Subnautica

First-person

Single-player

Underwater

Adventure

9 m

E

O₂
45

5

cefyn

0 m

W

8X

SEARCHING...

O₂
135

Self-scan (A)

intel

Subnautica

First-person

Single-player

Underwater

Adventure

Open world

Exploration

Survival

Story

Product

Subnautica

PC & Mac

Steam

January 2018

$25 USD

SteamSpy Estimated Owners

Zoom 1w 1m 3m 6m 1y 3y **all**

SteamSpy no longer accurate

A

B

2 250k

2 000k

1 750k

1 500k

1 250k

1 000k

750k

500k

250k

0

Sep '15   Jan '16   May '16   Sep '16   Jan '17   May '17   Sep '17   Jan '18   May '18
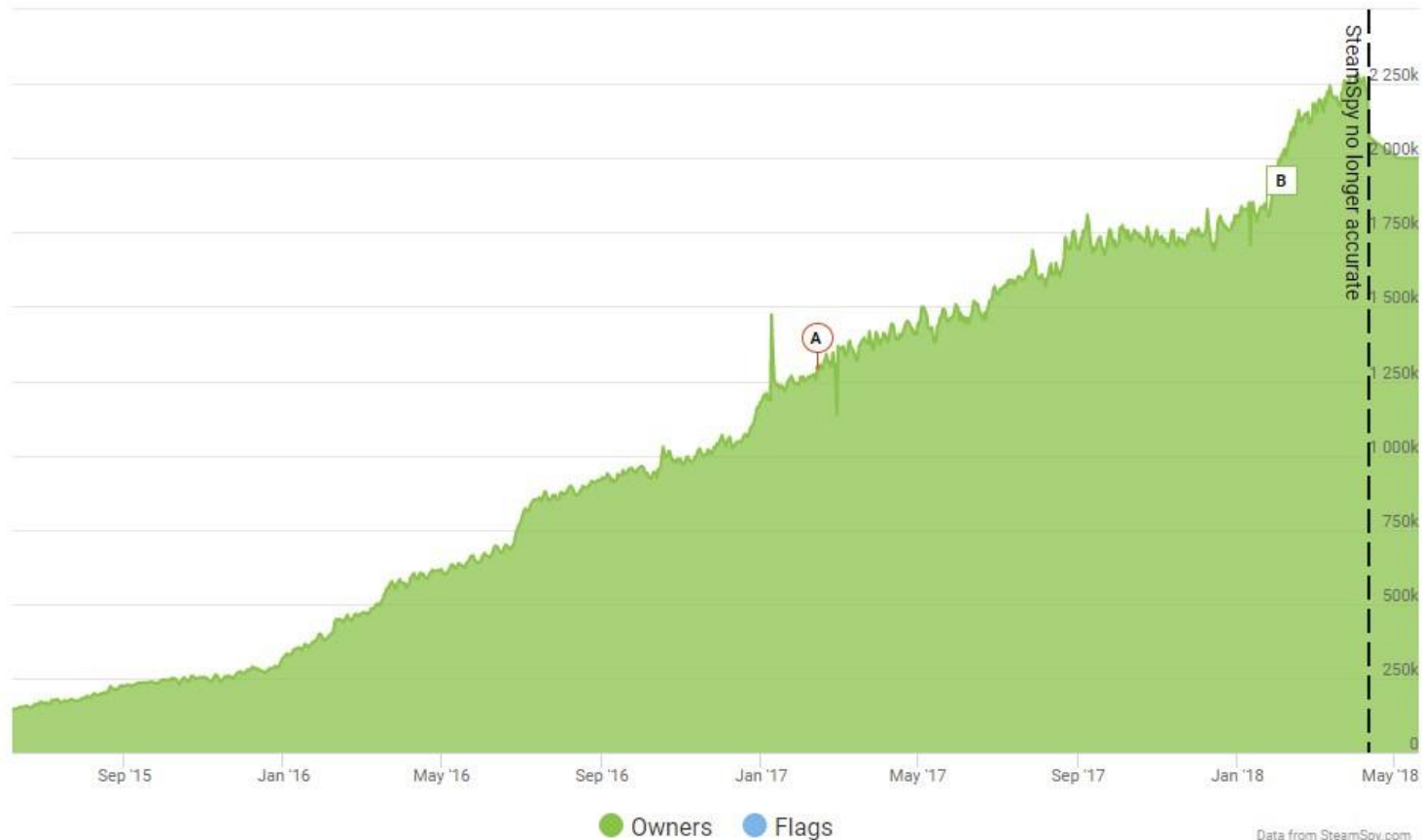
● Owners   ● Flags

Players every day

Zoom 1w 1m 3m 6m 1y **3y** all

- Players
- Flags
- — Twitch Viewers

SteamDB.info

STEAM®

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search the store

Subnautica

Community Hub

SUBNAUTICA

Descend into the depths of an alien underwater world filled with wonder and peril. Craft equipment, pilot submarines and out-smart wildlife to explore lush coral reefs, volcanoes, cave systems, and more - all

93% of the 69,730 user reviews for this game are positive.

RECENT REVIEWS: Overwhelmingly Positive (1,887)

ALL REVIEWS: Very Positive (69,730)

RELEASE DATE: 23 Jan, 2018

DEVELOPER: Unknown Worlds Entertainment

PUBLISHER: Unknown Worlds Entertainment

SUBNAUTICA PC

Unknown Worlds Entertainment | **Release Date:** Jan 23, 2018 | **Also On: Xbox One**

| Summary | Critic Reviews | User Reviews | Details & Credits | Trailers & Videos |

Metascore
Generally favorable reviews
based on **38 Critics**

87

What's this?

User Score
Generally favorable reviews
based on **395 Ratings**

8.2

Your Score   0

Summary: Descend into the depths of an alien underwater world filled with resources, creatures, wonder and threats. Craft equipment and submarines to explore lush coral reefs, volcanoes, cave systems, and more - All while attempting to survive.

Developer: Unknown Worlds Entertainment

Genre(s): Adventure, General

# of players: No Online Multiplayer

Cheats: On GameFAQs

Rating: E10+

More Details and Credits »

Subnautica

PC & Mac

Steam

January 2018

$25 USD

→ 2 million copies

Xbox One

PS4

Oculus

ARC

WeGame

Discord

Epic

Development

Idea

Idea

Blue Ocean Strategy

Underwater Minecraft

Survival sandbox

Science fiction

No guns!
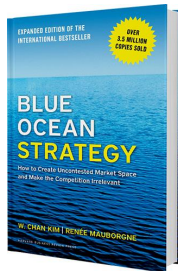
Be Spiky
→ Klei
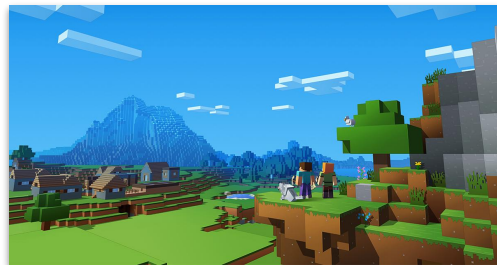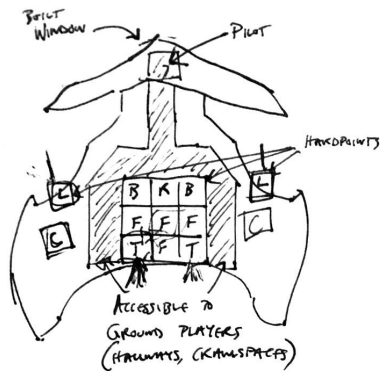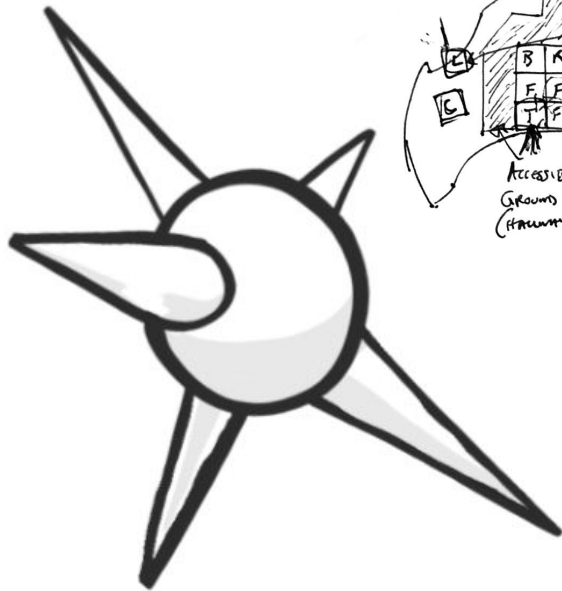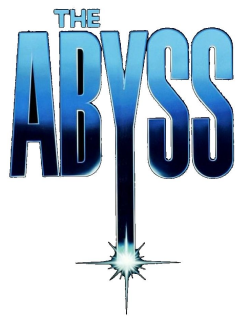
Prototypes

