



REMEDY[®]

Cinematic, Story-Driven Games and What They Mean to Remedy

Quickly - Who am I?

Kyle Rowley, Senior Gameplay Designer – Quantum Break



What am I going to talk about...

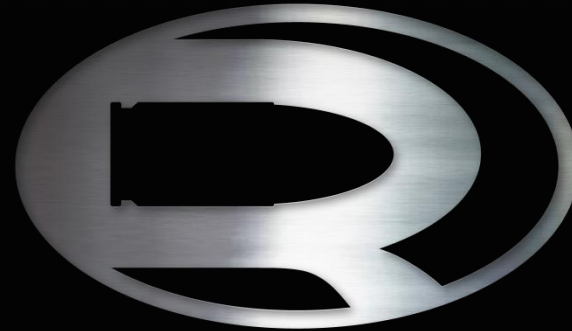
- What is a cinematic game?
- What Story means to Remedy.
- Integrating stories into our games.

Disclaimer(s)

- I am not a writer.
- Remedy like creating narrative driven games, but we don't know everything.
- Some of what I'm about to discuss was utilised in Max Payne.
- A (tiny) **bit** more of what I'm about to discuss was utilised in Alan Wale.

Disclaimer(s)

- Almost all of what I'm about to discuss is actively being used to develop **Quantum Break**.

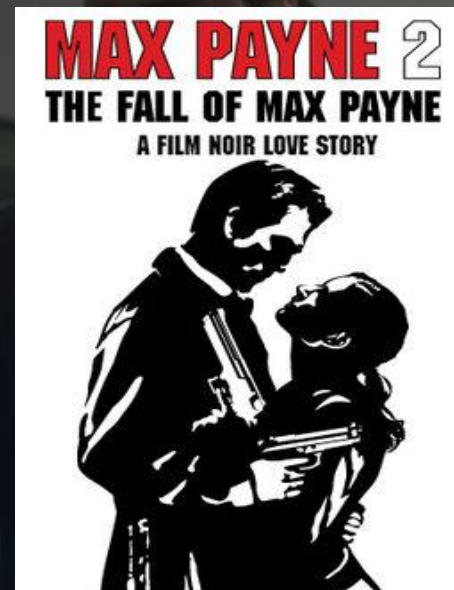
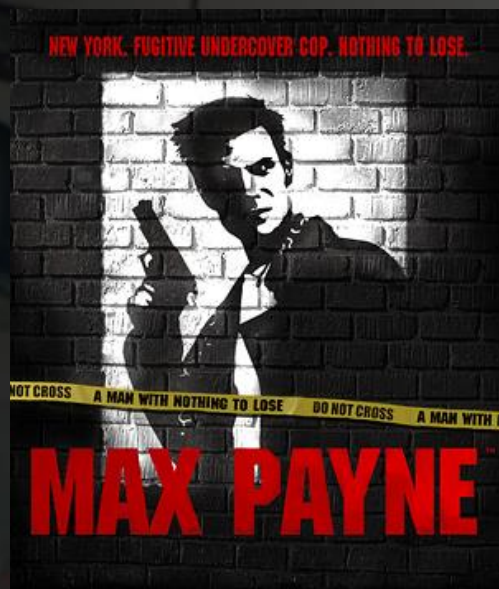


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History of Remedy's (Cinematic) Games

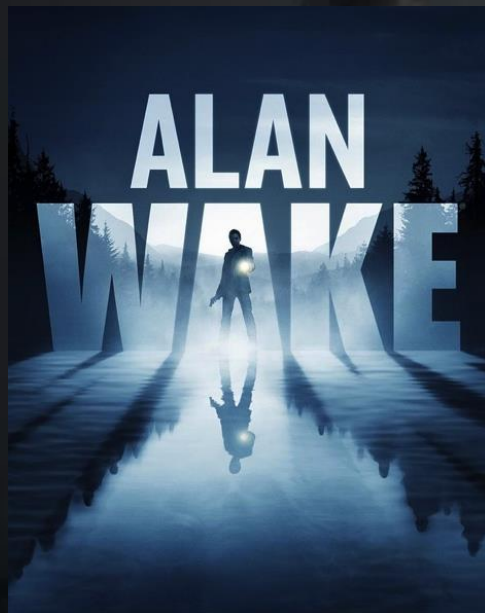
History of Remedy's Games

Release Date
July 23, 2001
&
October 14, 2003



History of Remedy's Games

Release Date
May 18, 2010
&
February 22, 2012



History of Remedy's Games

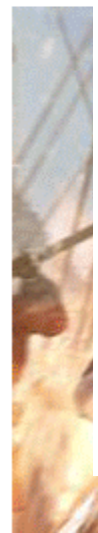
Release Date
2015





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Cinematic Games and Remedy



The Order: 1886's cinematic look is more than meets the eye

137



by S. Prell [@SamPrell](#) (11 days ago)

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gd GAME DEVELOPER ON GAMAUTRA

David Cage and the future of cinematic games



Cinematic Games and Remedy

What is a cinematic game?

Cinematic Games and Remedy



“Console gamers' way of describing a video game as being an experience similar to a movie, when in reality it's their explanation for having to put up with games running at low frame-rates.”

Cinematic Games and Remedy

Are these cinematic games?



Cinematic Games and Remedy

Yes

How is it defined internally within
Remedy?

Cinematic Games and Remedy

- Taking techniques from TV and film and applying them to our features to make the game more emotionally engaging.
 - Cinematography
 - Visual Effects
 - Audio
 - DRAMA
- Creating a unique visual style for our core gameplay loop and primary features.

Cinematic Games and Remedy

Process

Story
Gameplay

Core
Gameplay

Player Gating

Examine Interaction

Melee
Takedowns

Aim Mode

Cinematic Games and Remedy

Key Takeaways

- There are a wide range of “cinematic games”, all using different approaches to creating their cinematic feel.
- At Remedy we take techniques from TV and film and apply them to **all** features in the game.
- No one really knows what the fuck cinematic game means.

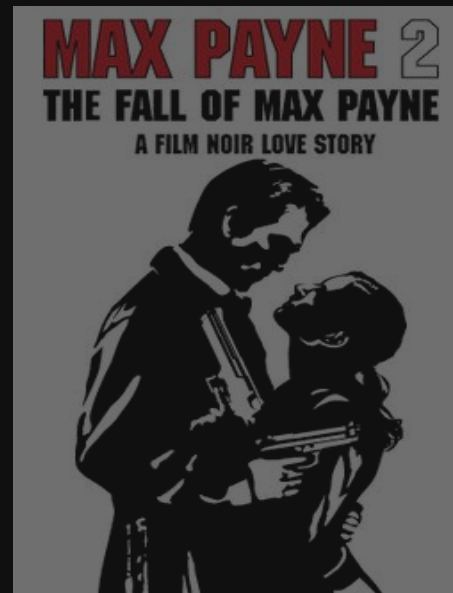
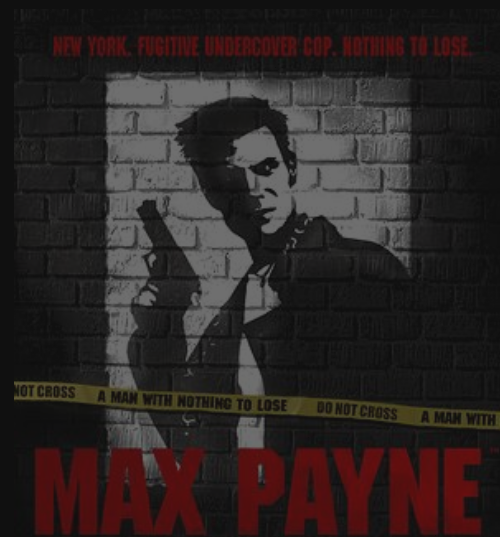


