



THE
Odd GENTLEMEN



THE Odd GENTLEMEN

gDC Next 2013

An Odd Collaboration:
How Neil Gaiman and
The Odd Gentlemen
Decided to Make
Wayward Manor
Together

Matt Korba
@Mattkorba



Wayward Manor



Neil Gaiman



"Adjectives like glorious, magical, through my head, then gave up, out of blood run to ice or make them laugh"

SHORT FICTIONS

Neil Gaiman



Walt Gribble

Fox



@Neilhimself

Wayward Manor

THE Odd GENTLEMEN

The Odd gentlemen

Editors' Choice



DoofenDash

Wayward Manor



Wayward Manor

THE Odd GENTLEMEN

About the Game

- Puzzle/Adventure Game Hybrid
- You play a ghost in a 1920's Mansion
- Goal: Scare everyone out of the house, one room at a time
- Observe the hidden fears of unwelcome guests, and use your d to drive them mad
- Level up with each scream until you can posses everything in th
- Learn the hidden stories of the Haunted Manor
- Old Hollywood "Whodunit" and Screwball Comedy

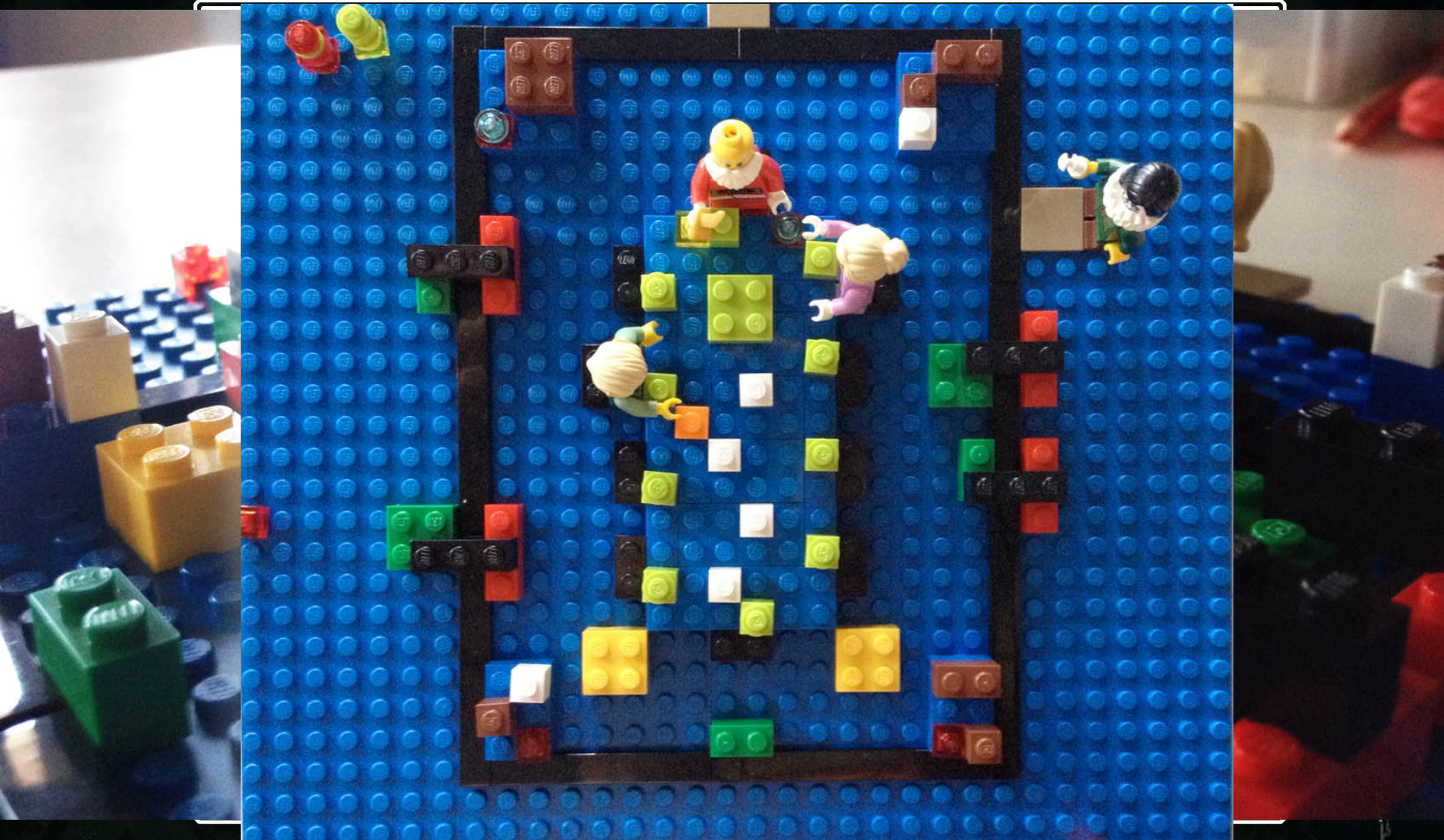


Wayward Manor Teaser

Wayward Manor



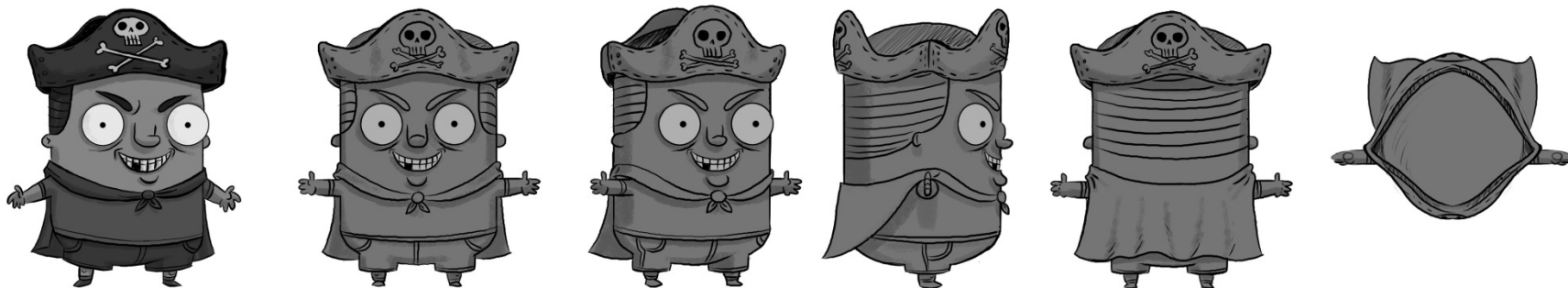
Paper Prototyping



Paper Prototyping

Good Paper Prototyping...

- Saves time and money
- Gets to the fun quickly through rapid iteration
- Is great for planning out an entire game