OXYGEN LEFT: 50.1 / 60.0

DEPTH: 146 METERS

x2

x1
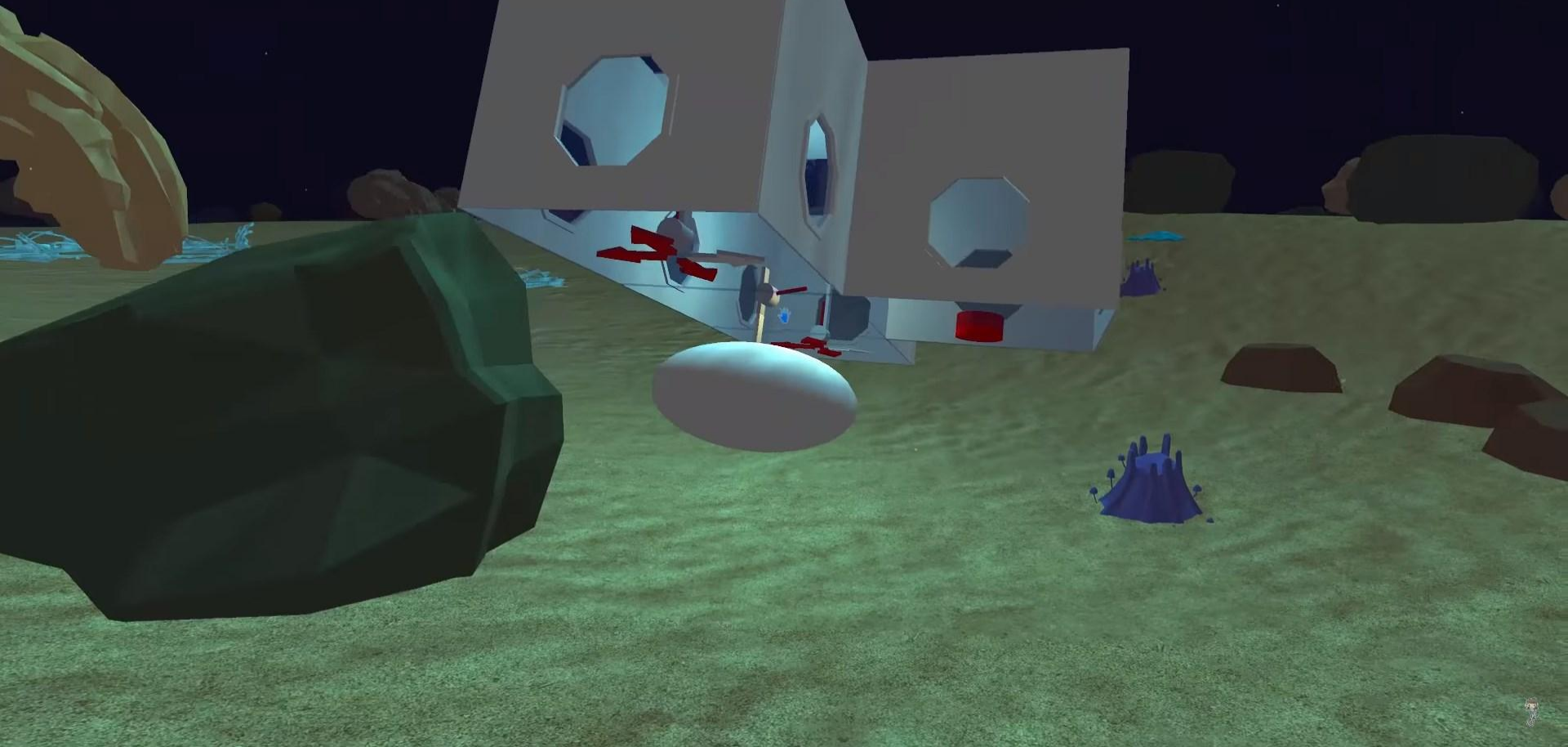
OXYGEN LEFT: 212.7 / 240.0

DEPTH: 193 METERS
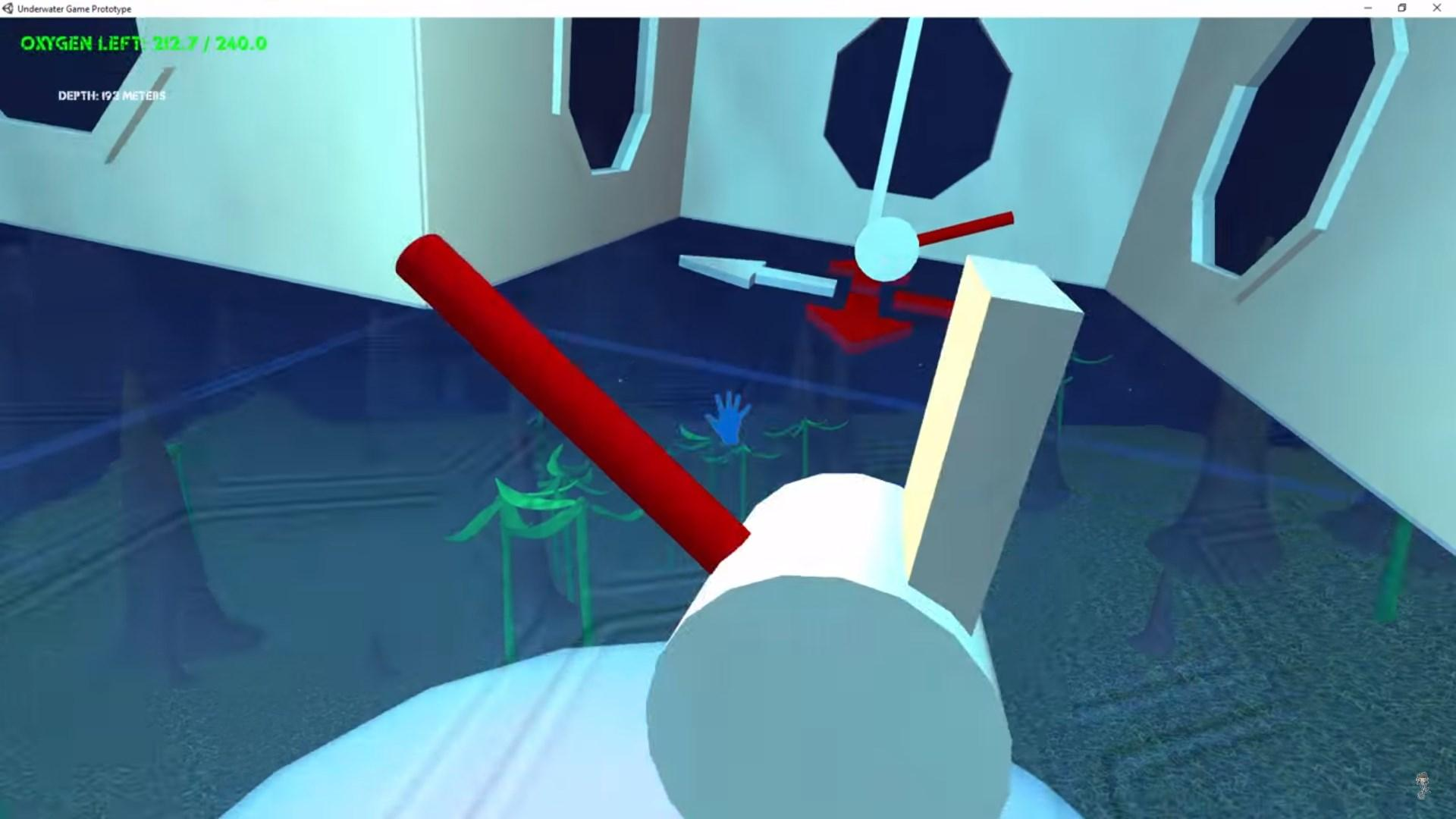
x1   x0

OXYGEN: 15 / 15 BAR

DEPTH: 0 FT
SHIP DEPTH: 0 FT

Loot saved.

MELDSTEEL TOTAL:

+9

BATHYSPHERE (COST 15)

FIRST SUB (COST 25)

OXYGEN: 15 / 15 BAR

DEPTH: 0 FT

Enter "commands" in console for testing.

404 Not Found

FOOD: 75%
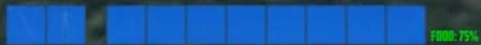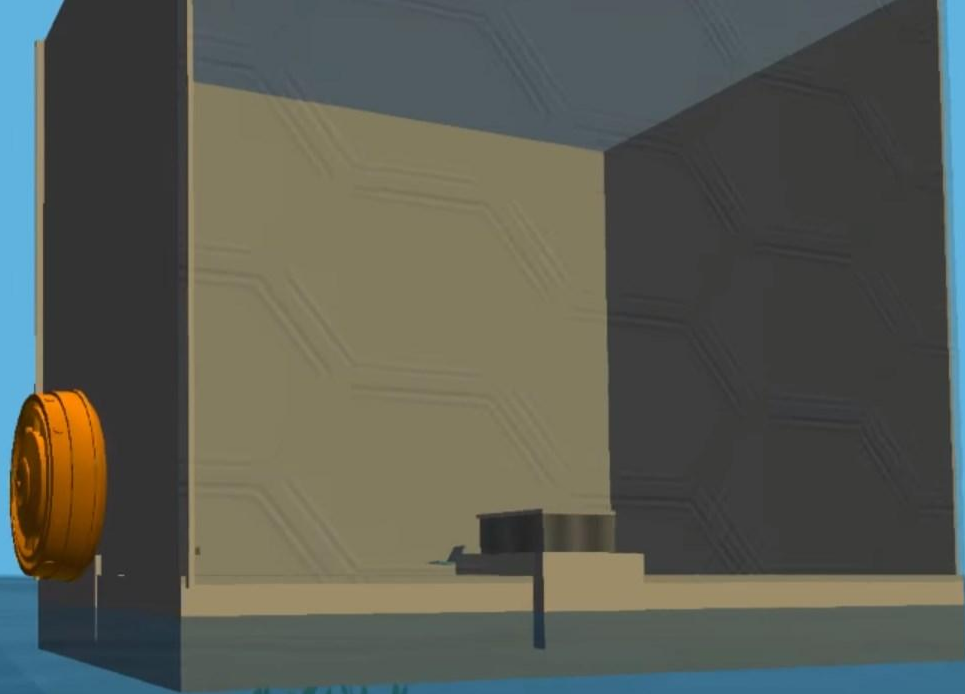
Good

Underwater

Open world

Oxygen management

Flooding

Tech progression

Bad

Modular submarines

Modular controls

Good

~~Underwater~~ Wonder & Fear

~~Open world~~ Discovery

~~Oxygen management~~ Tension

~~Flooding~~ Tension

~~Tech progression~~ Intrinsic Rewards

→ Feelings!

