

Monaco: What's Yours is Mine

Interpreting Feedback and Maintaining Your Vision

“Design is a plan for arranging elements in such a way as best to accomplish a particular purpose”

- Charles Eames

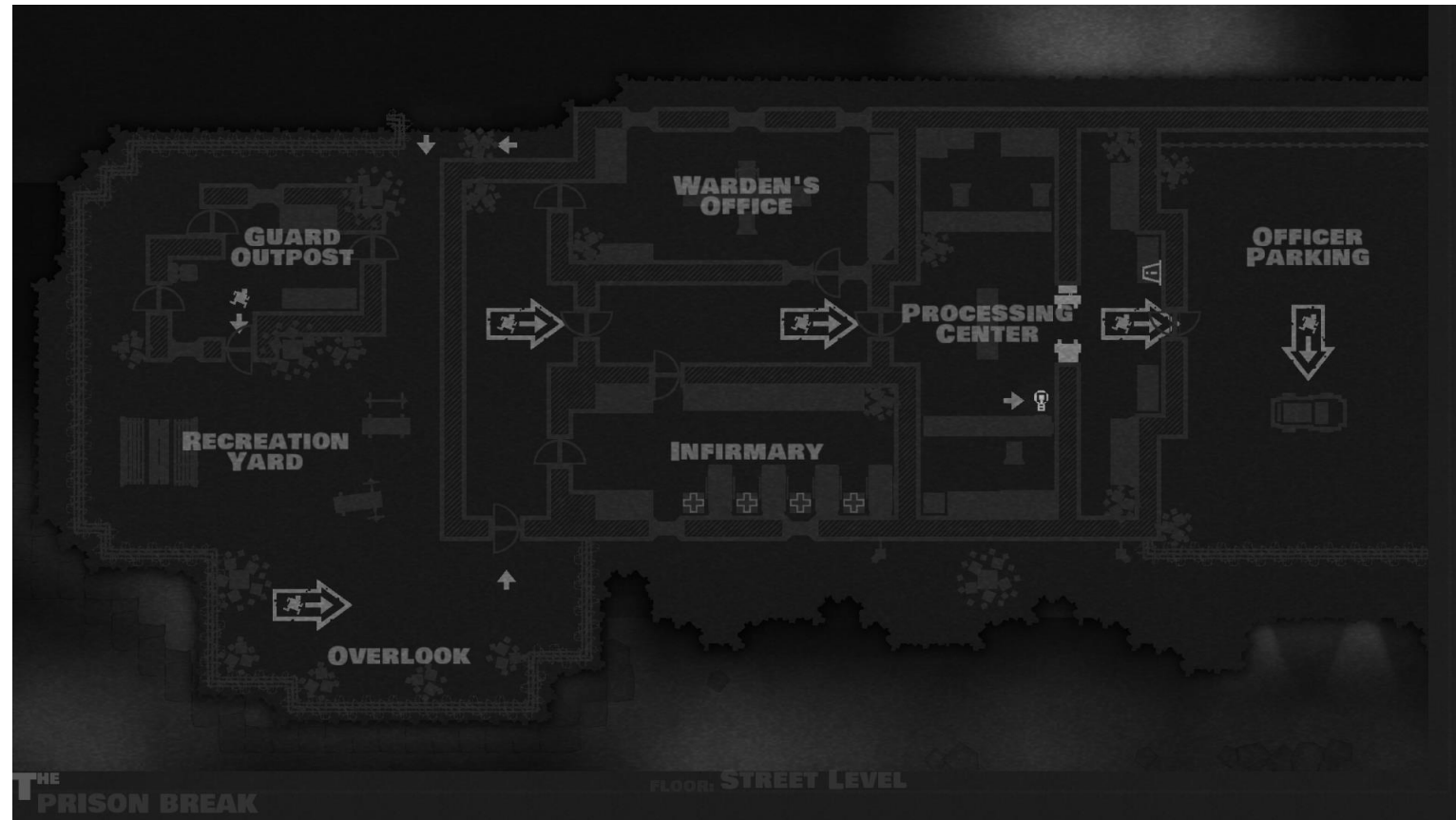


Monaco: What's Yours is Mine



- Released:
 - April 24th, 2013
- Platforms
 - Windows
 - Mac
 - Linux
 - Xbox 360





Best Idea Ever!!!



+





Feedback

“That’s the worst idea I’ve ever heard.”

– Andy Schatz

“You’re going to injure yourself.”

