



Failure Workshop: CityStream

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Combination of

- Idle games
- Twitch Plays games
- Realtime DMinG





Prepare for Success

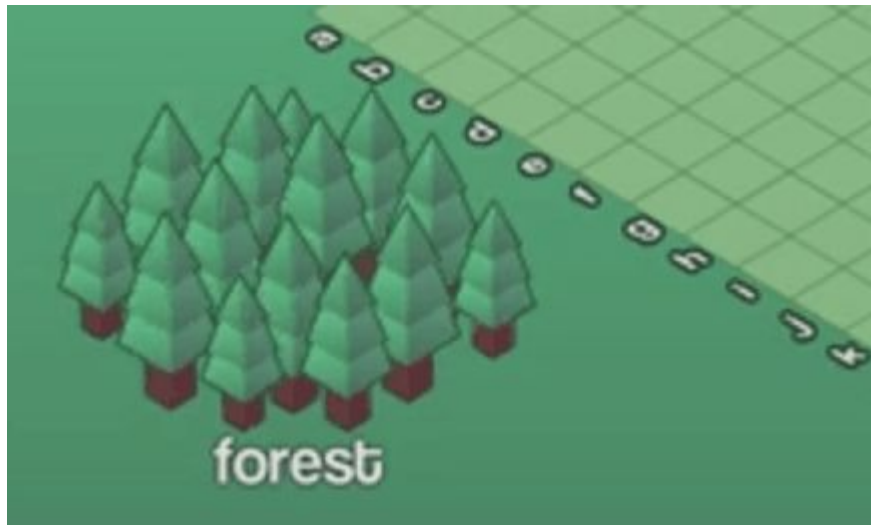
- Designed to handle thousands of simultaneous players
 - Didn't quite get there





Make Every Player Feel Important

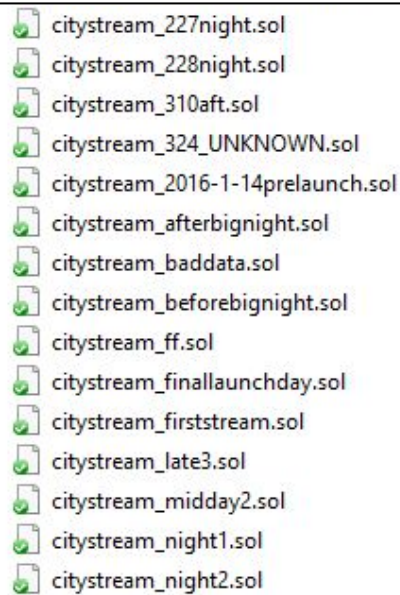
- Reduce usage of timed polls
- Allow players to perform actions on their own
- A bunch of people doing things on their own in the same space = city builder
(right?)





All data saved to our machine

- XP
- Abilities
- Inventory
- Avatar
- Real Money spent
- VIP Status
- Player history



- citystream_227night.sol
- citystream_228night.sol
- citystream_310aft.sol
- citystream_324_UNKNOWN.sol
- citystream_2016-1-14prelaunch.sol
- citystream_afterbignight.sol
- citystream_baddata.sol
- citystream_beforebignight.sol
- citystream_ff.sol
- citystream_finallaunchday.sol
- citystream_firststream.sol
- citystream_late3.sol
- citystream_midday2.sol
- citystream_night1.sol
- citystream_night2.sol

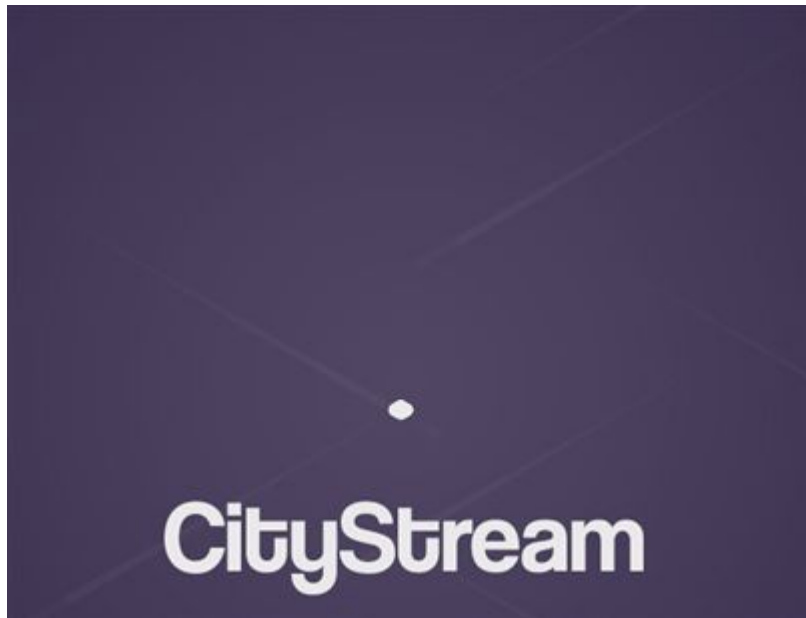
note to self:
Never manually
backup important
data