Bad

Modular submarines

Modular controls

→ No feelings

Emotions

The Design of Subnautica

Charlie Cleveland

Game Director

Wednesday, March 20th, 9:00 AM

Room 3016, West Hall

Meanwhile...
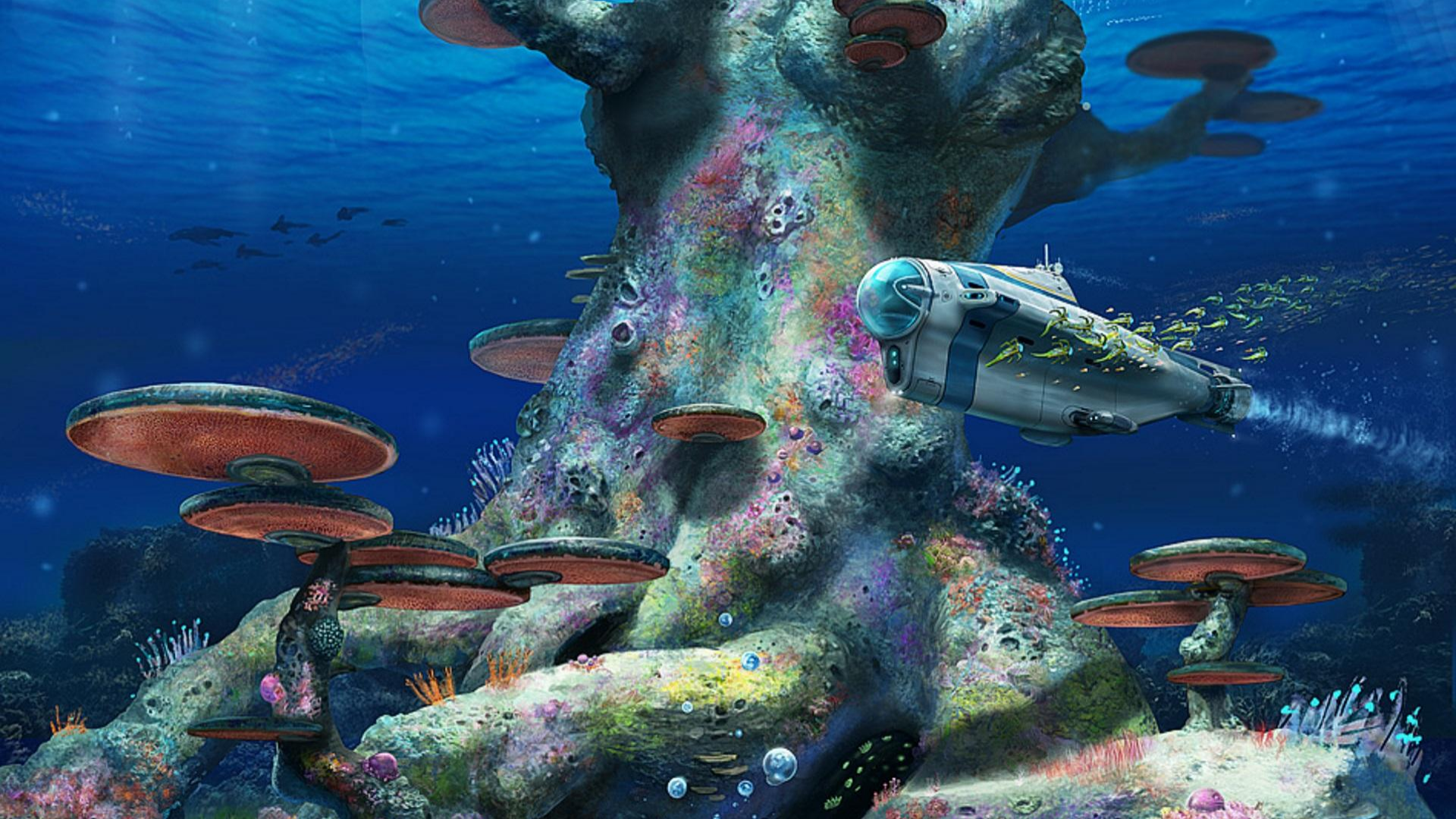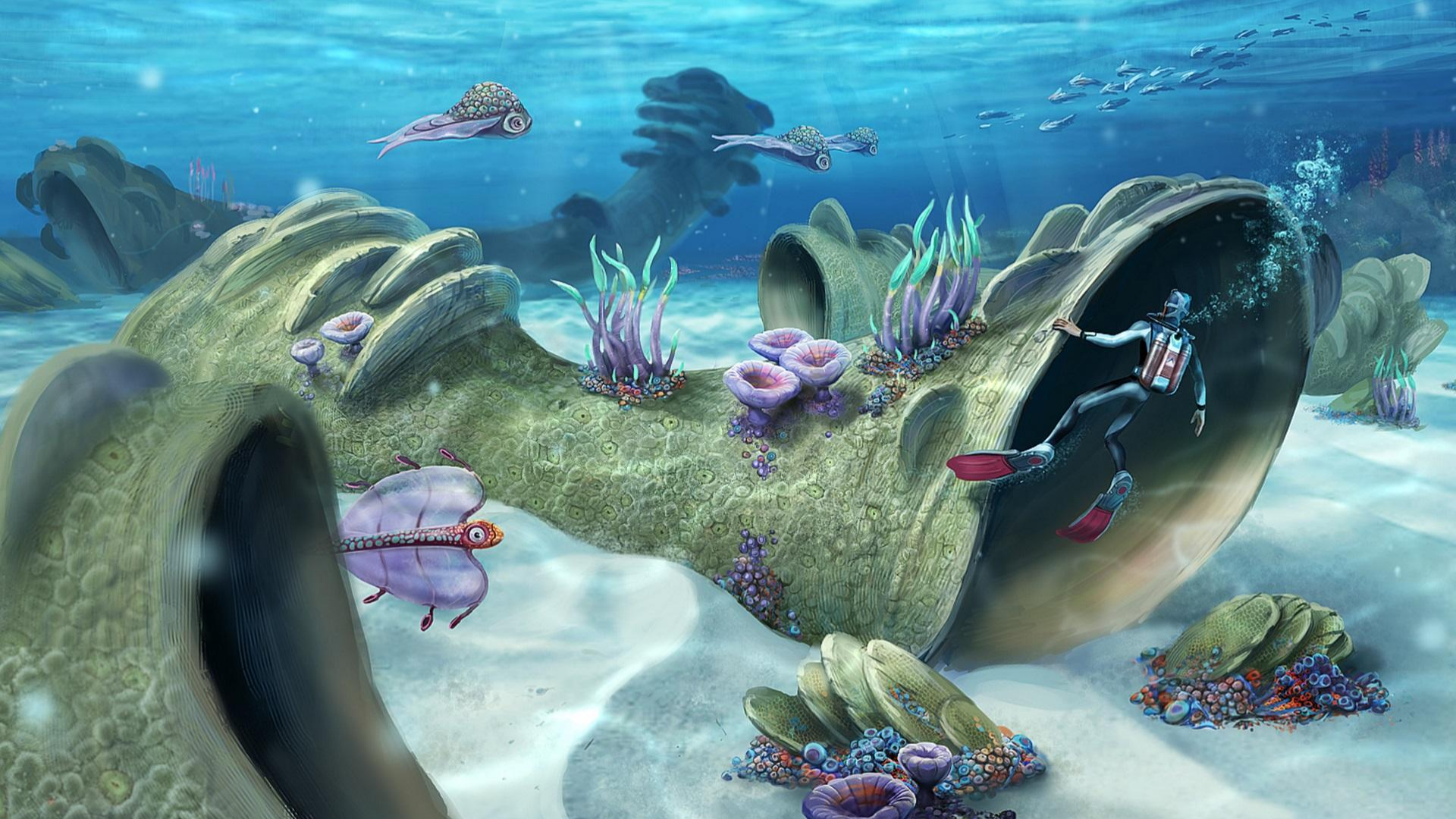
Feedback

Beautiful look

Thalassophobia

Bathophobia

→ Feelings

⚠ No gameplay!
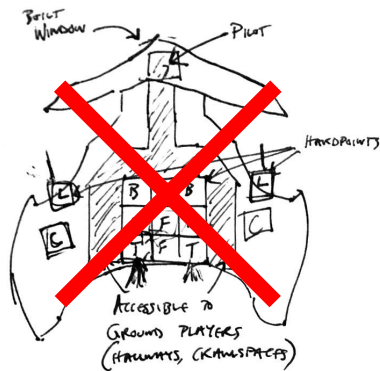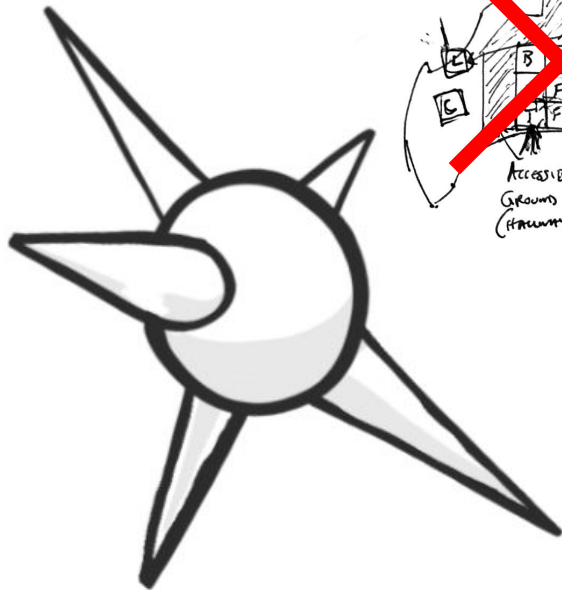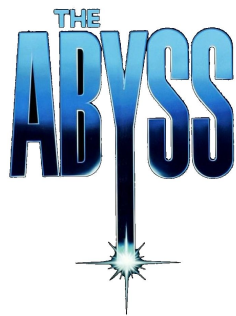
Minimum Viable Product

Minimum Viable Product

Priorities!

PC platform

Crafting

Single-player

Handcrafted world

Artists

Level designers

Editing tools

→ More developers

Earliest Access

Some biomes

Some creatures

Some crafting

No submarines

→ "Earliest Access"

→ Telemetry & Feedback
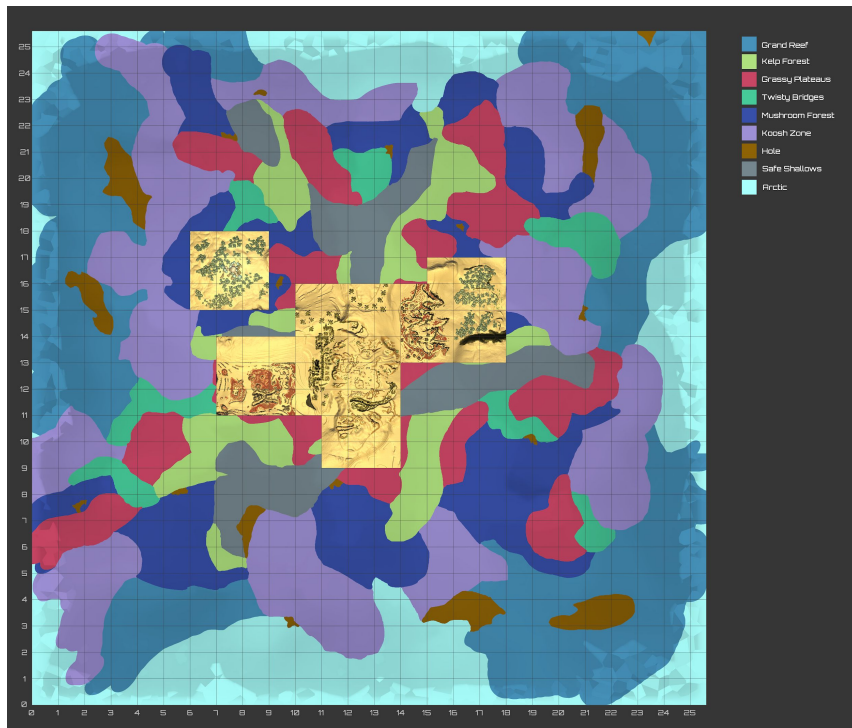
Telemetry & Feedback

Invert Mouse

Mouse sensitivity : 15

Back to Game

Give Feedback

Save

Quit

O₂   31 / 40

100%

Feedback

30/190

Enter feedback here (Optional)

☐ General

☐ Gameplay

☐ Bug

☐ Framerate

☐ Include screenshot?

To submit, click one:

#	Emotion	Description and additional info	Screenshot	Changeset	FPS	Date	Options
	🙂	while right at it: is there a way to disable scanner on seamoth? i really dont see benefit (just blocks my sight) - again, love your work!! keep going (or with next project anyway)		60072	43.61492	2018-08-05 13:09:01	Reply Permalink
	🙂			60072	15.98835	2018-08-05 13:06:42	Reply Permalink
	🙂	` ` ` `		60072	0	2018-08-05 13:06:26	Reply Permalink
	😕	i need help all the all the rescuse things they breack		60072	52.29158	2018-08-05 13:06:09	Reply Permalink
	😕			60072	0	2018-08-05 13:06:06	Reply Permalink
	🙂	Hi Again, why is it, that every item moves to container with right-click but modules and batteries/e-cells with left-click? i know, complaining on high level. i just wonder :) - love ur game		60072	25.20913	2018-08-05 13:06:00	Reply Permalink
		cant build scanner room attached to T. or Y Compartments. Nothing attached		60218	50.78036	2018	Reply
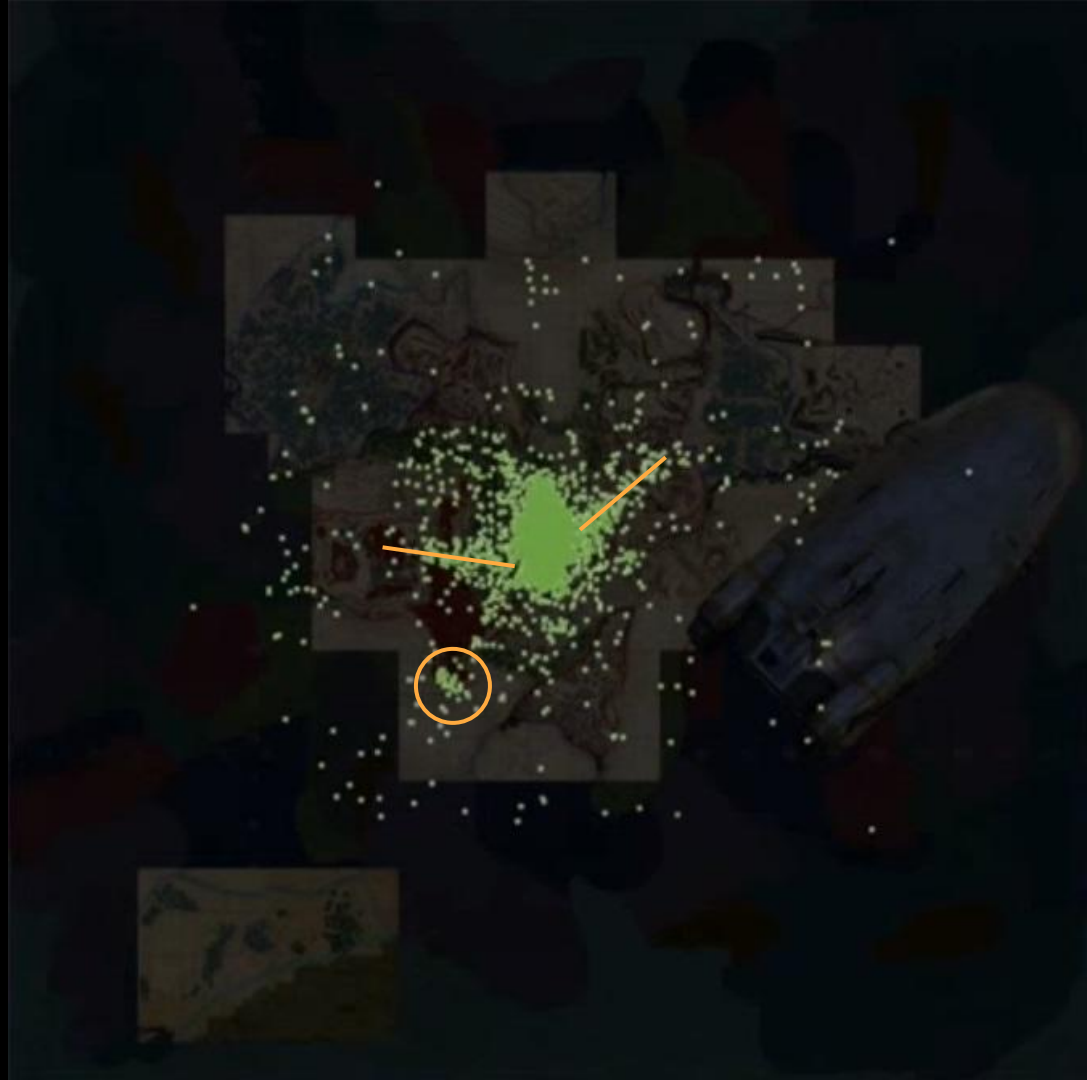
Other
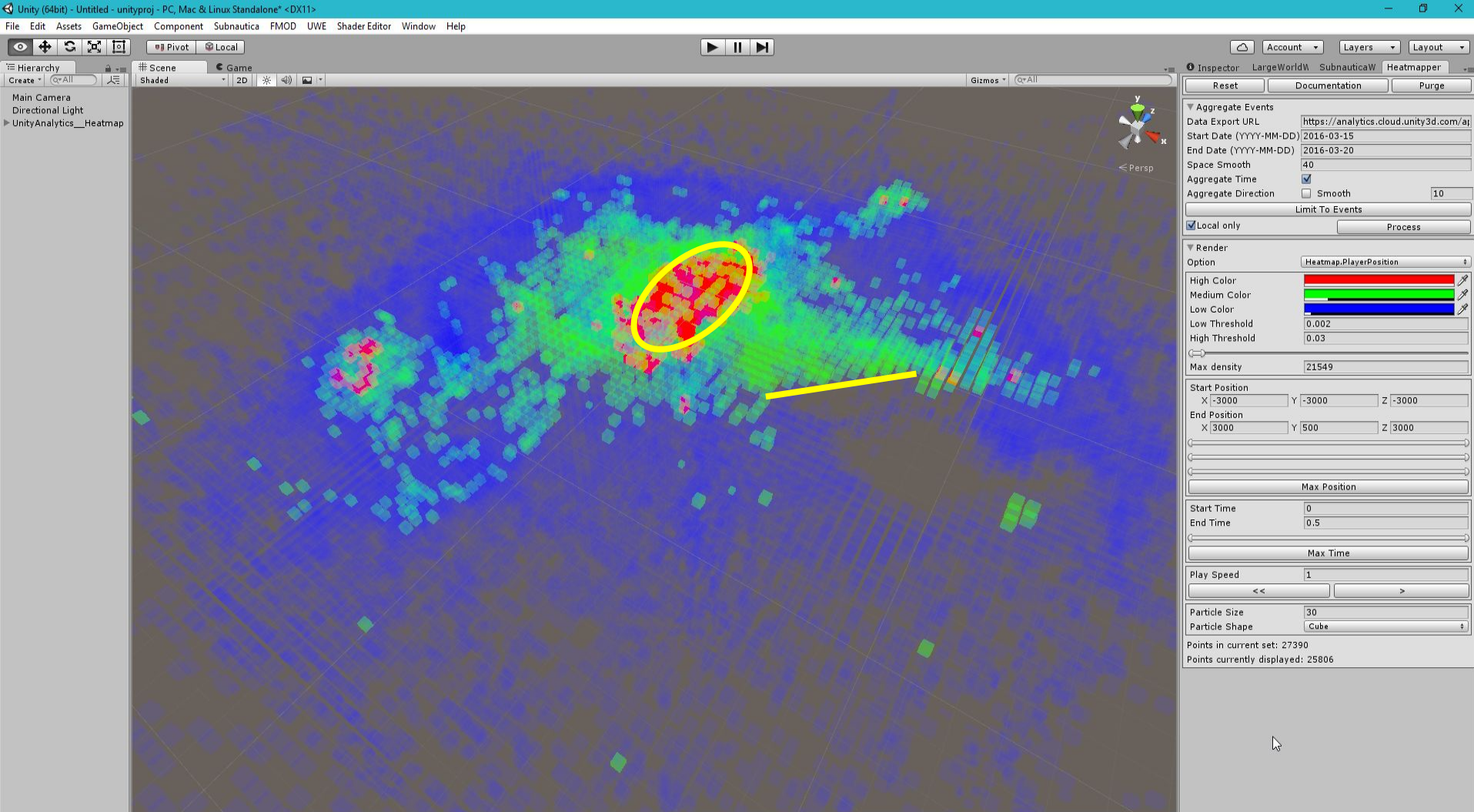
Runway

Money ran out

→ Early Access

Early Access

O₂   190 / 190

44%

O₂

DEPTH: 65 m

+ 44%

PRESS E TO EXIT (E)
HEALTH: 22%   ENERGY: 0%

THE ABYSS
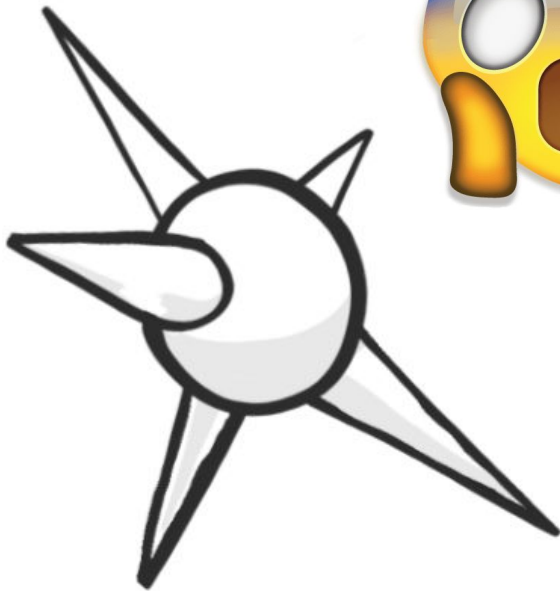
Learnings

Creatures terrify

Accidental horror

Underwhelming sales

Barely enough revenue

→ Need impactful features

→ Priorities!
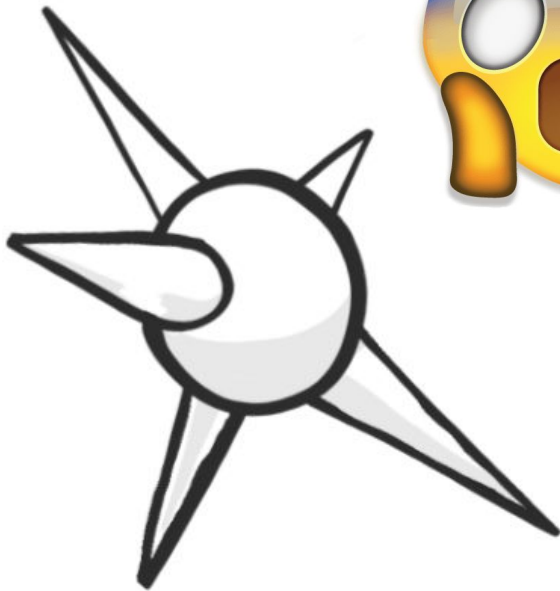
Perseverance

Monthly updates

More discovery

Themed updates

→ Cyclops

→ Reaper
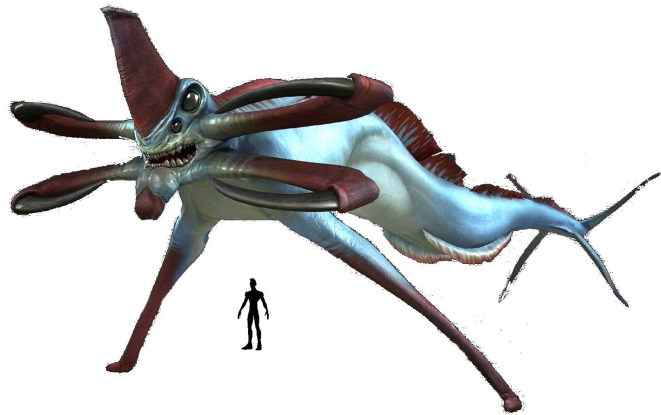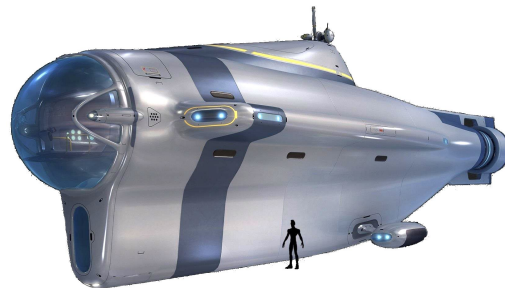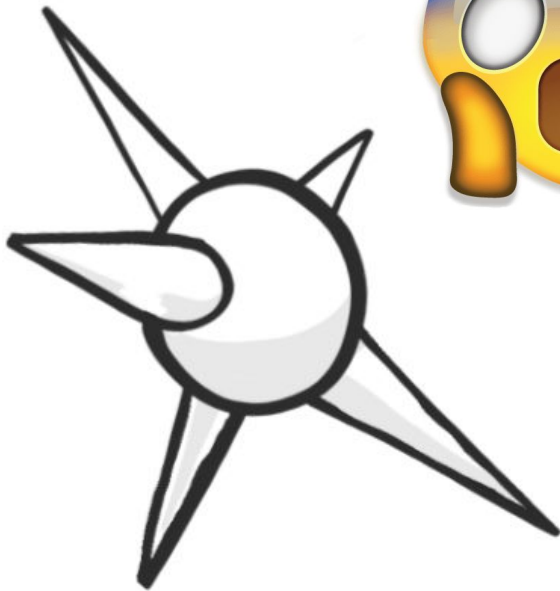
Communication

GAME GUIDE   COMMUNITY   MEDIA   FORUMS   STORE   Search....

Cyclops Submarine Released

Posted by Hugh 4 years ago

A giant drive-able submarine featuring a submersible launch bay, dive chamber, and more is now available in Subnautica. Play with it now by purchasing Subnautica on Steam. The Cyclops is over 50 meters long, has multiple decks, and enables you to explore the ocean further and deeper than ever before.

Subnautica Cyclops Submarine Introduction

Watch later   Share

MORE VIDEOS

0:28 / 1:07

Build a Cyclops submarine using the Constructor. Craft a Constructor at the Fabricator on your Lifepod, and then feed the required resources into the Constructor. The Cyclops will form above the water surface, before crashing down ready for you to board.

Twitter feed
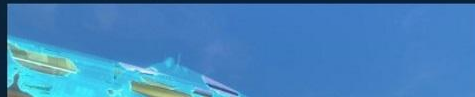
Subnautica Retweeted

Tom Jubert
@TomJubert

Just casually testing @Subnautica Below Zero, spawning fish so I can write their bios for early access, then all of a sudden WTF IS THIS THING?! I think I can hear it gurgling 'Kill me'. It was so pretty when it was spinning. Love it.