– Andy Schatz

“You’re the most retarded person I’ve ever met.”

– Andy Schatz



Part 1

INTERPRETING FEEDBACK

Beta Questionnaire



1. What did you like?
2. What didn't you like?
3. What confused you?

Y U DO DIS



3 MOST COMMON FEEDBACK

1. Did not like LOS

- Wanted to plan more
- Traditional Stealth

“Observe your enemies from afar, manipulate them with your tools, and *execute your plan with precision*”
– Mark of the Ninja



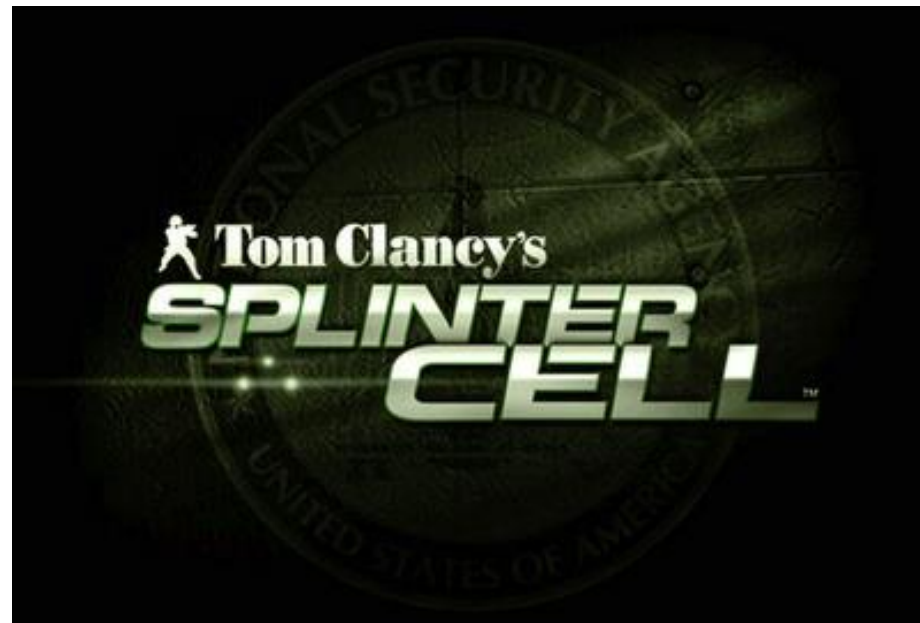
2. Did not like Random AI

- Wanted AI patterns
- “Solve” the game



3. Did not like lack of failure

- Wanted strict punishment
- Mandatory stealth
- Rewards “ghosting”



Monaco's Design Goals



- Unpredictability
- Improvisation
- Emotional Range

What did Pocketwatch do?

1. Kept the LOS
2. Kept Guard AI
3. Cannot Ghost



Change the Narrative



Ben Kuchera

@BenKuchera



Follow

Monaco isn't a stealth game, says creator.
Getting caught is half the fun [penny-
arcade.com/report/editori...](http://penny-arcade.com/report/editori...)



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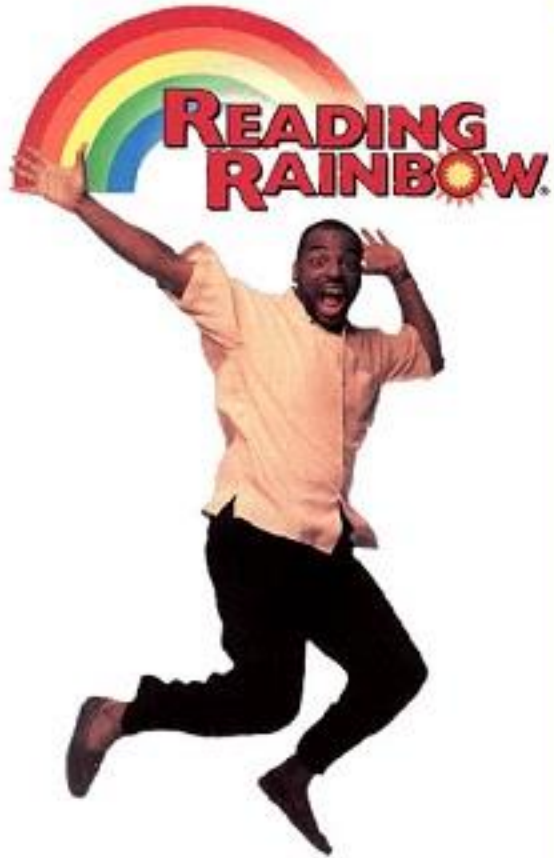
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3 INDUSTRY EXAMPLES

1. Journey



- Journey friend invites
 - “I want to talk with my friend”

What did thatgamecompany do?