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Story in a Remedy Game

Story in a Remedy Game

Release Date
July 23, 2001
&
October 14, 2003



Inspiration
Action Movies
with
3 Act Structure



Story in a Remedy Game

Release Date
May 18, 2010
&
February 22, 2012



Inspiration
Psychological Thriller
TV Series
with
Episodic Structure

**ALAN
WAKE**

Ep. 1

Ep. 2

Ep. 3

Ep. 4

Ep. 5

Ep. 6

~2 h

~2 h

~2 h

~2 h

~2 h

~2 h

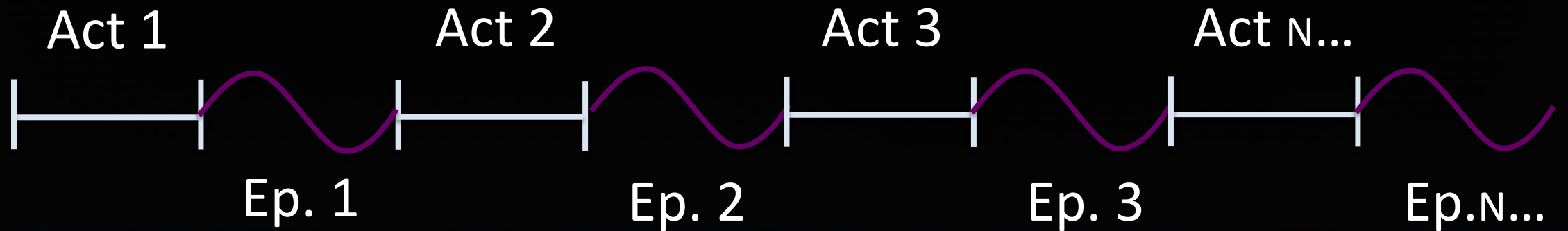
~13.5 hours

Story in a Remedy Game

Release Date
2015



Inspiration
Digital TV Series
with
Combined Episodic
Experience



Story in a Remedy Game

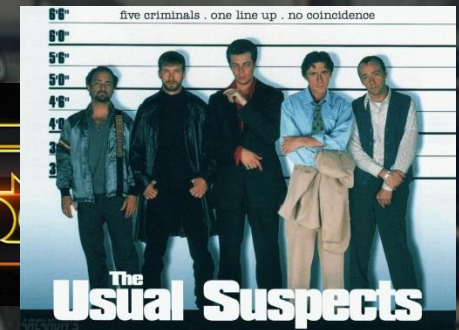
So ... what makes a good story?

Story in a Remedy Game

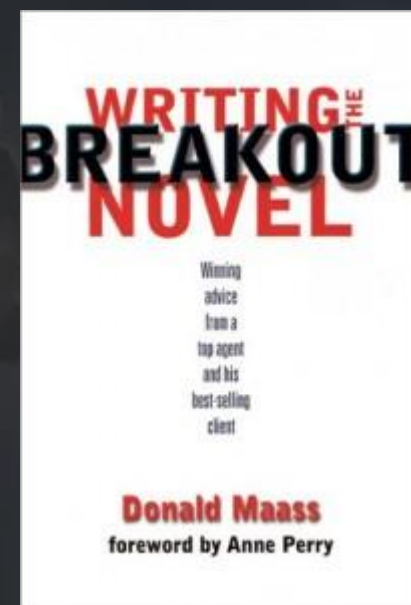
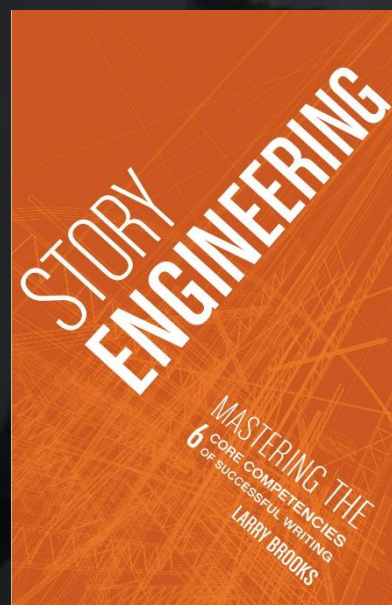
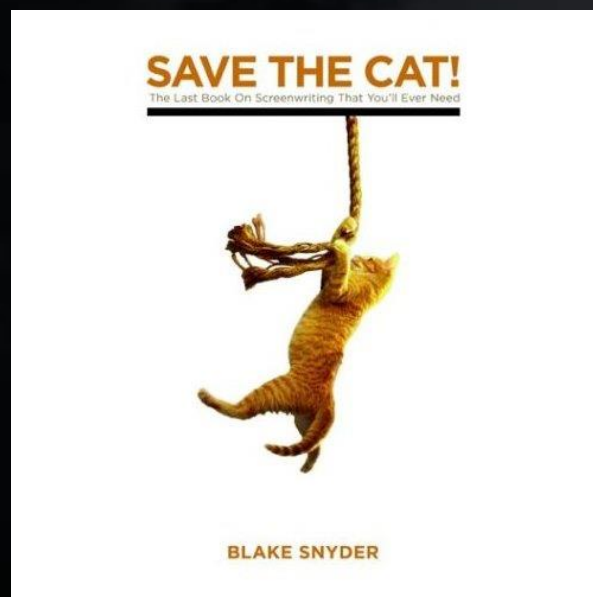
- Complex, multi-dimensional characters
- Utterly believable worlds
- A well structured plot



STAR
WAR



Story in a Remedy Game



Story in a Remedy Game



EXECUTE -
HOW?



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Integrating Story in a Remedy Game

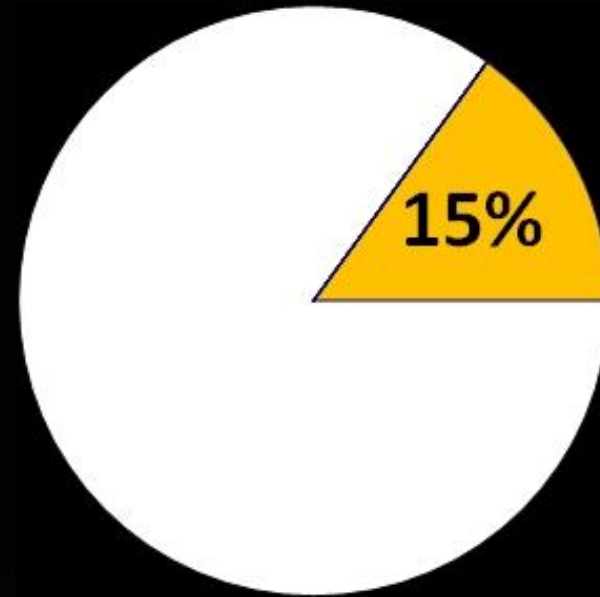
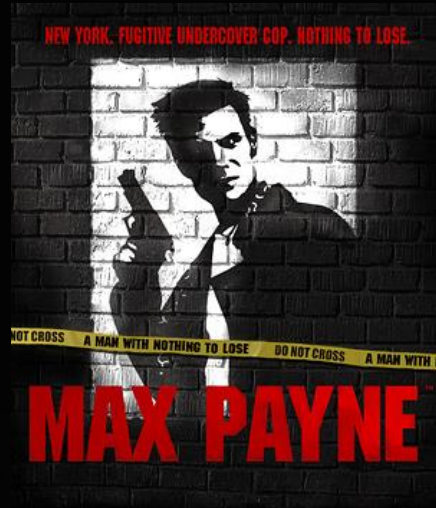
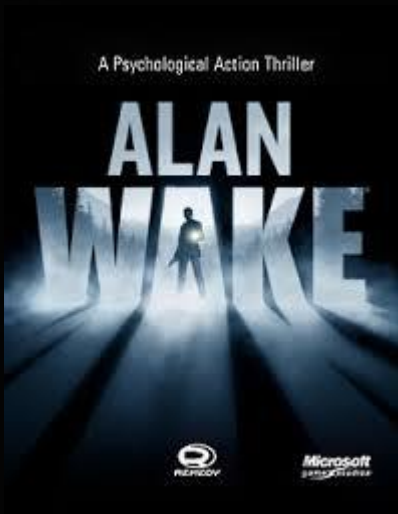
Integrating Story in a Remedy Game

How do we tell our story?

Integrating Story in a Remedy Game

Remedy use roughly 15% of the game's length for Cinematics.

QUANTUM
BREAK™



Integrating Story in a Remedy Game

Then 85% of our story telling must be done via gameplay.