Jan 16, 2019

Subnautica Retweeted

Andrew Jones
@acwjones

Hope you like icicles. @Subnautica

Jan 10, 2019

Follow us on Twitter

HOT TOPICS

Problem with graphics settings in save game restored from backup.

Do creatures in alien containment die without power?

Subnautica PS4 Update 1.06 Released - Subnautica

Sub Zero beta?

Tweets
966

Following
23

Followers
51K

Likes
2,632

Lists
1

Follow

Subnautica
@Subnautica

Open world underwater adventure game
built by @UWEDev. Media:
media@unknownworlds.com Support:
bit.ly/1TgWKP6 Xbox: @SubnauticaXbox

🔗 store.steampowered.com/app/264710

📅 Joined September 2013

📷 **Photos and videos**

Tweets   Tweets & replies   Media

📌 Pinned Tweet

Subnautica @Subnautica · Jan 24
Dive into an underwater adventure filled with wonder and peril. @UWEDev
presents, Subnautica: unknownworlds.com/subnautica/rel...

1:34   111K views

💬 260   🔁 1.1K   ♥ 3.4K

You may also like · Refresh

Unknown Worlds ✔
@UWEDev

Charlie Cleveland
@Flayra

Subnautica Xbox One
@SubnauticaXbox

Obraxis
@obraxis

Search mail

Compose

Inbox
Snoozed
Important
Sent
Drafts
All Mail

Subnautica Update: Alterra Science ⟩

Unknown Worlds hugh@unknownworlds.com via mail221.atl171.mcdlv.net   Thu, May 28, 2015, 8:28 PM
to subnautica ▾

Alterra Science: Subnautica Early Access update released!   View this email in your browser

Alterra Science Update
Customise equipment & Propel fish to unsafe velocities

Hello everyone!

SUBNAUTICA

VOICE

— OF THE —

DEEP

Play (k)

6:37 / 46:45

HD
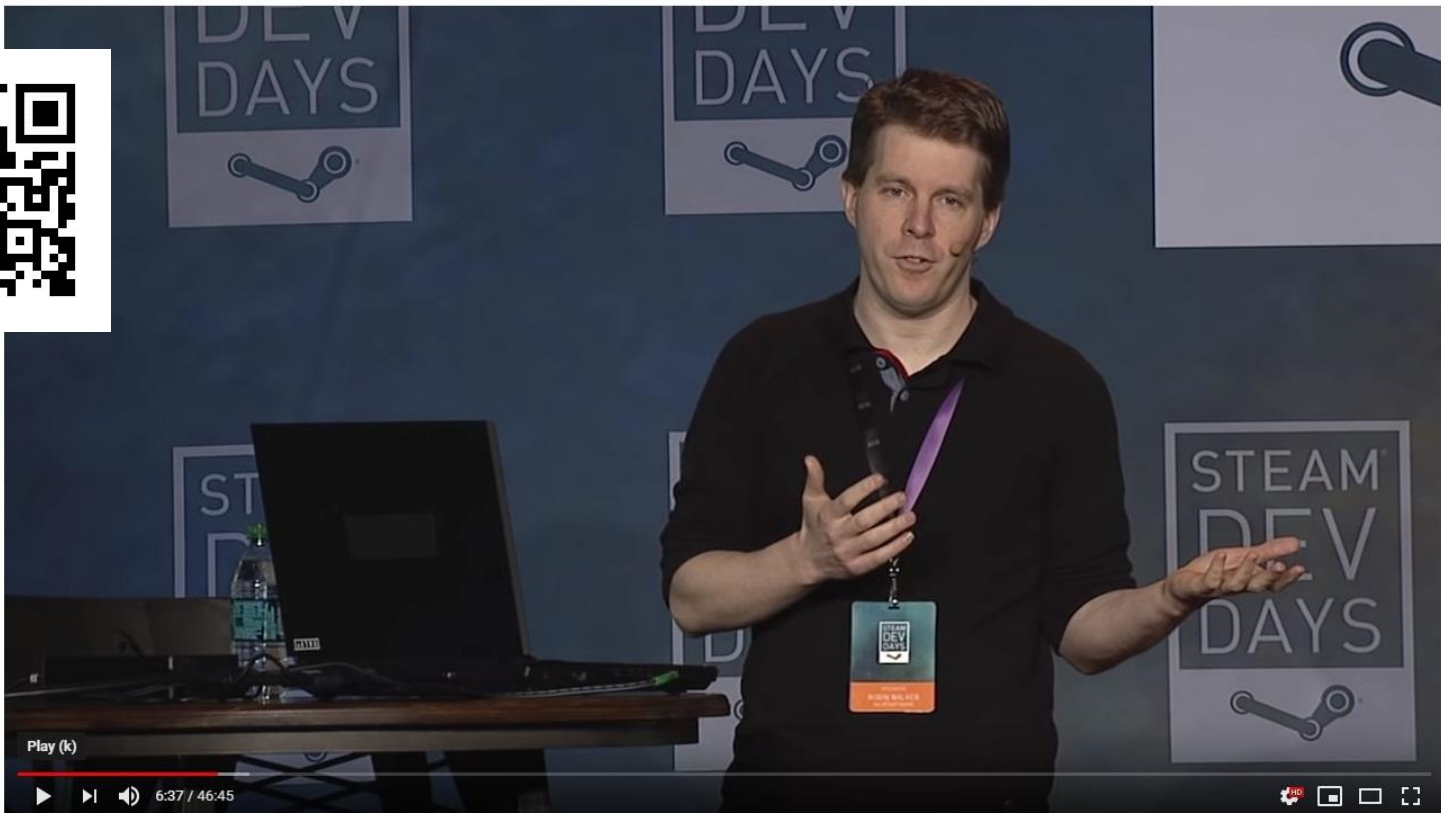
Community and Communication in Games-As-Services (Steam Dev Days 2014)

80,018 views

👍 681   👎 37   ➦ SHARE   ⊞+ SAVE   •••

 Steamworks Development
Published on Feb 11, 2014

SUBSCRIBE 26K

Although there has been a robust discussion in our industry about how the transition to games-as-services affects the way we build products, we feel there hasn't been enough focus on how that

Subnautica features submarines. What happens when you drive a submarine into a rock, or a large alien life form gets a little too friendly? Watch this video to find out:

Sylvain has been hard at work creating these effects. This is a technical prototype, and not representative of the quality of the final game.

As the water level rises, there is less and less room to hide, and to breath. Perhaps if a submarine is not repaired fast enough, it will sink – And all the hard work that has gone into customising it, all the equipment stored on board, and even your life could be lost....

Read More...

Subnautica: Open Development

Posted by Hugh 4 years ago
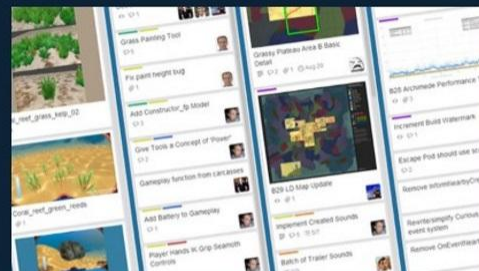
Today we made our internal task tracker, a Trello board, public. Anyone can now see what the Subnautica team is working on, in real time. You can see where we are delayed, where we are fast, our failures and successes. The board covers almost all of Subnautica development!

Not included are in-progress trailer renders (super serious secret stuff guys!), some story elements (also super secret!) and our 3D art production pipeline (housed in a separate tracker that can't be easily made public.)

Our builds usually run on a Monday to Friday timescale. On Mondays, we generally self-direct, analyse the previous build, and scope the week's work. On Friday evening, builds are made as we all run off for the weekend. ...

Read More...

Boards | Trello

Subnautica Development | Unknown Worlds Free | Public | 28 | Calendar | Show Menu

Backlog

Development process
📎 2

Optimise Kyanite textures.
💬 1

Double techType list in scanner room
📝 💬 2

Seadragon Swim Anims
📝 💬 4 ☑ 4/6

Seamoth while Swimming Enter / Exit
💬 6

Hatching Enzyme Use Cinematic
📝 💬 1

Add a card…

To Do

Fix pop in issue at wreck 6
💬 1

Adjust propulsion cannon fragment spawns for better coverage in early mid game.

Measure prefab vs static asset
📝 💬 1 📎 1

B81 Upgrade script

Fix time capsule preflight check
👁 📝

Add autosave when entering lifepod/ bases/ Cyclops
👁 📝 💬 3
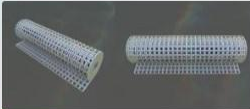
Fuzz input files
👁 📝

Clamp view distance based on quality settings
👁 📝 💬 2

Crabsquid EMP effect on exosuit broken ?
💬 1   SH

Add a card…

Doing

Fiber_Mesh
💬 1 📎 1 ☑ 3/7   MV

Ending/Credits Pre-Viz
📝 ☑ 4/9   LK

Loot cube list
📝 💬 7 ☑ 53/74   MV SS

Improve tree cove lava zone tunnel for cyclops navigation

Better Cinematics for VR
📝 💬 1 ☑ 9/12   LK

Time capsules
💬 1 ☑ 14/15

Update Sky' spherical harmonics on import instead of OnInspector
                                 SH

Add a card…

Done B84: Maintenance

Turn subtitles off for VOs by default
👁 📝 💬 3

Add Flooding back to Cyclops
📝 💬 1   SH

Release B85(?)
👁

Clear build folder before build
👁 📝 💬 1

Add a card…

Done B83: Bugfixes

Launch Site Content & Graphics
☑ 7/7

Finish Grassy Plats polish

Increase batch rings for high quality
👁

Check pool budget on CS 59420
📝 💬 1

Split oxygen warning
👁 📝 💬 1

Fix meta files for Tom's PSDs
👁

[MergeRequest] branch /main/shel-tweaksAndFixes2
👁 📝 💬 1

Review updated fbx files for Louis (cs 59548)
👁 📝 💬 1

Release B81
👁

Hook up achievements

Add a card…

Done B82: Bugfixes

Scaffold Launch Site
☑ 4/4

Remove old ugly Crash Zone Trench Boulders.

Finish texture polish of north east kelp zone.
📝 💬 2

Additional scans
📝 1

Fix story and scan issues identified by Tom

Fix cyclops and seamoth water splash FX
💬 1   SH

Release B81

Post Process effects
                                 SH

Add a card…

Done B81: Bugfixes

JellyShroom cave entrance improvements
📝 💬 2

Fix NRE in FireExtinguisherHolder
📝

Fix NRE in WaterParkCreature

Blast off sequence VFX
💬 4 ☑ 5/8

Release B80 update.
👁

Check thread safety for pools
👁 📝

Revisit workbench fragment spawn rate

Add a card…

```
81
82          SafeAnimator.SetBool(GetA
83      var seamothRigidbody = holdingSeamoth.GetComponent<Rigidbod
84      ReleaseSeamoth();
85      var force = transform.TransformDirection(seamothThrowDirection).normalized * seamothThrow
86      seamothRigidbody.AddForce(force, ForceMode.VelocityChange);
87
88      seamothRigidbody.AddTorque(Random.onUnitSphere * seamothThrowTorque, ForceMode.VelocityCha
89
90      }
91  }
92  void DamageSeamoth()
93  {
94      if (holdingSeamoth != null)
95      {
96          LiveMixin liveMixin = holdingSeamoth.GetComponent<LiveMixin>();
97          liveMixin.TakeDamage(seamothDamagePerSecond);
98
99                              (DamageInfo damageInfo)
```

Subnautica Changes
@SubnauticaSCM

Live @Subnautica source code changes.
Info: steamcommunity.com/sharedfiles/fi...