Full Control

- Only playable via one live Twitch channel (ours)
- Nothing else to download, register, pay for, etc.
- Controlled income via subscriptions & donations





Monetary Perks

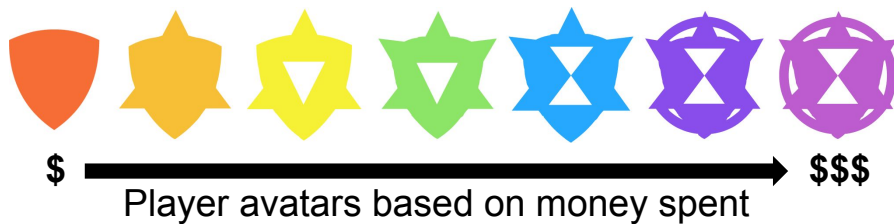
■ All contributions tied to game

■ Cosmetic perks showed

■ VIP status

■ How much \$ contributed

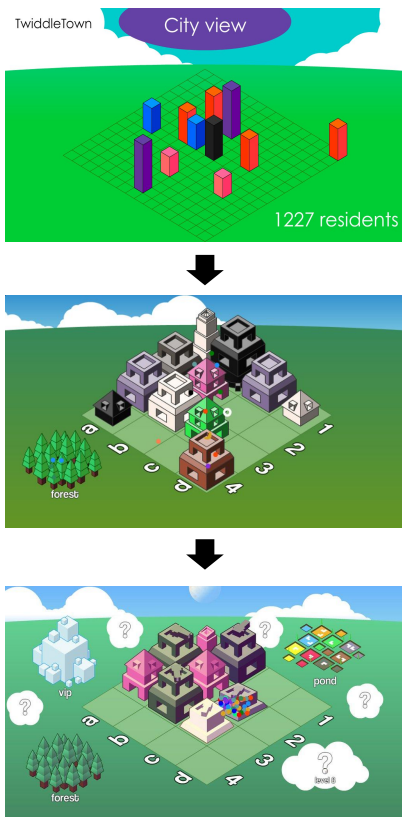
■ Super Attacks during battle





Constant Iteration

- 6 weeks dev before launch
- 2 months of continued dev while live
 - Features
 - Tweaks / live tuning
 - Bug fixes

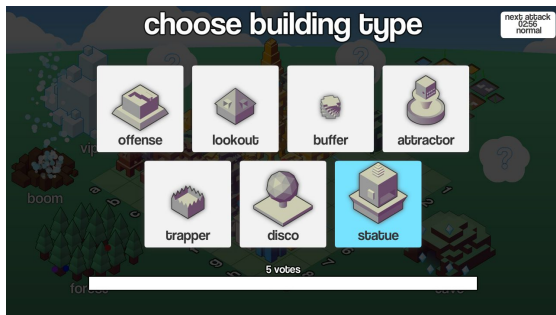




Some Things Need a Poll

■ Players voted on each new building

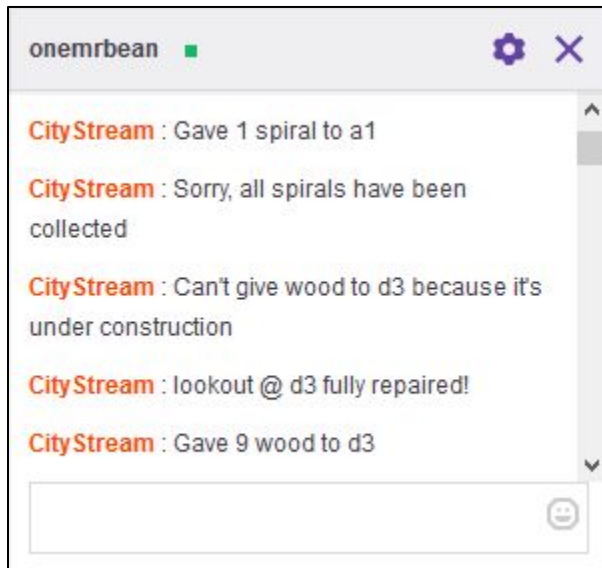
- Type & Color
- Whether to detonate (rarely)