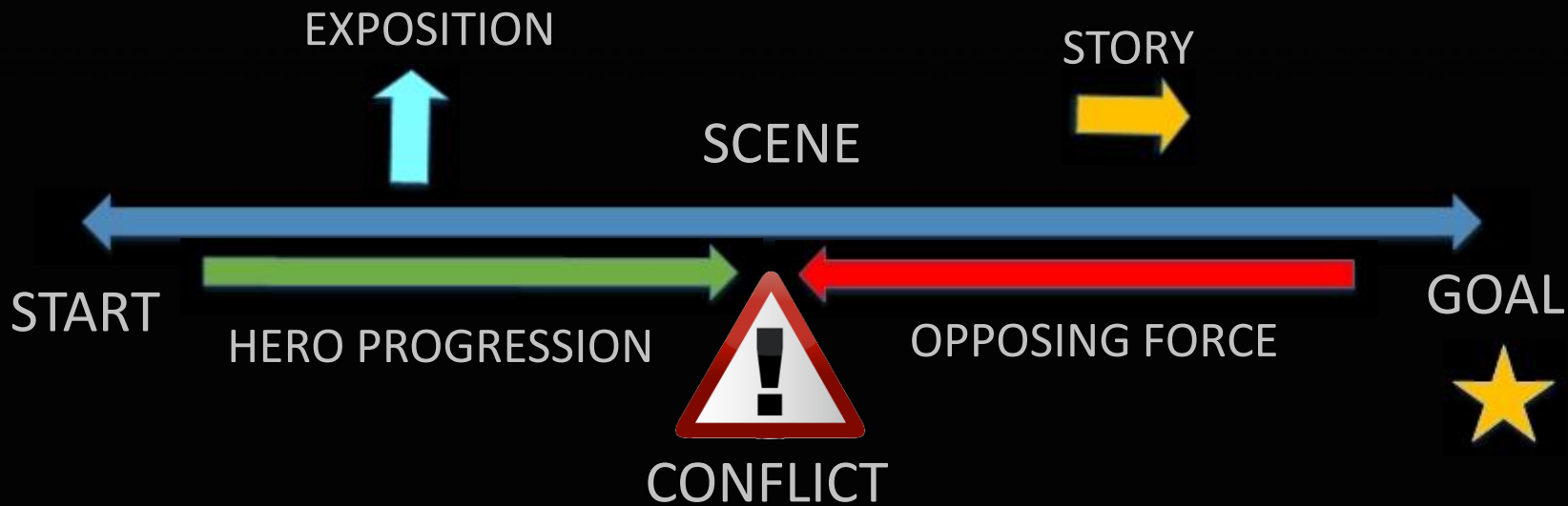


Integrating Story in a Remedy Game

In other story mediums – narrative execution is carried out by the use of...

SCENES

Integrating Story in a Remedy Game



Story: Move the story forward.

Goal: Present the protagonist with a goal

Conflict: An opposing force that prevents the protagonist reaching their **story goal**.

Exposition: Provide narrative exposition (character development, world building etc.)

Integrating Story in a Remedy Game

SCENES help form our **NARRATIVE TOOLS**

Integrating Story in a Remedy Game

What are Narrative Tools?

- Means in which to tell our story.
- They are built up from all development disciplines.

Integrating Story in a Remedy Game

Narrative Tools

Goal

Conflict

Exposition

Story

Integrating Story in a Remedy Game

Goal

Goal: Present the protagonist with a goal

- Objective System
- Inner Monologue
- NPC Dialogue
- Cinematics

Integrating Story in a Remedy Game



Alan Wake, Remedy Entertainment

Integrating Story in a Remedy Game

Conflict

Conflict: An opposing force that prevents the protagonist reaching their **story goal**.

- Enemies and Combat
- Set Pieces
- Environment Art
- NPC Dialogue

Integrating Story in a Remedy Game



Uncharted 3, Naughty Dog

Integrating Story in a Remedy Game

Exposition

Exposition: Provide narrative exposition (character development, world building etc.)

- Inner Monologue
- Enemies and Combat
- Environmental Art
- Set Pieces
- NPC Dialogue
- Player Gating
- Scripted NPC Animations
- Hero Animations
- TV and Radios
- Collectables
- Cinematics

Integrating Story in a Remedy Game



Alan Wake, Remedy Entertainment

Integrating Story in a Remedy Game

Bringing it all together.....

Planning

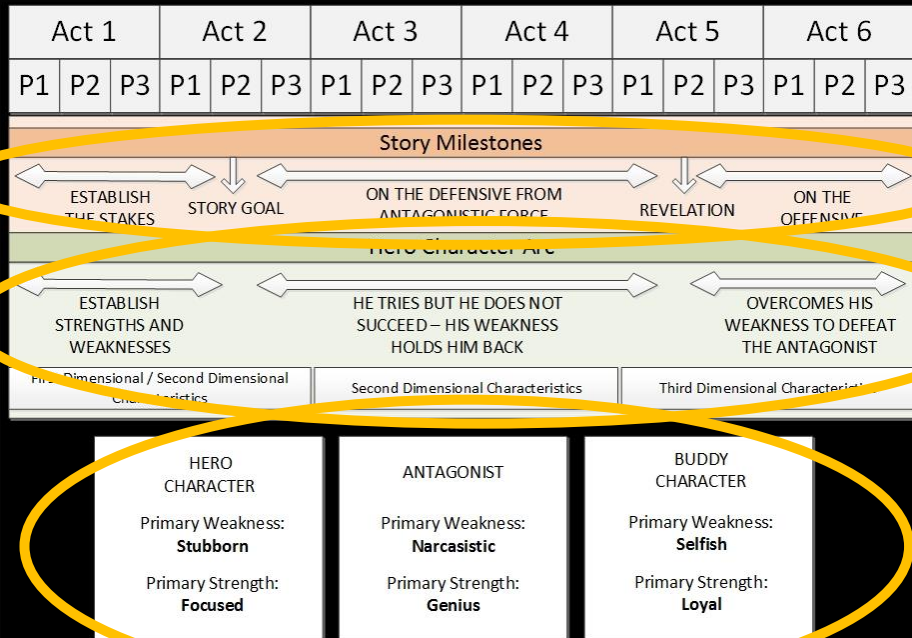
Integrating Story in a Remedy Game

None of the content or systems you create will be of any use unless you...

PLAN YOUR STORY

Integrating Story in a Remedy Game

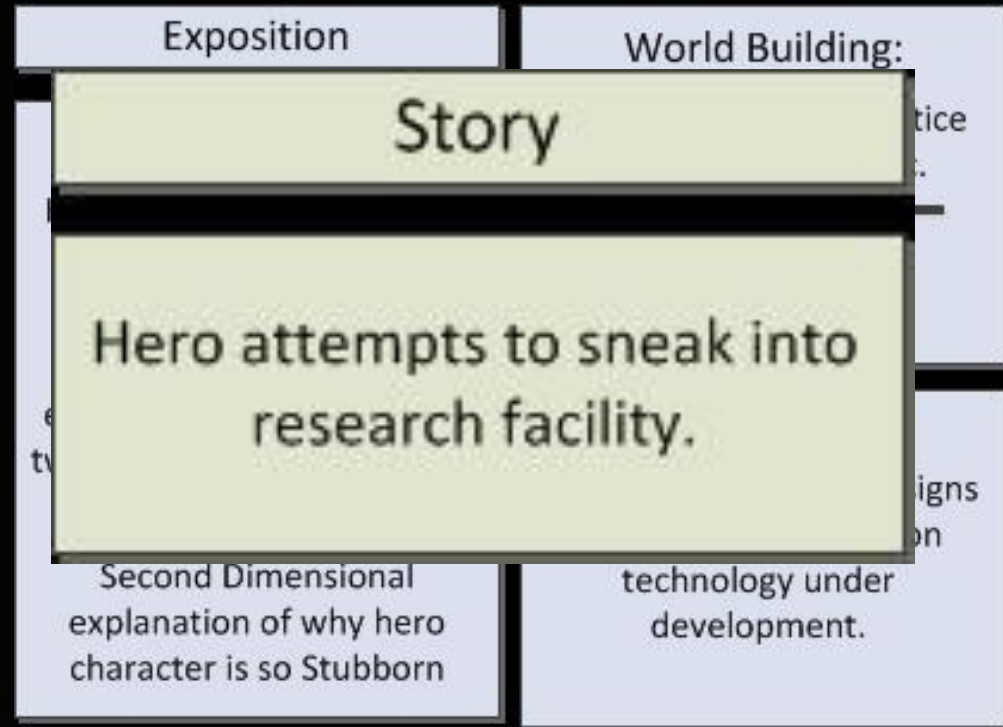
Everyone on the team needs to understand the state of the story and the character arc(s), at any point in the game.