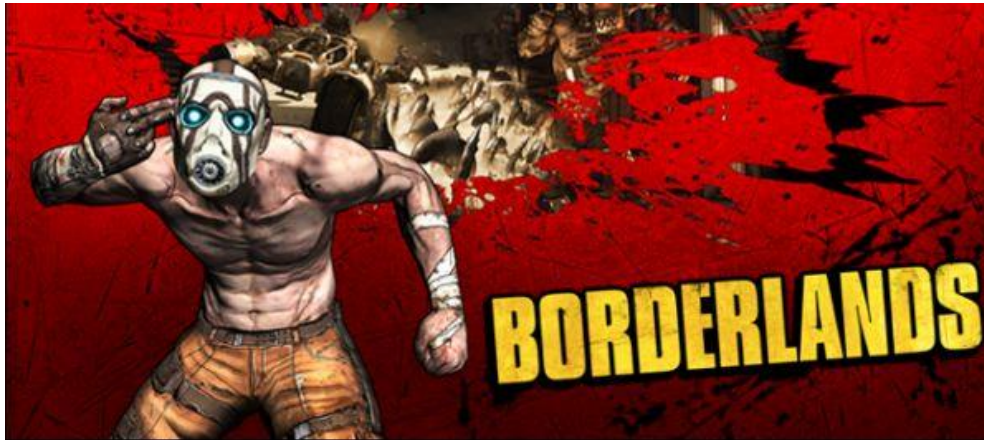
- “We want friend chat”
- Removed friend invites



I KNOW THAT FEEL BRO



2. Borderlands



- Feedback on Skag Gully
 - “This isn’t fun”
 - “Too many enemies”



What did Gearbox do?

- “Too many enemies”
- 3x number of enemies
- Became a “Combat Zone”



3. World of Warcraft

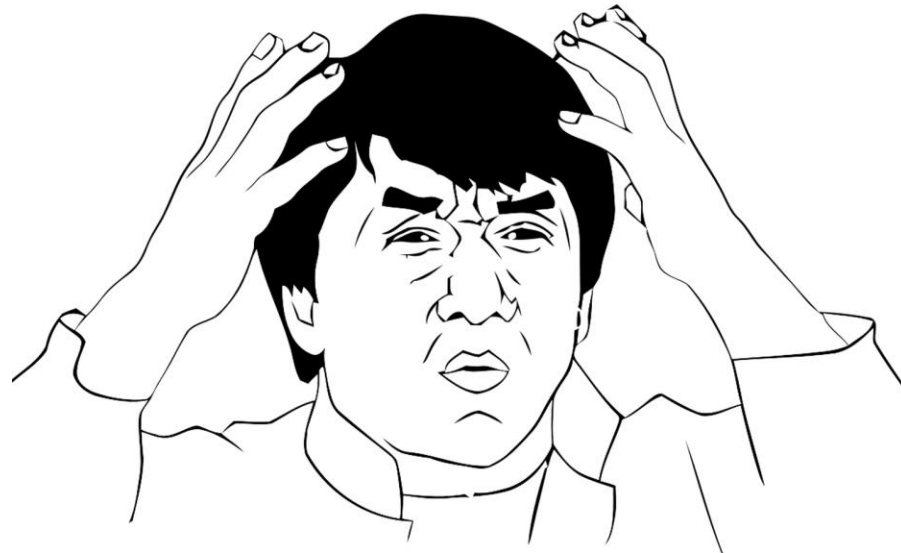


- Fatigue XP
- Player's HATED it
- Punished for playing



What did Blizzard do?