- Often times easier for others to make the leap to “see” the game (vs. a barebones digital prototype)
- Is an art form in itself
- No set method to create one (depends on type of game)



Paper Prototyping

Good Paper Prototyping...

- Don't be afraid to use designers as DMs (as long as they are following set rules that can be codified)
- Play a lot of board games to help think about constructing one
- Doesn't actually have to use paper, use clay, buttons, dice, anything to get the game idea across



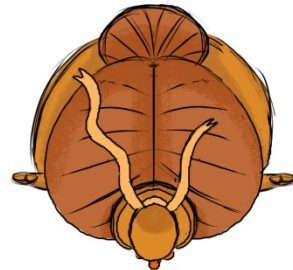
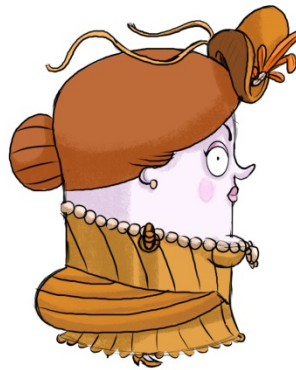
Playing Lego with Neil



We set out to make a Story Machine Together



Blending game mechanics and story together through play



Bad Collaborations (from outside games)

Flags for Potential Collaborators

- Think games are cheap and easy to make
- Sees themselves as “the guy who knows story” and does not understand games or care to learn
- Think all story is solved through cut scenes
- “The lighting in Unreal 3 is not cinematic enough, we need to create our own lighting system”
- Think their name will carry everything and the gameplay does not really matter (or can just be mini-games)