📍 Earth
🔗 store.steampowered.com/app/264710
📅 Joined January 2017

Tweets
2,998

Following
2

Followers
3,294

Follow

Tweets   **Tweets & replies**

Subnautica Changes @SubnauticaSCM · Jun 11
CS#60163 by @lnowaczek: Merge to main procedure - workaround to display real owner of created changeset
💬 1   🔁   ♡ 9

Subnautica Changes @SubnauticaSCM · Jun 11
CS#60161 by Build machine: Merge to main procedure fix
💬   🔁   ♡ 7

Subnautica Changes @SubnauticaSCM · Jun 8
CS#60156 by Build machine: Multiline checkin
💬   🔁   ♡ 9

Subnautica Changes @SubnauticaSCM · May 29
CS#60126 by Build machine: Always read logs to Jenkins, even if build fails
💬   🔁   ♡ 20

Subnautica Changes @SubnauticaSCM · May 29

Home | Apps & Packages ⌄ | Tools ⌄ | Documentation & Help ⌄ | Find by App Name or ID

Steamworks > App Admin > Subnautica

App Data Admin: Subnautica (264710)

Application ⌄ | SteamPipe ⌄ | Installation ⌄ | DRM | Stats & Achievements ⌄ | Community ⌄ | Workshop ⌄ | Misc ⌄ | Publish

Your Builds View SteamPipe Documentation

Note that once you create a build branch, you will still need to make sure that any depots in that build are also in the appropriate packages. If you are testing yourself, you will need to make sure that any depots in the build are also included in your "developer comp" package, which should be the red-colored package in the list of packages for this application.

Keep in mind that all branch names and descriptions are visible to public, if the app is released.

13 available app branches :

Branch	Description	Password	BuildID		
experimental	Automatic daily updates. Lots of bugs!		3487404	Disable	Update
default	Public default branch		3169139		

Create new app branch

Beta : Upload depots as ZIP directly without using steamcmd (256MB max). Click here

<< Showing builds 5500 to 5550:S >>

Current	BuildID	Date	Description	Depots Included	Set build live on branch...	
	481495	Dec 24, 2014 @ 2:09pm	Subnautica	264712 264713	-- Select an app branch -- ▼	Preview Change
	481436	Dec 24, 2014 @ 9:59am	Subnautica	264712 264713	-- Select an app branch -- ▼	Preview Change
	481165	Dec 23, 2014 @ 6:09pm	Subnautica	264712 264713	-- Select an app branch -- ▼	Preview Change
	481045	Dec 23, 2014 @ 2:09pm	Subnautica	264712 264713	-- Select an app branch -- ▼	Preview Change
	480914	Dec 23, 2014 @ 9:59am	Subnautica	264712 264713	-- Select an app branch -- ▼	Preview Change
	480504	Dec 22, 2014 @ 6:09pm	Subnautica	264712 264713	-- Select an app branch -- ▼	Preview Change
	480488	Dec 22, 2014 @ 5:15pm	Subnautica	264712 264713	-- Select an app branch -- ▼	Preview Change
	480484	Dec 22, 2014 @ 5:06pm	Subnautica	264712 264713	-- Select an app branch -- ▼	Preview Change
	480477	Dec 22, 2014 @ 4:55pm	Subnautica	264712 264713	-- Select an app branch -- ▼	Preview Change
	480469	Dec 22, 2014 @ 4:30pm	Subnautica	264712 264713	-- Select an app branch -- ▼	Preview Change
	480452	Dec 22, 2014 @ 3:55pm	Subnautica	264712 264713	-- Select an app branch -- ▼	Preview Change
	480356	Dec 22, 2014 @ 2:09pm	Subnautica	264712 264713	-- Select an app branch -- ▼	Preview Change
	480215	Dec 22, 2014 @ 9:59am	Subnautica	264712 264713	-- Select an app branch -- ▼	Preview Change

Warning: Experimental updates will sometimes make Subnautica unplayable, and often include horrible bugs! Use caution when deciding to play on Experimental branch!

To get Experimental updates twice per day, right click on Subnautica in your Steam Library and click 'properties.'

Click on the 'betas' tab, and then select 'experimental' from the drop down list. If you can't click on the list, try restarting Steam or leaving the tab open for a little bit - It can sometimes take a little whole to load options.
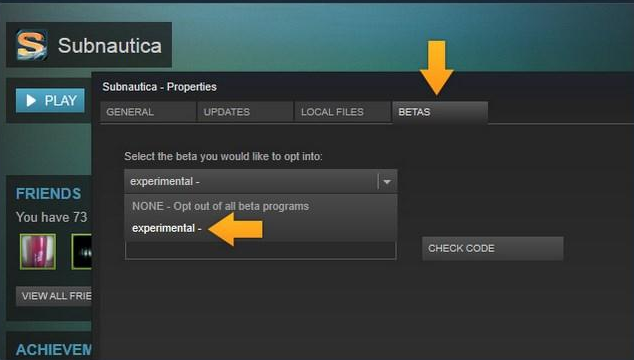
Sometimes, Experimental branch gets a little bit messy. Actually, it often gets a little bit completely broken and unplayable. If you ever want to go back to normal weekly updates, go back to the 'betas' tab and select 'none' from the drop down list.

Traction

STREAMERS
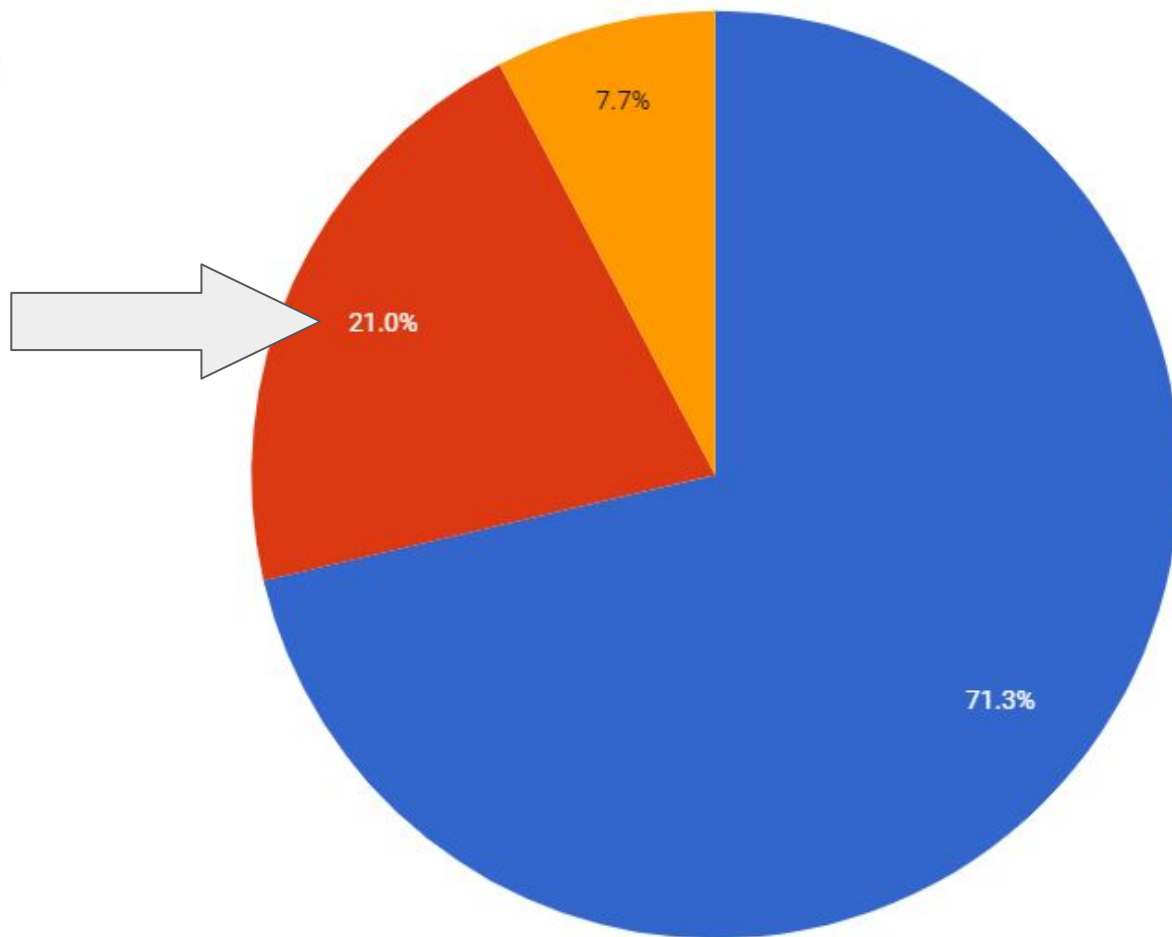
My Worst Fear Realized | Subnautica

758,971 views

👍 6.5K   👎 373   ➡ SHARE   ☰+   ...

Diction
Published on Dec 18, 2014

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DAMN NATURE YOU SCARY! | Subnautica #1 — 16:46
WHAT THE F**K ARE THOSE?! | Subnautica #2 — 22:05
DEEP SEA DIVING | Subnautica #3 — 21:51
SEAMOTH ADVENTURES! | Subnautica #4 —
BIG BOSS BABE | Subnautica #5 —

UNDERWATER APARTMENTS! | Subnautica #17 — 20:55
THE MOON POOL! | Subnautica #18 — 24:00
UNDERWATER SKYSCRAPERS! | Subnautica #19 — 21:29
DON'T FEAR THE REAPER | Subnautica #20 — 20:21
CREEPY UNDERWATER LOCATIONS | Subnautica #21 — 21:15
SUBRASSIC PARK! | Subnautica #22 — 24:14
IT'S GOOD TO BE BACK | Subnautica #23 — 26:30
THE SECRET PRECURSOR BASE | Subnautica #24 —

SECRET ABANDONED BASE | Subnautica #36 — 32:20
THE LOST RIVER! | Subnautica #37 — 24:37
JUMPING INTO THE VOID | Subnautica #38 — 24:56
THE SEA DRAGON LEVIATHAN | Subnautica #39 — 32:04
THE PRIMARY CONTAINMENT FACILITY | Subnautica #40 — 33:41
MOVING IS HARD | Subnautica #41 — 19:30
THE POWER OF SCIENCE | Subnautica #42 —
SWEET GLORIOUS H2O | Subnautica #43 —

Views   Comments   Likes   Dislikes   Duration

SOLAR POWERED BASE | Subnautica #16 — 17:23
UNDERWATER APARTMENTS! | Subnautica #17 — 20:55
THE MOON POOL! | Subnautica #18 — 24:00
UNDERWATER SKYSCRAPERS! | Subnautica #19 — 21:29
DON'T FEAR THE REAPER | Subnautica #20 — 20:21
CREEPY UNDERWATER LOCATIONS | Subnautica #21 — 21:15
SUBRASSIC PARK! | Subnautica #22 — 24:14
IT'S GOOD TO BE BACK | Subnautica #23 — 26:30

THE LOST RIVER! | Subnautica #37 — 24:37
JUMPING INTO THE VOID | Subnautica #38 — 24:56
THE SEA DRAGON LEVIATHAN | Subnautica #39 — 32:04
THE PRIMARY CONTAINMENT FACILITY | Subnautica #40 — 33:41
MOVING IS HARD | Subnautica #41 — 19:30
THE POWER OF SCIENCE | Subnautica #42 — 25:13
SWEET GLORIOUS H2O | Subnautica #43 — 28:00
THE SELF SUSTAINED MAN | Subnautica #44 — 22:32
SEA EMPEROR FINALLY IN THE GAME | Subnautica #45 — 36:31