Unclutter With a Whisper

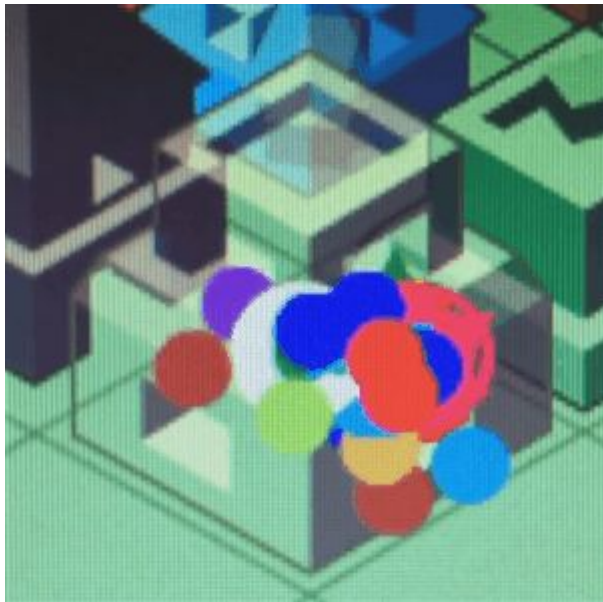
- Personal information direct to player
 - World status
 - Personal info (XP, inventory, etc)
 - Help with game





The Daily Grind

- All actions take time
- More players = task done faster
 - Diminishing returns in group
- New dynamic of teamwork
- Player specialization





The Birth of Territories

- Building that buffs based on color
- Creation of neighborhoods
- Led to color wars for district control





Real World Event: Moon Phases

- More difficult battles during full moon
- Easier XP gain during full moon
- Night was lit/unlit by moon in game





Real World Event: April Fools

- 1-Day revival after discontinuing
- All variables cranked to 11
- Progress at end of day matched 1½ months of work the first time





The Face of the City

- Created BEEP to connect with players
- AI-driven conversations (didn't work)
 - Played as BEEP by hand instead





The BEEP Behind the Curtain

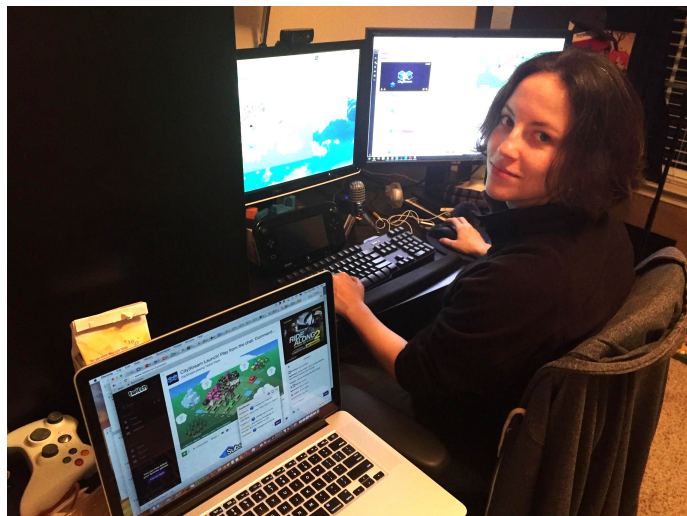
- Required full attention while live
- Reduced length of broadcast (~8hrs)
- Added emotions, hats, etc.
- Mobile control via whispers





Underpaid Double Shifts

- Played as BEEP by day
- Fixed game at night
- Great income first day, but little afterwards
- Discontinued the game to prevent further losses





No Reason to Pay

- Permanent perks only needed a one-time contribution
- Consumables weren't good
 - Unvaried
 - Not designed for large \$ amounts