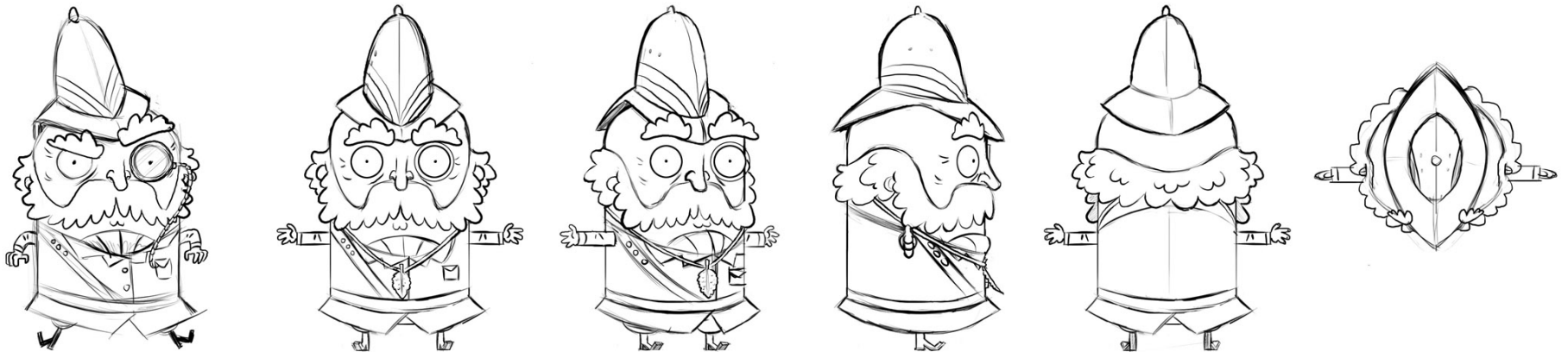
Good Collaboration for Wayard Manor

Make awesome games with awesome people

- Neil Respects Games
 - Understands different needs for different media
 - Wanted to work with us, not just toss stuff over the fence
 - Small Passionate team, creating an intimate game
 - Keep the story simple, so the execution could shine
 - Designed mechanics that could tell simple stories
- gameplay

Our Story Machine

Each character has a simple set of rules and a fear the player discovers



Grandpa is afraid of dark

Our Story Machine

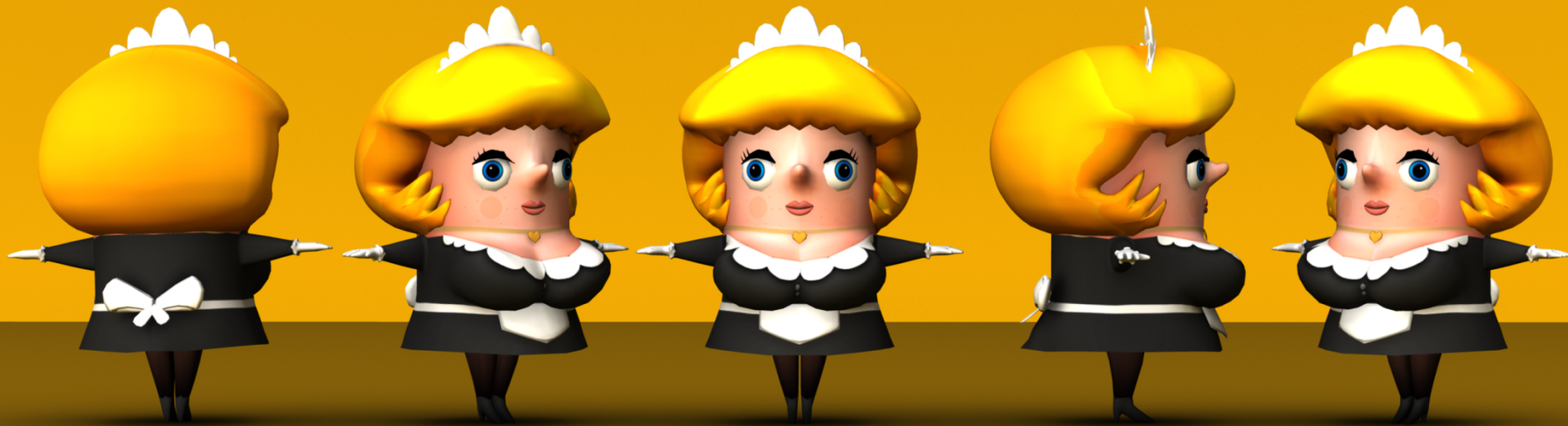


BOTH TWINS IN BED

The Twins have a
fear of separation

Our Story Machine

By combining different characters into a room a short story emerges



Maid (hates messes) + Grandpa (shoots things that rattle in the dark)
= Comedic Gold