Integrating Story in a Remedy Game

Plan and share each scene of your game with the team.

Act 2 – Part 3 - Scene 21 Story Requirements			
Hero character and buddy character must sneak into a research facility, but security guards and facilities high tech defense system provide a tough challenge. Hero character and Buddy fall out over the correct approach to take; leading the buddy character to temporarily abandon Hero character.			
Goal	Opposing Force / Conflict	Exposition	Story
Sneak into research and development facility.	Security Guards. Puzzle blocks entry via roof.	Character Building: Hero character's continued stubbornness causes his buddy to abandon him. Puzzle element would be easier to solve if there were two people rather than one. Second Dimensional explanation of why hero character is so Stubborn World Building: History of the city – notice board, computer etc. Building under re-development. Foreshadowing: Hero character finds designs relating to new weapon technology under development.	Hero attempts to sneak into research facility. Accidentally causes alarm, foiling his plan.



Integrating Story in a Remedy Game

(BASIC) Scene Plan Example

Integrating Story in a Remedy Game

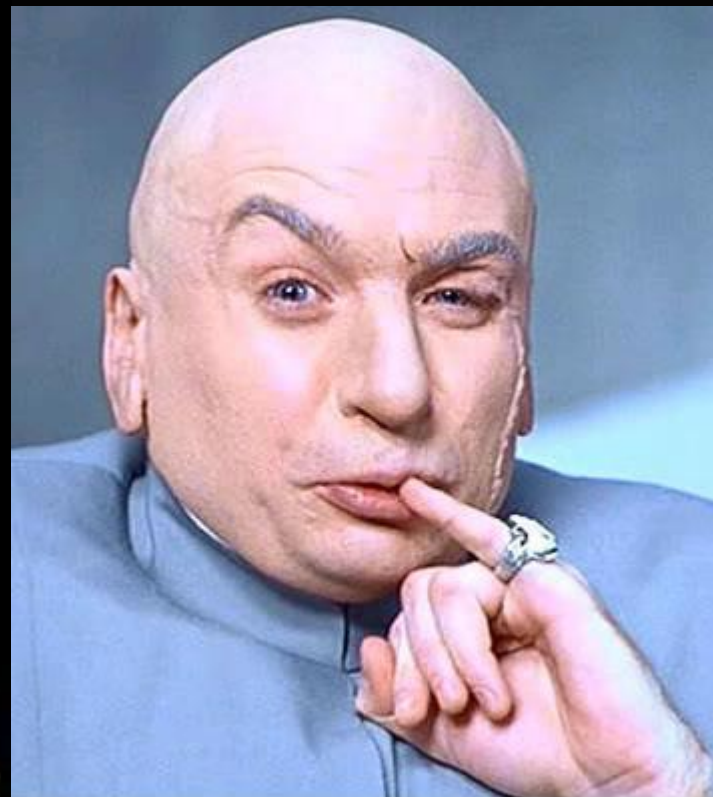
Hero



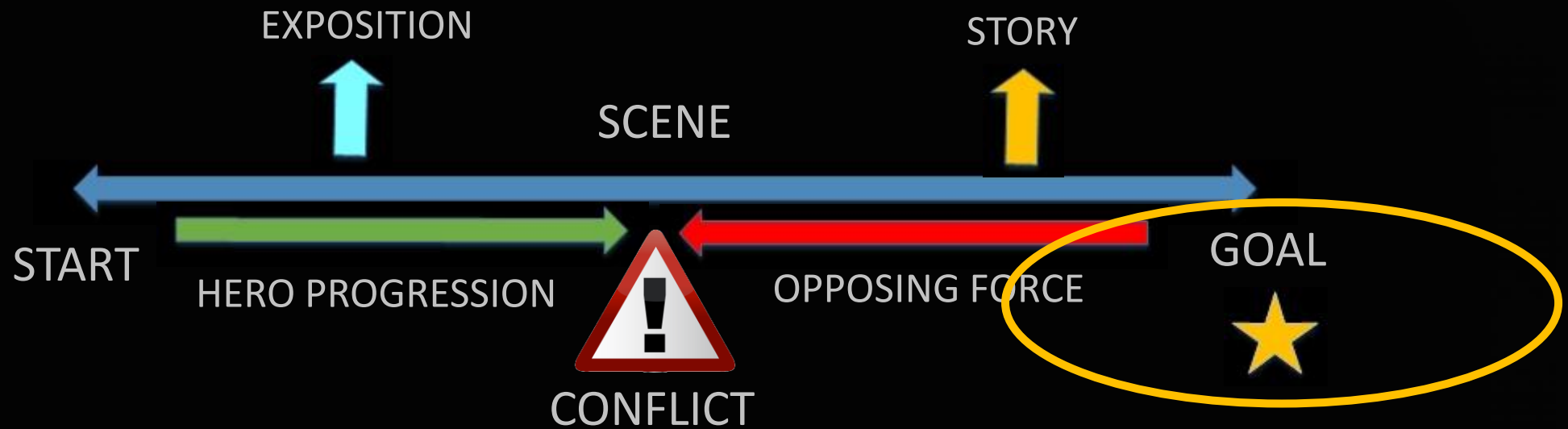
Buddy



Villain



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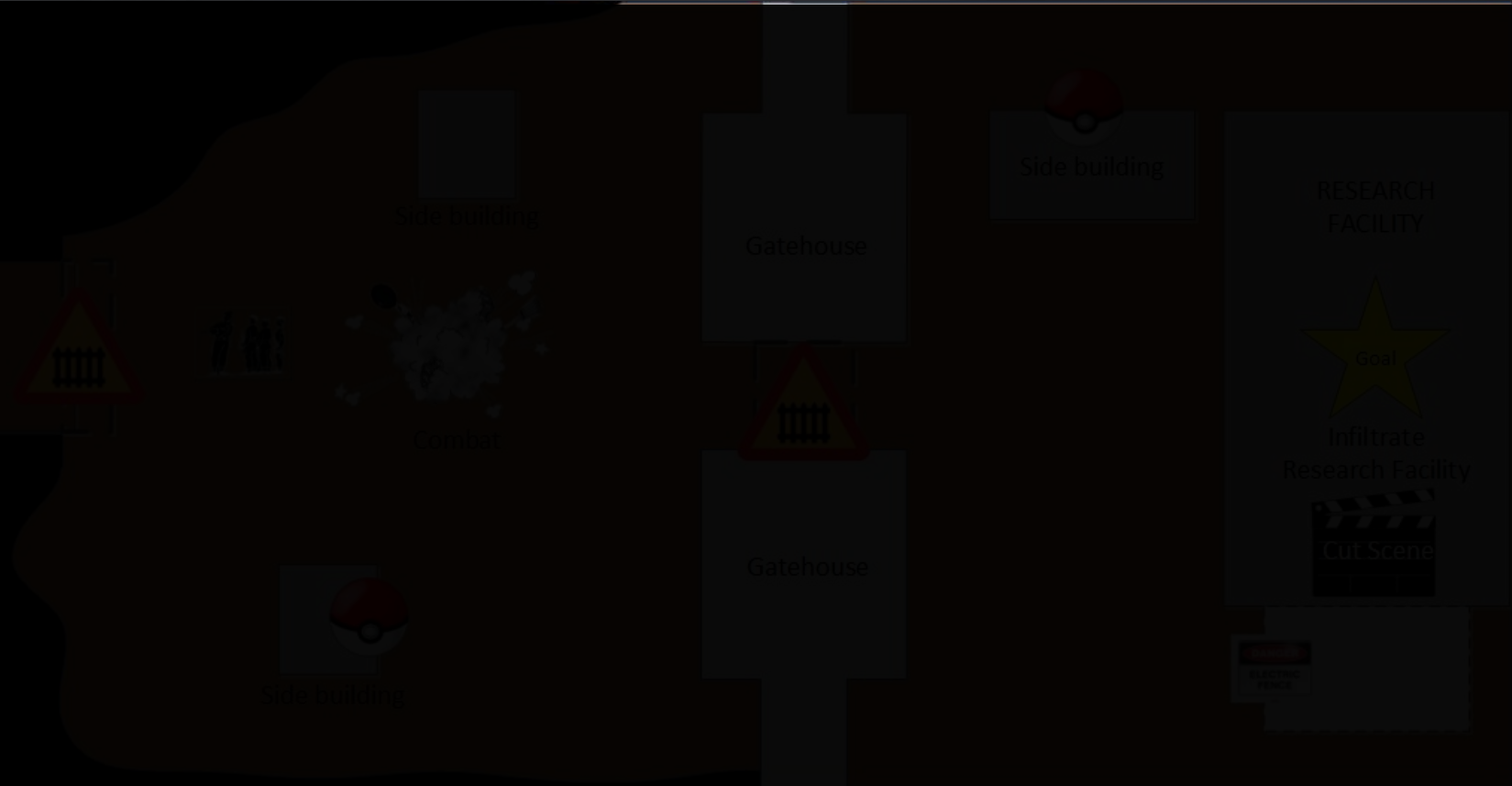
Goal: Present the protagonist with a goal