▼ SUBS + DONORS ONLY [VIP_player.info is saved forever]		
Subscribers only:		
<ul style="list-style-type: none">faster rate of collection and can hold more resourcesuse of channel emotes anywhere on Twitch!		
Donators only:		
<ul style="list-style-type: none">immediate effect on game based on what's going on and \$ amountcan change shape to "badge" that changes based on total amount donated		
command	description	notes
color [hex#]	Changes player's color to value given	Use a 6-character hex code, such as 0099FF
shape [type]	Changes player's shape to type given	Shapes: dot, star, moon, square, hex, donut. Only donators can also change shape to "badge", determined by how much they've donated.
yell [message]	Yells a message to the world	VIPs must first "goto VIP" in order to yell

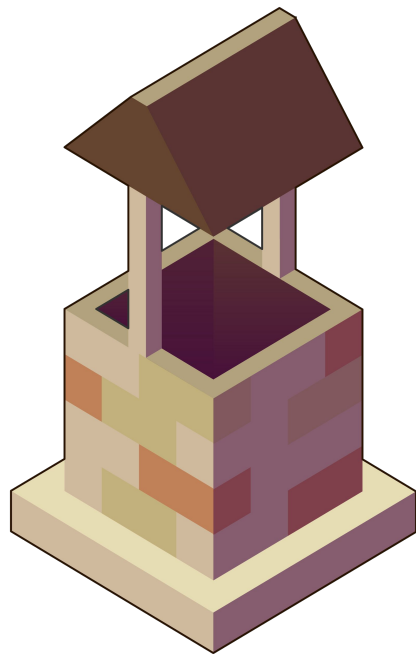




A Literal Gambling Hole

■ Wishing Well was too addicting / broken

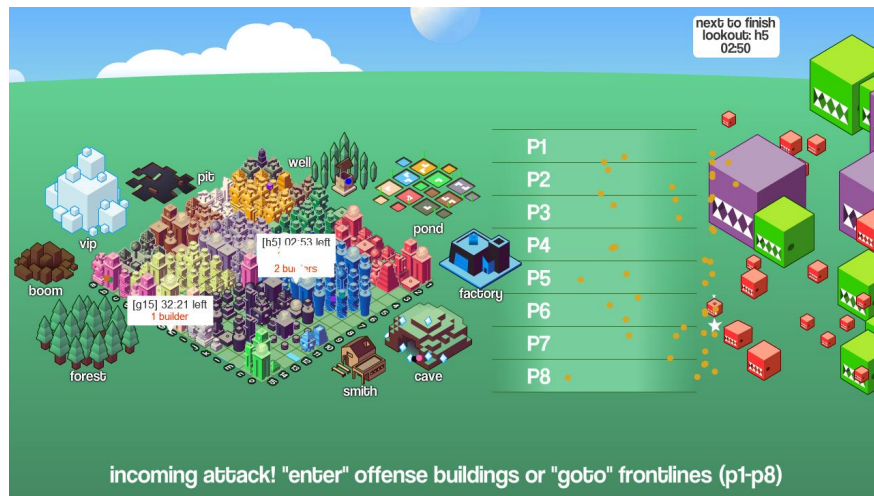
- Not properly balanced
- Unsuccessfully added gating





Defending The City

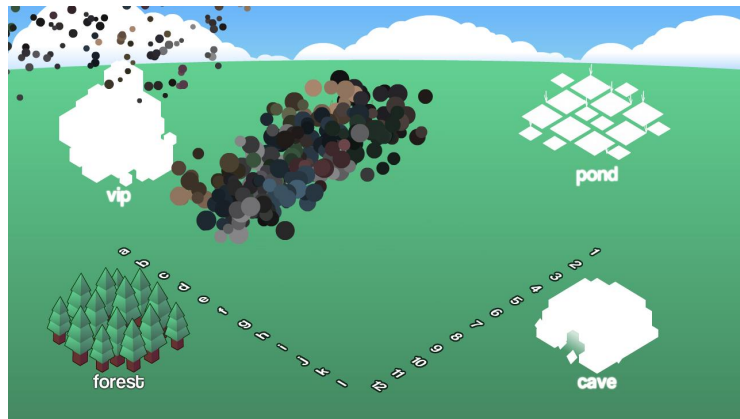
- Creatures permanently destroyed buildings
- Broken AI director
 - hand-curated battles





