (FB, twitter)





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CHARACTER

FUNDS

FREE GOLD



MINIGUN



DAMAGE

ACCURACY

CLIP

RANGE

400

77

350

106

The MINIGUN: When you absolutely, positively, must kill every single sonofabitch in sight.



80

EQUIP

EQUIP

UPGRADE

CLOSE



STRIKER



RMGT Tactics

EQUIPED
MINIGUNOWNED
LEWIS

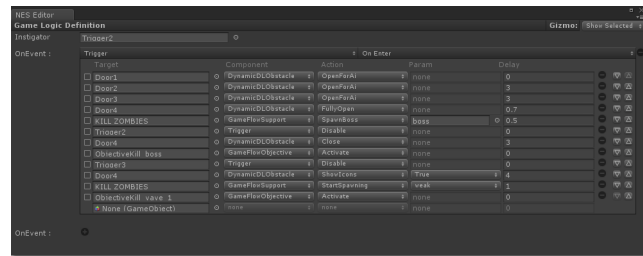
BREN



CHAINSAW

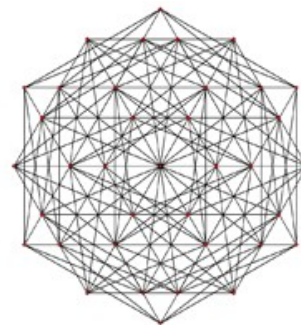
New technologies:

- NES (Gameplay tool)
- In App Purchase (IAP)
- Shop & Equip
- Social Connection (FB, twitter)



Some numbers...

- Scene: 12.000 polygons
- Weapon: max. 1500 polygons
- Character: LOD0=1500 , LOD1=600 , LOD2=300
- **View: up to 23.000 polygons**
- 2 Shader LODs
- 6 Ragdolls (latest iOS and all Tegra 3 devices)
- **App size (2nd update): 140 MB (iOS) / 120 MB (Android)**



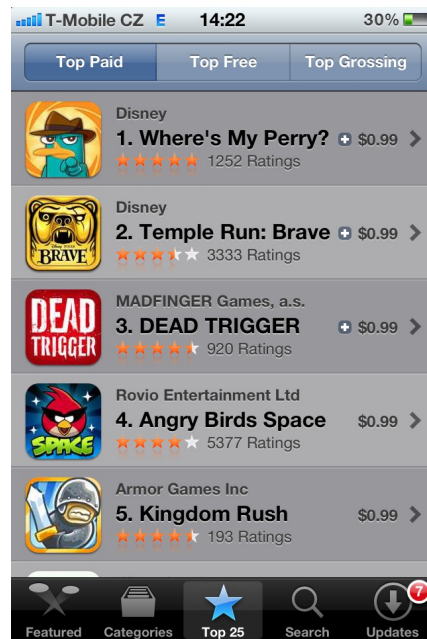
Free-To-Play vs. Paymium

- Concept of both
- Our strategy



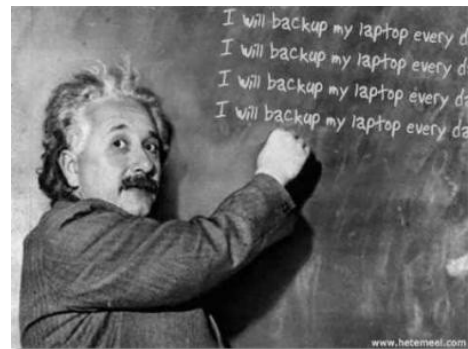
Launch & Reception

- 28th June iOS, 3rd July Android
- Great reviews
- All blown away by \$0.99 price
- 3rd best selling iOS app (USA)
- 1st on Android



Lessons Learned

- IAP reception
- Need Tutorial
- Mission Difficulty
- In-game texts and dialogues



Update (v1.2.0):

- Free-To-Play
- Cloud Service (Friends, Stats, Save)
- Arena Mode
- Daily Rewards, Casino
- New content (levels, characters, items, AI, ...)

NEWS!



0



581



1

R^{NK}

1

60%



Objective: GUARD REAR ENTRANCE!

DAILY REWARD

Come tommorow and earn more!

PLAY DAILY MISSION



and earn GOLD +1



3x

Arena Entries



+3

Casino Chips



SHOP



EQUIP

EQUIP

Objective: Find supply box

ALIEN GUN



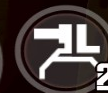
LIFE

\$ 9

4



10m



Conclusion:

- 4 ½ months of development, no crunch!
- Small team, 3 newbies! :)
- Console-quality project
- Great reception
- Solid technology
- Lots of ideas for future...



THANK YOU!