HOW FAR CAN WE GO? | Subnautica - Part 10 (Full Release) — 43:14
SOMETHING'S WRONG WITH ME! | Subnautica - Part 11 (Full Release) — 46:40
THE DEEPEST BASE | Subnautica - Part 12 (Full Release) — 39:10
SCARED OUT OF MY MIND! | Subnautica - Part 13 (Full Release) — 59:49
I CURED THE DISEASE | Subnautica - Part 14 (Full Release) — 50:11
BUILDING THE ROCKET | Subnautica - Part 15 (Full Release) — 16:20
LEAVING THE PLANET | Subnautica - Part 16 END (Full Release) — 1:04:40
THE DEAD ZONE IS TERRIFYING | Subnautica - Part 18 (Full Release) — 40:27
THE BEST CREATURE IN SUBNAUTICA | Subnautica - Part 19 (Full Release) — 38:48
OPERATION: GIANT AQUARIUM | Subnautica - Part 20 (Full Release) — 36:11
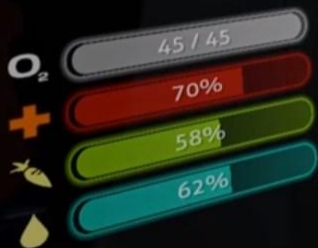
Runway

Money ran out

→ Early Access

→ Infinite money

Production

Roadmap

Leverage existing systems

e.g. Base building   = Safety

→ Trailblazing   = Exploration

→ Farming   = Survival

→ Moonpool   = Progression

→ Map room   = Discovery

          →   Intrinsic rewards!
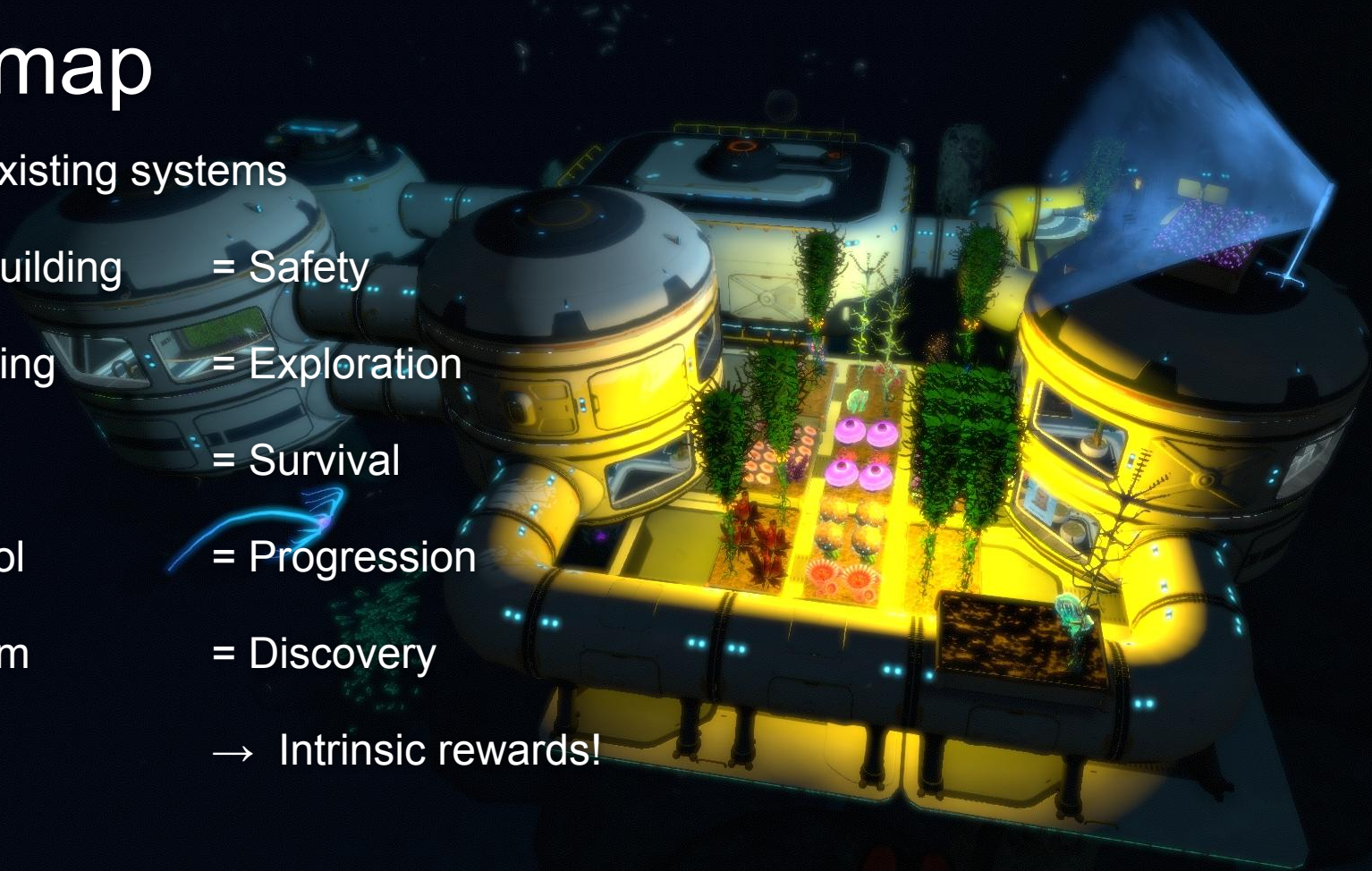
4 m

E   SE

4 %

I compartment

Construct ( ) Deconstruct (Q)

Titanium

O₂ 54

Power: 68 %
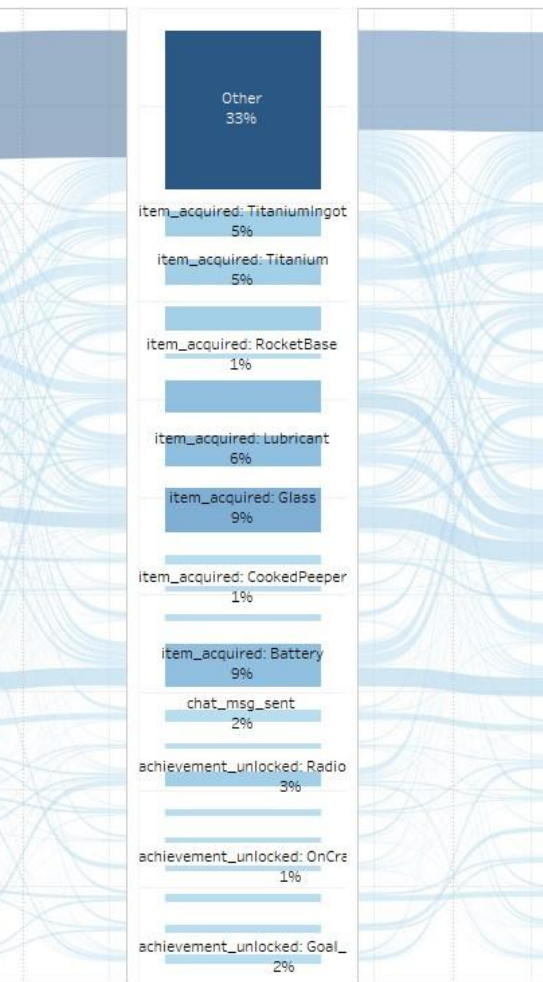
4 Steps Prior	3 Steps Prior	2 Steps Prior	1 Steps Prior
Other 33%	Other 30%	Other 25%	Other 8%
item_acquired: TitaniumIngot 5%	item_acquired: TitaniumIngot 4%	item_acquired: TitaniumIngot 7%	item_acquired: Lubricant 1%
item_acquired: Titanium 5%	item_acquired: Titanium 5%	item_acquired: Titanium 1%	item_acquired: Glass 2%
item_acquired: RocketBase 1%	item_acquired: Silicone 7%	item_acquired: RocketBase 6%	achievement_unlocked: Goal_Sean 89%
item_acquired: Lubricant 6%	item_acquired: RocketBase 2%	item_acquired: PowerCell 15%	
item_acquired: Glass 9%	item_acquired: PowerCell 6%	item_acquired: Lubricant 10%	
item_acquired: CookedPeeper 1%	item_acquired: Lubricant 5%	item_acquired: Glass 17%	
item_acquired: Battery 9%	item_acquired: Glass 16%	item_acquired: Constructor 2%	
chat_msg_sent 2%	item_acquired: FilteredWater 1%	achievement_unlocked: RadioSecond 1%	
achievement_unlocked: Radio 3%	item_acquired: Battery 6%	achievement_unlocked: OnCraftConst 3%	
achievement_unlocked: OnCra 1%	achievement_unlocked: RadioSecondOffic 2%	achievement_unlocked: Goal_Lifepod 3%	
achievement_unlocked: Goal_ 2%	achievement_unlocked: Goal_StasisRifle 1%		
	achievement_unlocked: Goal_Lifepod2 2%		
	achievement_unlocked: Goal_Constructo 1%		