Integrating Story in a Remedy Game

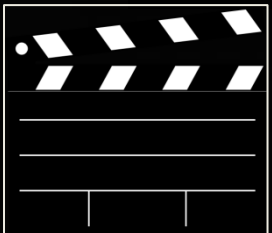
Goal

Infiltrate research and
development facility to
locate X.

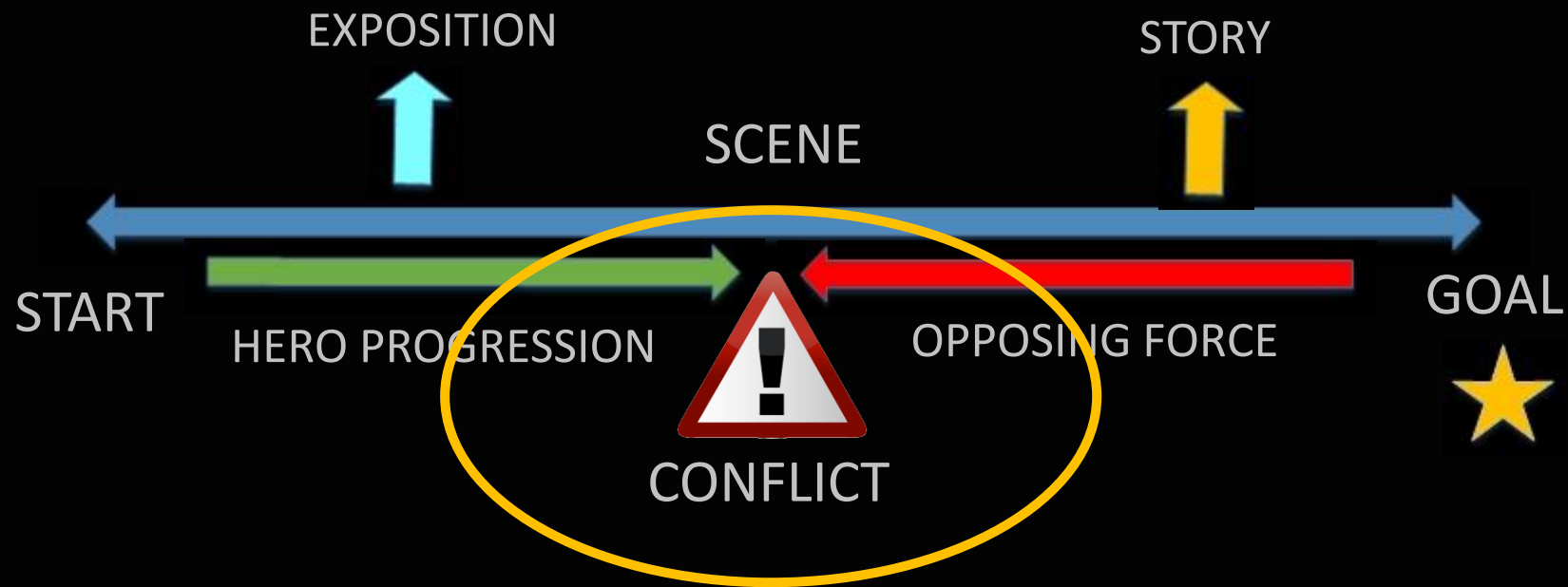
Integrating Story in a Remedy Game



CINEMATIC



- Cinematic transitions hero character and buddy from previous location to new location.
- **Reinforces previously established story goal of needing to infiltrate research facility.**
- Hints at suggestion of conflict between hero and buddy characters.

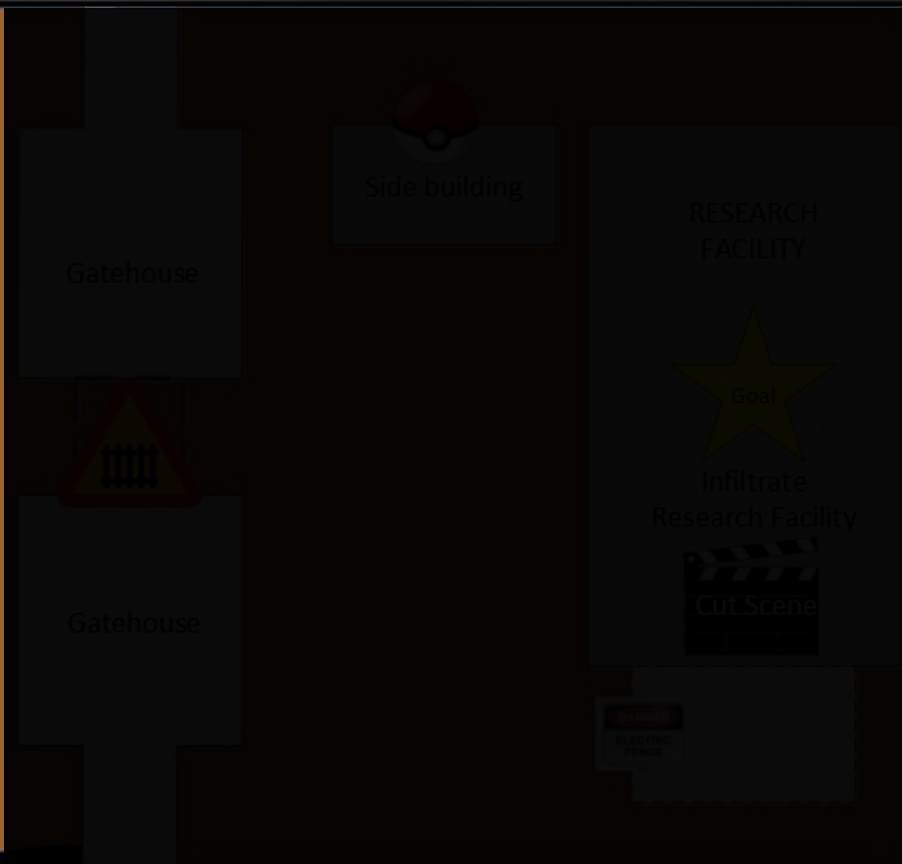
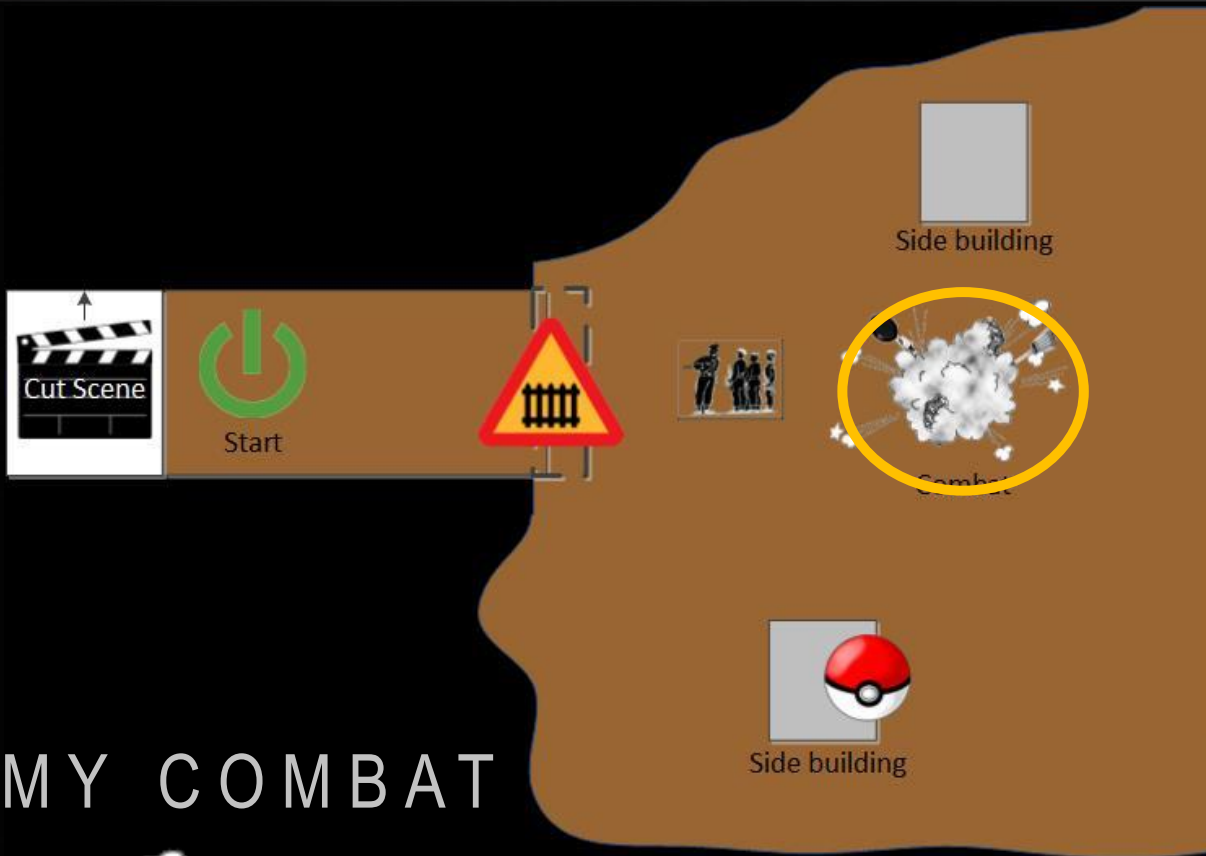