- “We hate Fatigue XP”
- NOTHING!
- Renamed “Bonus XP”



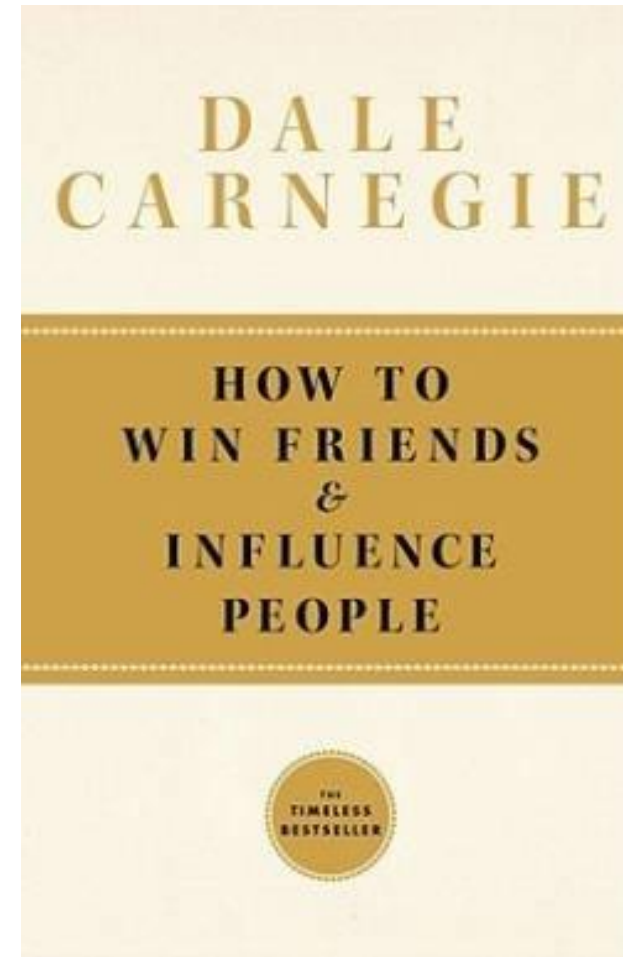


Part 2

DOES IT MAKE PEOPLE ANGRY?

Maintaining Healthy Relationships

- Released 1936
- 15 million sold
- A feeling of importance



<3 our Community

Mastastealth

Difference

Laremere

CrosbotIV

Durgrobach

cpi

Darkunderdog

MonkeyPocket

Fearful Ferret

Psychopath

SleightSoda

Annexed

Kasp3r

ATF_EI_Mexicutioner

BobbyBalls Indie

madhaha

Skyman Shane

Toxic

DanHeistman

Miao Xiao

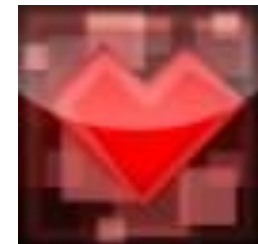
SuperMac

RVII

Giu

Magician

And many more...



Final Part

THE BIG TAKEAWAY

A problem has been detected and windows has been shut down to prevent damage to your computer.

DRIVER_IRQL_NOT_LESS_OR_EQUAL

If this is the first time you've seen this stop error screen, restart your computer. If this follows a recent hardware or software change, follow these steps:

Check to make sure any new hardware or software is properly installed. If this is a new installation, ask your hardware manufacturer for any windows updates that might be needed.

If problems continue, disable any new hardware or software. Disable BIOS shadowing. If you need to use safe mode to remove the new hardware or software, restart your computer, press F8, and then select Safe Mode.

Technical information:

*** STOP: 0x000000D1 (0xC0000000, 0xF86B5A89)

*** gv3.sys - Address 0xC0000000, DateStamp 3dd991eb

Beginning dump of physical memory
Physical memory dump complete

Contact your system administrator or technical support group for further assistance.

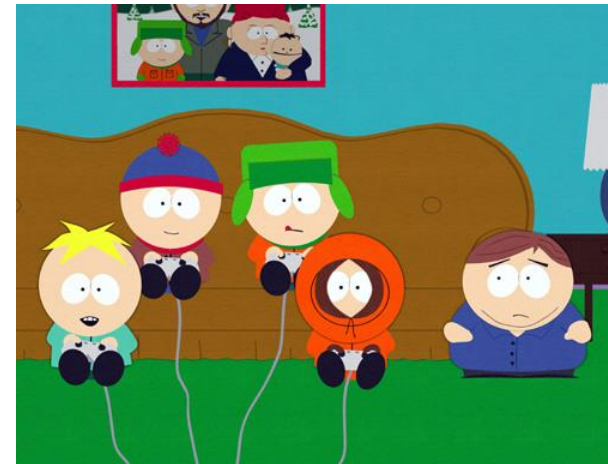


Final Part

THE BIG TAKEAWAY

Games as a Conduit

- Starts with idea
- Player is goal
- Your game is the conduit



Game Over

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Monaco Art by Adam DeGrandis

Sources:

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<http://www.polygon.com/gaming/2012/3/14/2861998/gearbox-borderlands-testing>

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