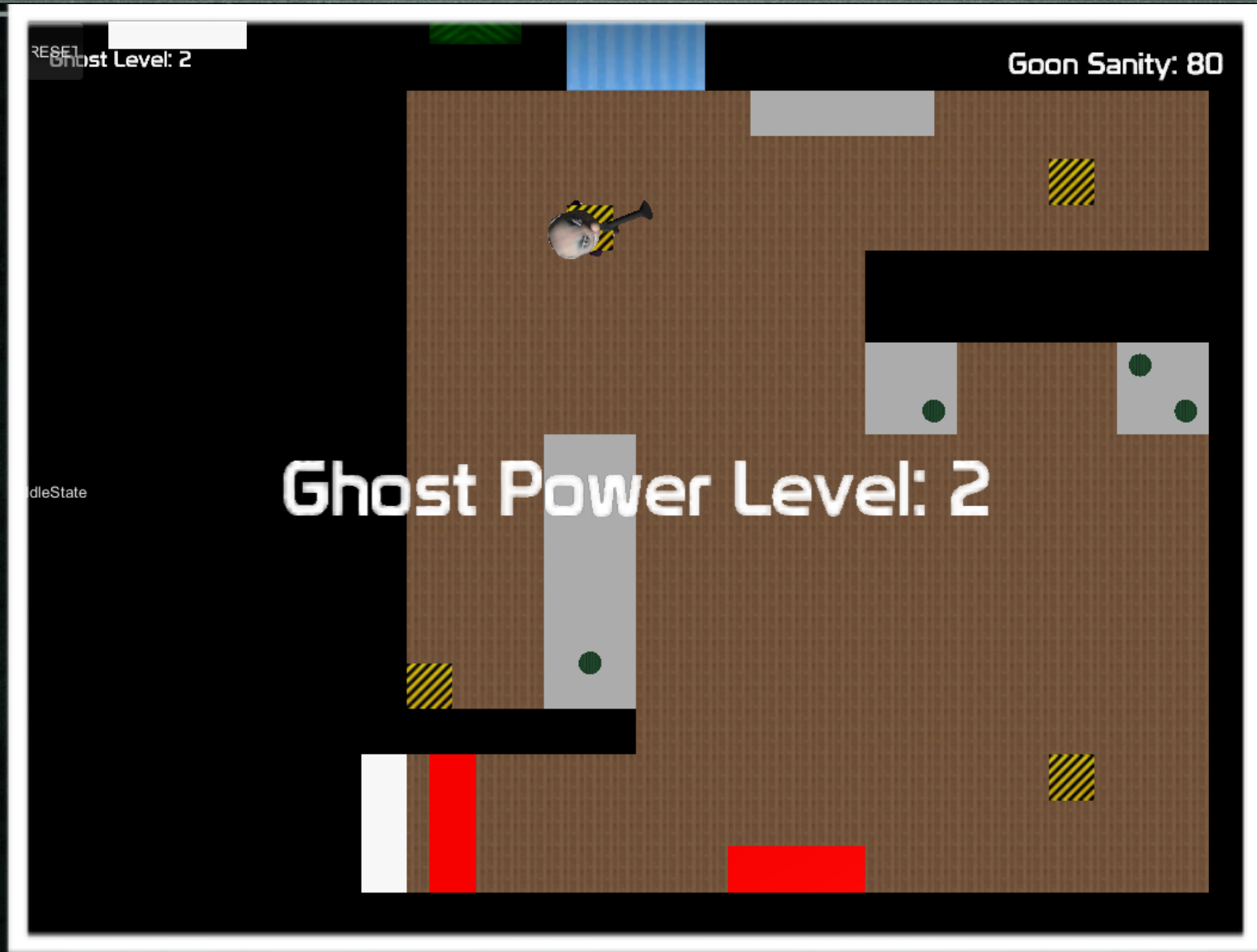
Our Story Machine

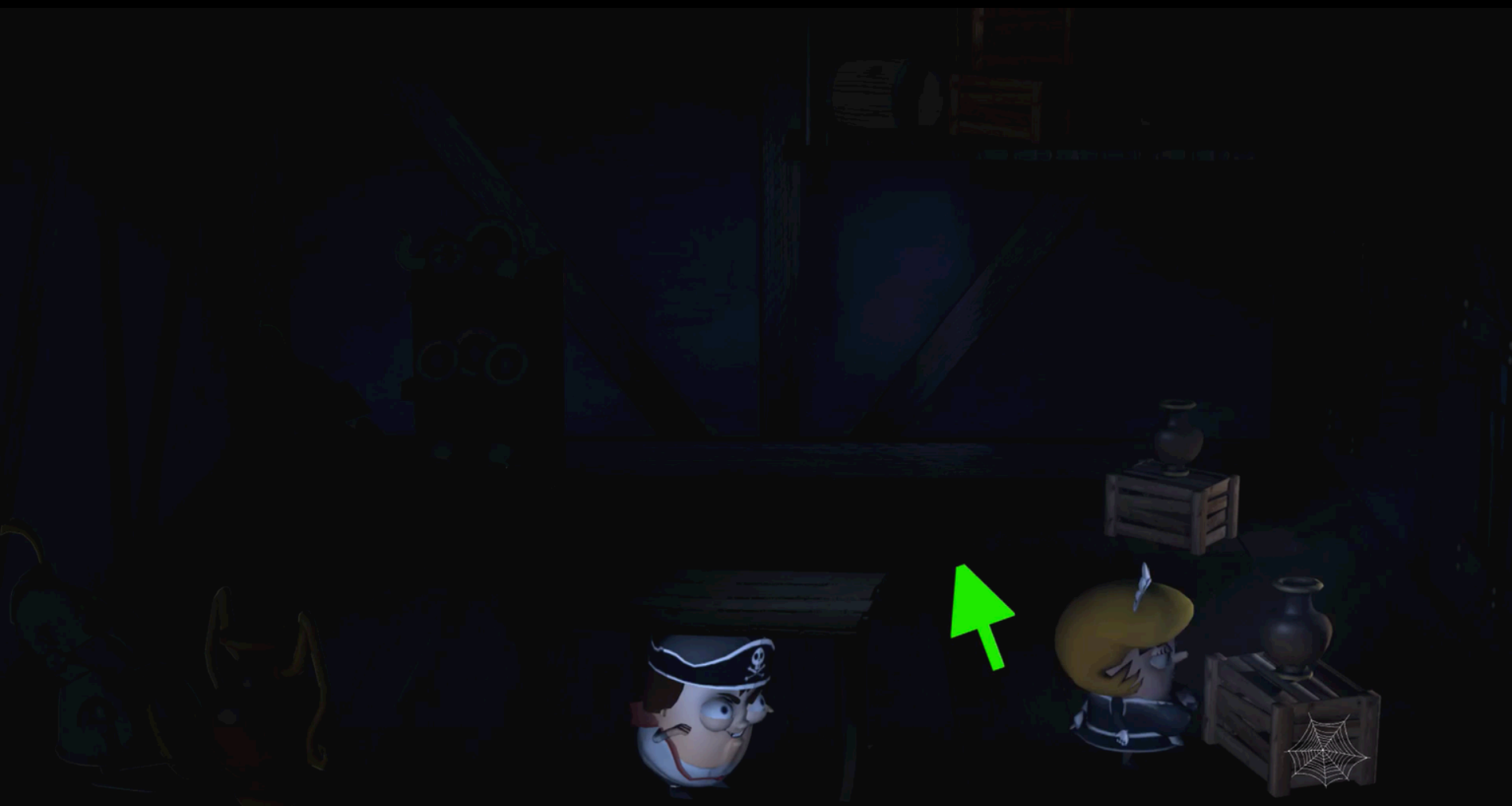
As player earns fear and levels up...



Objects in the room unlock, and puzzles and stories progress

Digital Prototype





Thanks for Listening



Follow the Game's Development



@theoddgentle
@Mattkorba

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