Conflict: An opposing force that prevents the protagonist reaching their **story goal**.

Integrating Story in a Remedy Game

Conflict

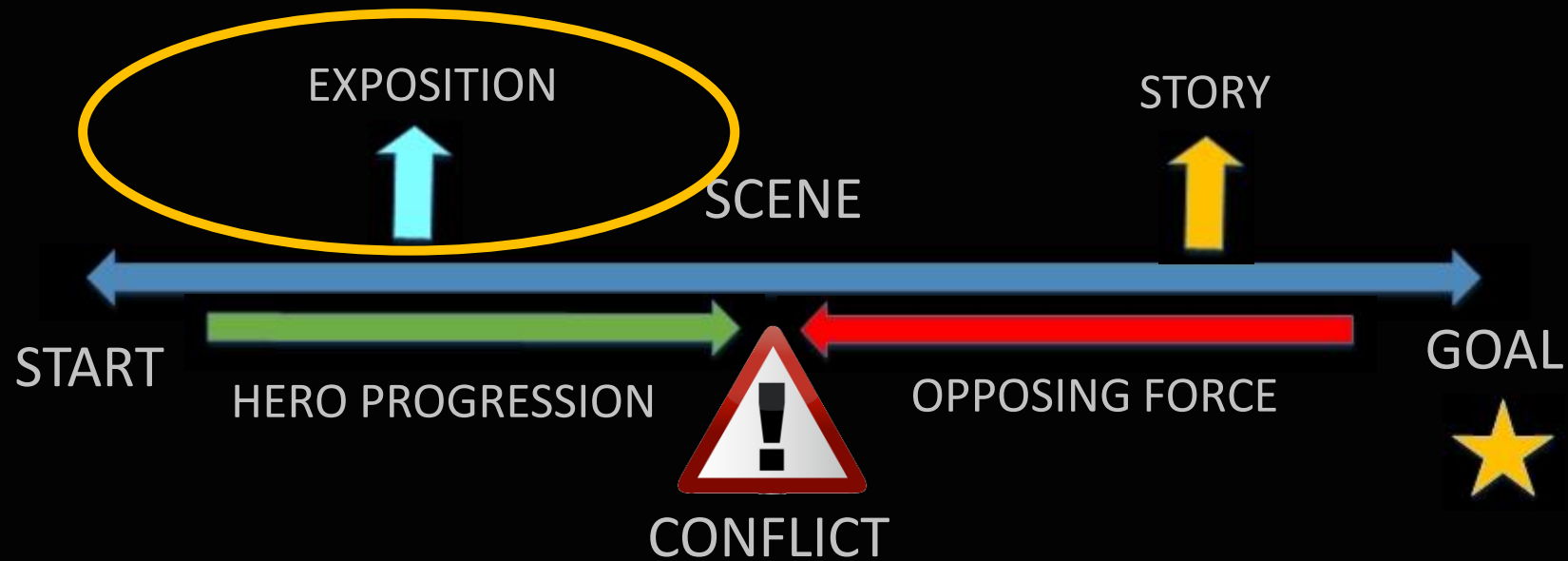
Security Guards and a
Puzzle blocks entry via roof.



ENEMY COMBAT



- There are a selection of research facility security guards; the player must initiate combat in order to progress. The security guards are **opposing** the player and creating **conflict**.



Exposition: Provide narrative exposition (character development, world building etc.)