Defending The City

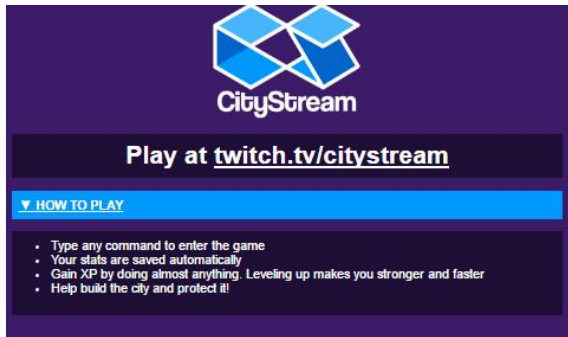
- Unbalanced battles cleared entire city
 - Rolled back save file during live broadcast
- Final boss way too broken





“How do I play?” ~Everyone

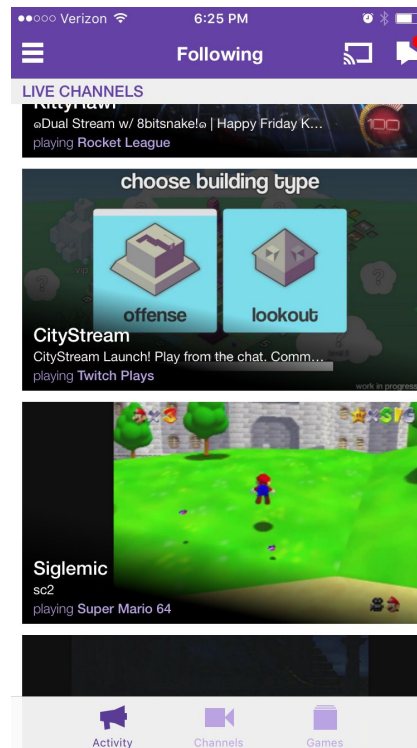
- ❏ Too much on screen for a new player
- ❏ Hard to introduce mechanics in late-game
- ❏ Unhelpful Online Manual and chat commands





Hard To Promote Static

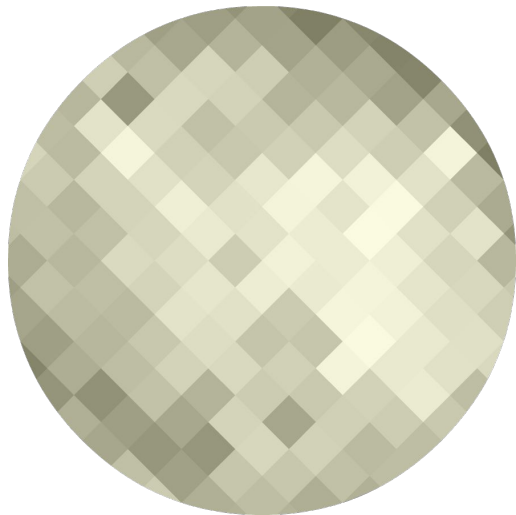
- ❏ Didn't sell well as a thumbnail
- ❏ Didn't fit in with promotion style (later fixed)





Season Finale

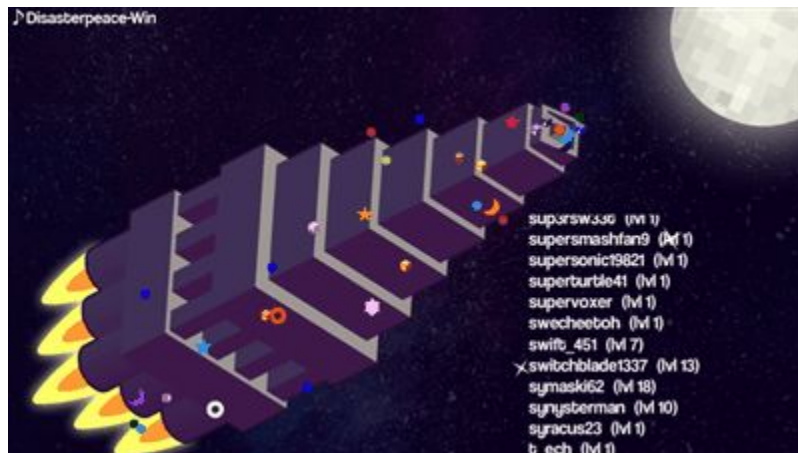
- Not worth it to fix so many problems
- End on a high note as players reached the game's ultimate goal





Fail Me To the Moon

🎮 Celebrate the players





Thanks!

say hello: @onemrbean