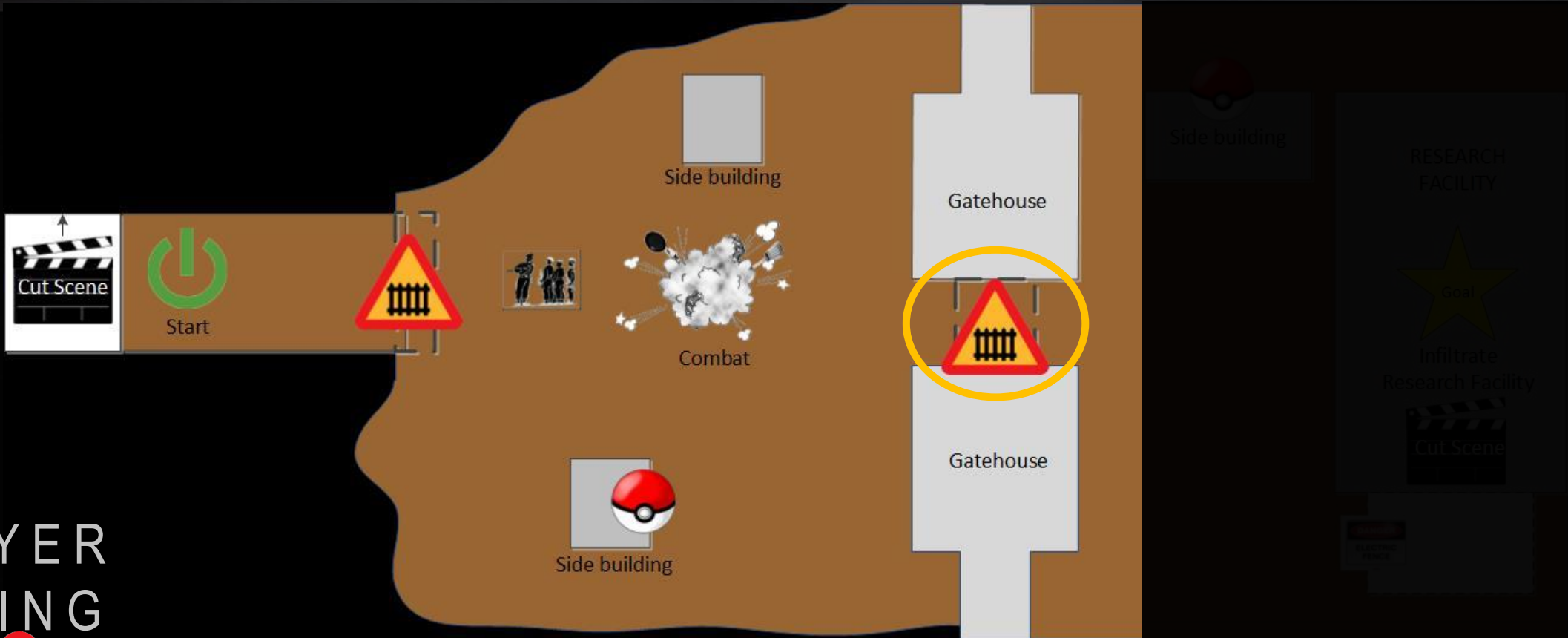
Integrating Story in a Remedy Game

Exposition

Character Building: Hero character's continued stubbornness causes his buddy to abandon him.
Second dimensional explanation of why hero character is so stubborn.

Foreshadowing: Hero character finds designs relating to new weapon technology under development.

World Building: History of the city – notice board, computer etc.

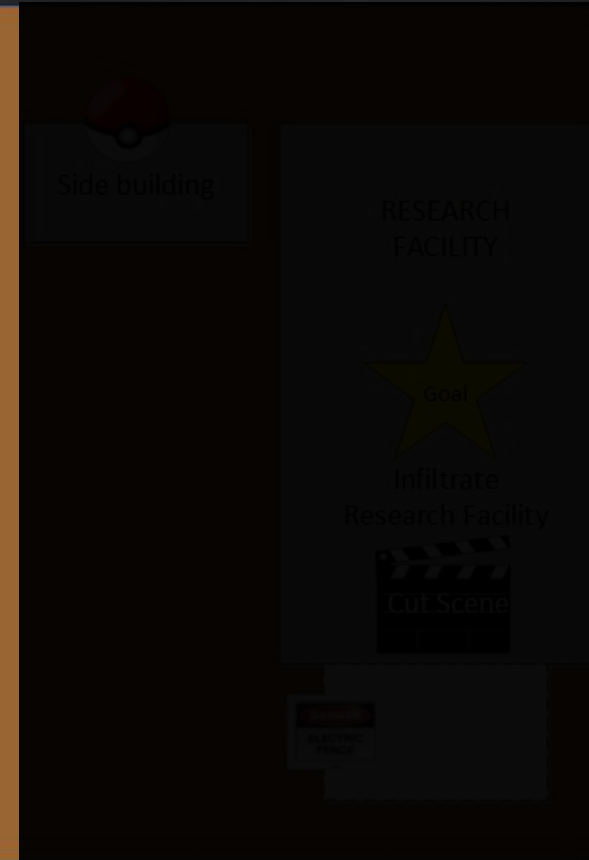
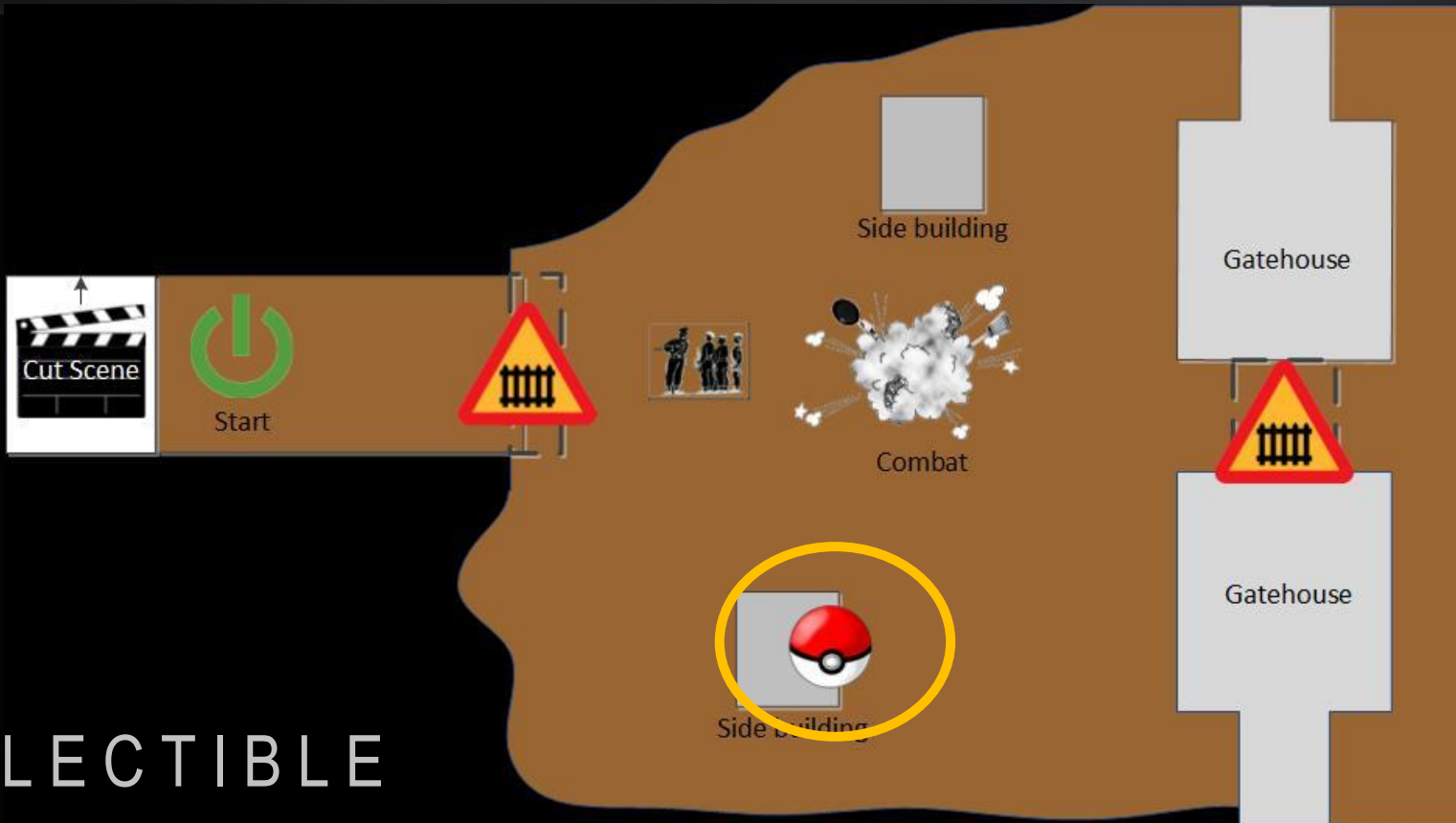


PLAYER GATING



REMEDY 

- As the hero character and buddy approach the research facility, the hero character refuses to take in buddy characters recommendation for the best approach.
- Buddy character leaves the scene during gating scene.



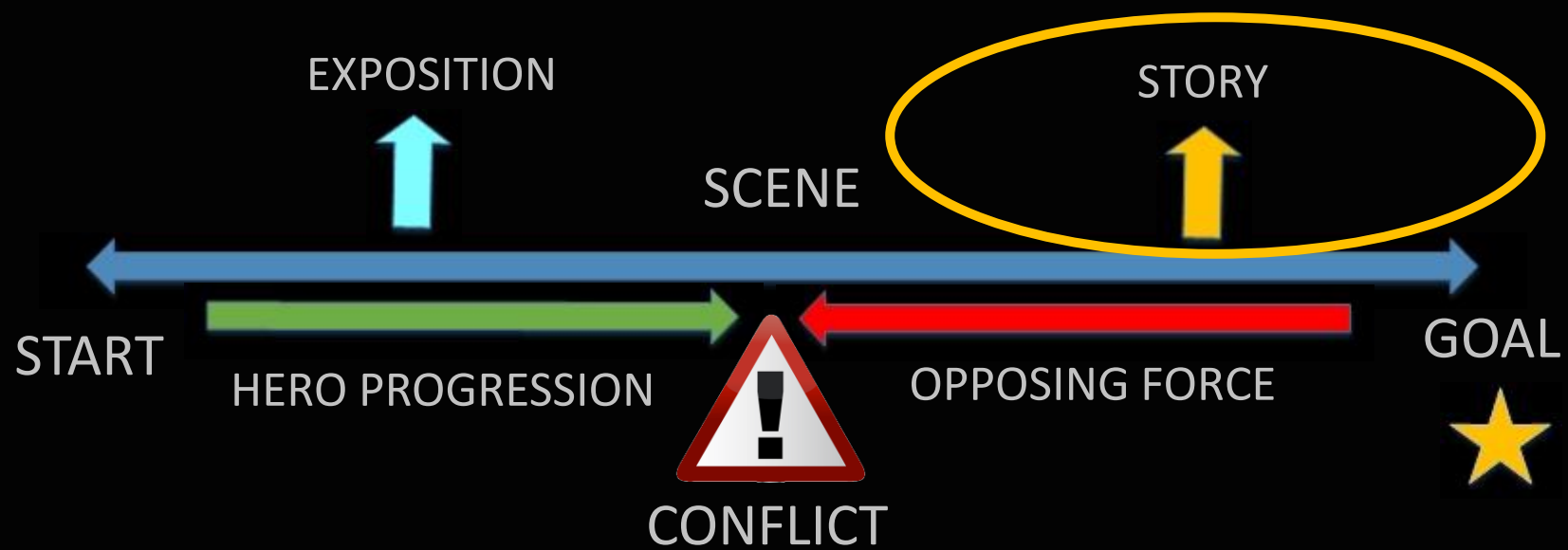
COLLECTIBLE

- Computer contains information and designs about a potent new weapon being developed inside the research facility.

The time on his monitor now reads 1:30 AM EST and Chad knows that his chances of waking up for an early morning appointment with wildlife are fading fast.

He considers handing over review responsibilities to his now awake cat, but she senses this and runs away wanting no part of it.

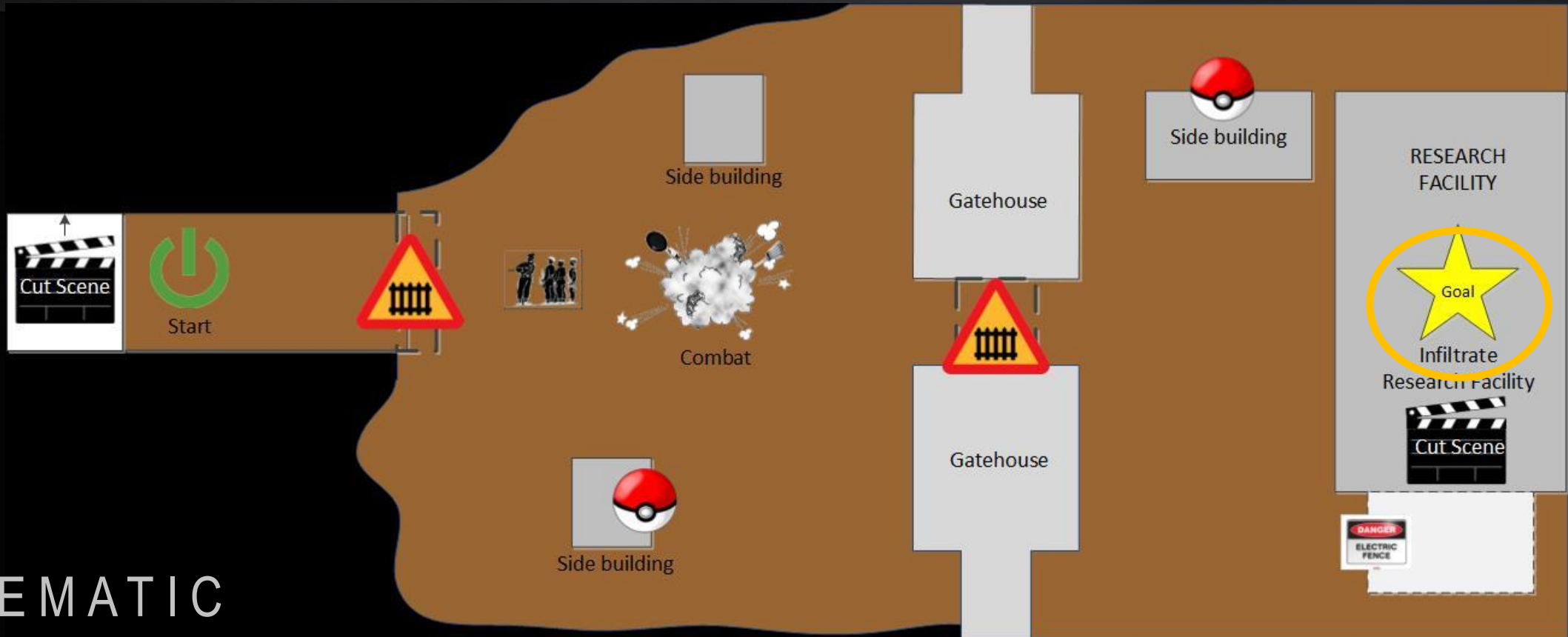
He thinks a caffeinated beverage might help speed things along, but leaving his chair now could prove to be disastrous.



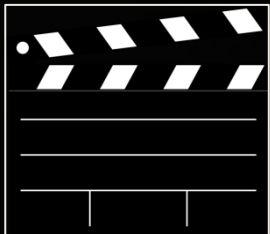
Integrating Story in a Remedy Game

Story

Hero is in the research facility. Story moves forward.

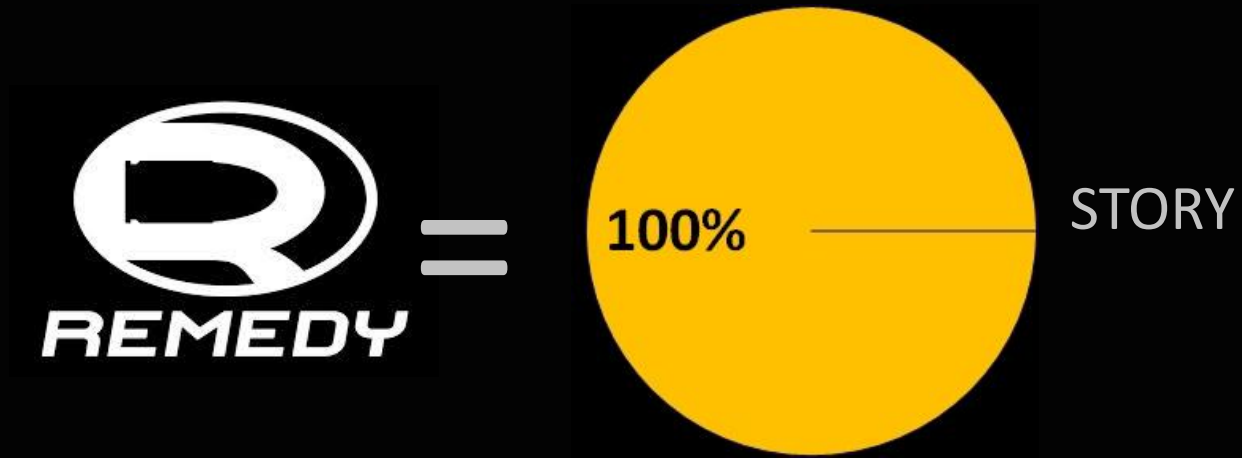


CINEMATIC



- Hero character enters the research facility undetected, however the lack of a second person to assist with the disabling of a security system means his presence is detected and the alarm sounds.

Integrating Story in a Remedy Game



Thank you!

Thank you!

Thank you!

Questions?