Event	Q10	Q20
Goal.Goal_Knife	483	
Goal.Goal_Scanner	769	
Goal.Goal_Fins	483	
Goal.Goal_Builder	483	
Goal.Goal_Seaglide	483	
Goal.Goal_Constructor	603	
Goal.Goal_Seamoth	1,601	
Goal.Goal_StasisRifle	498	
Goal.Goal_Cyclops	825	
Construct.BaseHatch	3,050	
Goal.Goal_Exo	769	
Goal.Goal_BiomeSeaTreaderPath	11,352	
Construct.PlanterBox	7,310	
Construct.Workbench	2,406	
Construct.AdvancedWiringKit	11,644	
Construct.Trashcans	5,130	
Construct.BaseObservatory	2,648	
Construct.VehicleStorageModule	21,235	
Construct.BaseReinforcement	2,891	
Construct.ProcessUranium	8,160	
Construct.SmallLocker	4,904	
Construct.WhirlpoolTorpedo	20,088	
Construct.HeatBlade	13,202	
Construct.SeamothSolarCharge	13,435	
Construct.Benzene	1,208	
Goal.Goal_NuclearReactor	1,900	
Construct.StarshipDesk	6,833	
Construct.ThermalPlant	2,926	
Construct.Cyclops	952	
Construct.Beacon	2,886	
Construct.PowerCellCharger	6,425	
Construct.BaseFiltrationMachine	3,857	
Construct.DiamondBlade	10,930	
Goal.Lifepod2	14,193	
Goal.Goal_WaterPark	3,157	
Construct.PlanterPot2	8,075	
Construct.SeamothElectricalDefense	11,288	
Construct.NarrowBed	4,945	
Construct.Flare	1,310	
Construct.Locker	5,453	
Construct.BaseLadder	4,818	
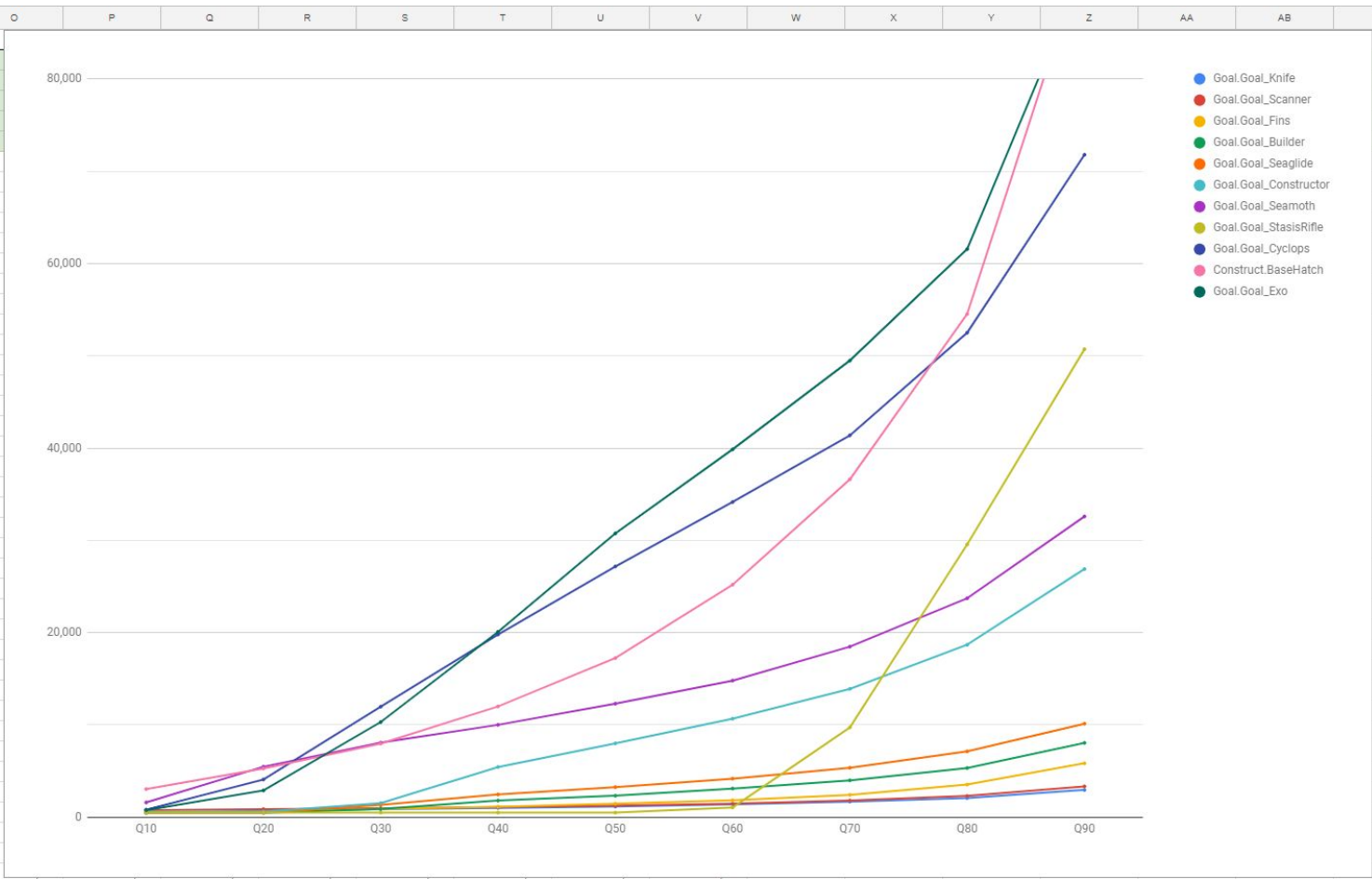
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V
1	Event	30%	50%	70%	80%	War	War	Coverage	Count	Average	Deviation	Skewness	Kurtosis	Q10	Q20	Q30	Q40	Q50	Q60	Q70	Q80	Q90
2	Goal.RadioBounceBack	0	1	1	1			91%	2,724	700	2,245	22.05	55,067,692	485	492	506	545	548	551	556	567	608
3	Goal.Goal_PDALoading	1	1	2	2			62%	1,847	2,505	11,766	8.99	105	559	562	566	570	574	582	595	620	753
4	Goal.Goal_Lifepod1	2	2	2	2			66%	1,967	667	704	38.42	1,605	598	601	604	608	612	618	626	643	687
5	Goal.Goal_Lifepod2	1	2	3	3			100%	3,245	922	4,092	23.97	706	502	524	588	606	621	637	661	693	780
6	Goal.Goal_Lifepod3	2	3	3	4			100%	3,321	965	4,153	23.45	670	532	573	622	638	653	674	701	741	831
7	Goal.Goal_Intro1	3	4	4	5			100%	3,475	1,083	4,538	20.62	518	600	662	683	701	713	732	756	794	885
8	Goal.Goal_Copper	3	5	8	14			88%	2,644	1,175	1,717	12.93	235	629	671	706	747	809	883	1,000	1,350	1,806
9	Goal.Goal_Airsack	5	9	13	22			74%	2,227	2,224	7,288	13.70	247	663	730	794	884	1,020	1,129	1,299	1,824	2,842
10	Goal.Goal_BiomeKelpForest	7	12	19	26			100%	3,064	3,965	13,484	7.02	61	720	806	904	1,020	1,203	1,432	1,657	2,065	3,618
11	Goal.Goal_Knife	6	11	20	26			100%	3,006	1,634	2,180	15.12	361	483	697	870	1,006	1,158	1,389	1,695	2,079	2,956
12	Goal.Goal_Scanner	8	13	22	30			84%	2,515	1,891	2,173	6.82	82	769	879	988	1,109	1,251	1,474	1,807	2,302	3,345
13	Goal.Goal_CookedPeeper	7	12	25	41			58%	1,746	2,648	7,212	14.91	288	758	850	949	1,072	1,218	1,492	2,023	2,947	4,790
14	Goal.Goal_Fins	7	16	32	51			70%	2,086	3,057	6,584	8.35	96	483	575	897	1,127	1,466	1,837	2,428	3,539	5,843
18	Goal.Goal_Silver	20	33	53	68			61%	1,835	3,627	4,980	10.96	210	1,006	1,437	1,690	1,964	2,467	2,917	3,701	4,598	6,957
19	Goal.OnPlayRadioBounceBack	18	31	52	70			63%	1,888	3,818	6,055	7.38	78	765	1,133	1,597	2,010	2,358	2,898	3,635	4,694	6,992
21	Goal.RadioGrassy21	17	29	54	79			66%	1,992	5,385	14,020	8.97	104	756	1,068	1,520	1,849	2,262	2,896	3,745	5,224	9,215
23	Goal.Goal_Builder	7	30	58	81			78%	2,340	3,586	4,332	3.89	31	483	483	892	1,812	2,330	3,112	3,998	5,332	8,055
24	Goal.radiosunbeamstart	82	82	82	82	(!)		0%	1	5,399	0	0.00	0	5,399	5,399	5,399	5,399	5,399	5,399	5,399	5,399	5,399
25	Goal.holydiver	82	82	82	82	(!)		0%	1	5,421	0	0.00	0	5,421	5,421	5,421	5,421	5,421	5,421	5,421	5,421	5,421
26	Goal.radiolifepod7	82	82	82	82	(!)		0%	1	5,426	0	0.00	0	5,426	5,426	5,426	5,426	5,426	5,426	5,426	5,426	5,426
27	Goal.goal_radiationfixed	84	84	84	84	(!)		0%	1	5,563	0	0.00	0	5,563	5,563	5,563	5,563	5,563	5,563	5,563	5,563	5,563
28	Goal.goal_remainingradiationleaks	85	85	85	85	(!)		0%	1	5,571	0	0.00	0	5,571	5,571	5,571	5,571	5,571	5,571	5,571	5,571	5,571
29	Goal.goal_locationauroradriveinterior	85	85	85	85	(!)		0%	1	5,625	0	0.00	0	5,625	5,625	5,625	5,625	5,625	5,625	5,625	5,625	5,625
30	Goal.radiosunbeamdestroymessage	87	87	87	87	(!)		0%	1	5,712	0	0.00	0	5,712	5,712	5,712	5,712	5,712	5,712	5,712	5,712	5,712
31	Goal.RadioGrassy25	9	33	63	89			79%	2,360	4,889	10,872	9.08	116	513	611	1,057	1,955	2,465	3,242	4,270	5,846	9,438
32	Goal.Goal_CookedGarryfish	15	30	63	90			41%	1,219	4,513	8,115	11.01	193	879	1,050	1,405	1,860	2,318	3,202	4,270	5,920	9,888
33	Goal.radiolifepod17	93	93	93	93	(!)		0%	1	6,050	0	0.00	0	6,050	6,050	6,050	6,050	6,050	6,050	6,050	6,050	6,050
34	Goal.Goal_BiomeGrassyPlateaus	31	49	79	103			71%	2,135	7,365	15,430	5.63	43	1,280	1,863	2,370	2,937	3,450	4,223	5,235	6,664	10,967
35	Goal.Goal_Lubricant	30	51	81	109			54%	1,626	5,007	5,877	7.12	86	1,176	1,827	2,294	2,876	3,586	4,390	5,379	7,026	9,739
36	Goal.OnPlayRadioGrassy21	24	40	71	110			48%	1,430	6,679	14,625	7.55	80	1,039	1,514	1,931	2,314	2,890	3,615	4,733	7,116	12,782
37	Goal.Goal_Seaglide	14	46	81	111			65%	1,963	4,728	5,702	3.57	24	483	483	1,353	2,463	3,263	4,180	5,358	7,138	10,132
38	Goal.Goal_RadSuit	27	47	81	112			53%	1,583	6,144	12,398	8.47	100	1,007	1,596	2,121	2,676	3,329	4,155	5,349	7,208	10,436
40	Goal.RadioShallows22	20	48	86	116			65%	1,953	5,502	9,447	8.49	122	498	498	1,681	2,607	3,375	4,392	5,657	7,479	10,997
43	Goal.RadioRadiationSuit	27	47	83	127			57%	1,716	7,304	14,850	5.97	47	1,341	1,706	2,094	2,750	3,311	4,200	5,486	8,115	13,189
44	Goal.Goal_BiomeSafeShallowsCave	22	38	74	129			43%	1,283	7,727	15,156	5.06	38	1,032	1,487	1,813	2,184	2,794	3,439	4,941	8,223	19,656
45	Goal.Goal_Bleach	32	48	85	131	(!)		29%	859	6,451	8,414	3.84	23	1,685	2,126	2,446	2,883	3,409	4,267	5,629	8,366	14,727
46	Goal.Goal_PurifiedWater	39	63	107	143			48%	1,432	6,848	16,133	27.35	910	1,707	2,291	2,822	3,405	4,288	5,259	6,932	9,058	13,508
47	Goal.OnPlayRadioGrassy25	44	72	123	169			43%	1,285	9,121	16,239	6.55	62	1,147	2,317	3,157	3,896	4,843	6,058	7,896	10,633	18,012
49	Goal.OnPlayRadioShallows22	52	83	134	175			36%	1,070	8,700	10,941	4.56	34	1,731	2,808	3,644	4,545	5,453	6,977	8,552	11,018	18,911
50	Goal.Goal_CookedHoverfish	37	70	120	182	(!)		24%	709	8,398	11,913	4.15	26	1,375	1,982	2,736	3,452	4,682	6,180	7,710	11,400	16,657
51	Goal.OnPlayRadioRadiationSuit	51	82	140	184			38%	1,127	9,958	14,498	4.26	26	2,167	2,906	3,546	4,374	5,390	6,860	8,921	11,569	20,647

Telemetry

Unity Analytics

Raw data

Custom processing

⚠ GDPR ⚠

Game event ≅ website visit

Matomo

Amazon Redshift

Hey, listen!

Fix negative feedback

Integrate positive feedback

Call out suggestions

→ e.g. *Dead Cells*

Balancing

Community suggestion **Dash shield** velocity no longer reduced when hitting breakable props

Community suggestion **NutCracker** no longer removes stun/root/frost when it deals a critical hit.

Blueprints dropped by the Hand of the King will now be unlocked immediately, as you pick them (there's no Collector shop behind him).

Decoy explosion now creates multiple small bombs.

Hero pets should now attack invisible enemies if their invisibility is temporarily suspended.

The **Purulent Zombie** in **graveyard** now has a whole new gameplay.

The **Purulent Zombie** in **sewers** now has a whole new gameplay.

Community suggestion Legendary altars can no longer shield elites. *Version 1.2.1*

Elite "Cage" skill is now slightly larger but also inflicts slightly more damage. *Version 1.2.1*

Community suggestion Flask refills bought from shops received a permanent 40% discount. *Version 1.2.1*

Community suggestion Mobs will now be locked for a longer time after a BC4 teleportation (no more "instant attack after teleportation"). *Version 1.2.1*

Community suggestion Mob teleportation now interrupts elite skills like "Cage" or "Electric Field". *Version 1.2.1*

Three Requirements

1. Cultivate an open mind to feedback and serendipity.

2. Set aside real calendar time for stewing and simmering.

3. Farm fertile ground.
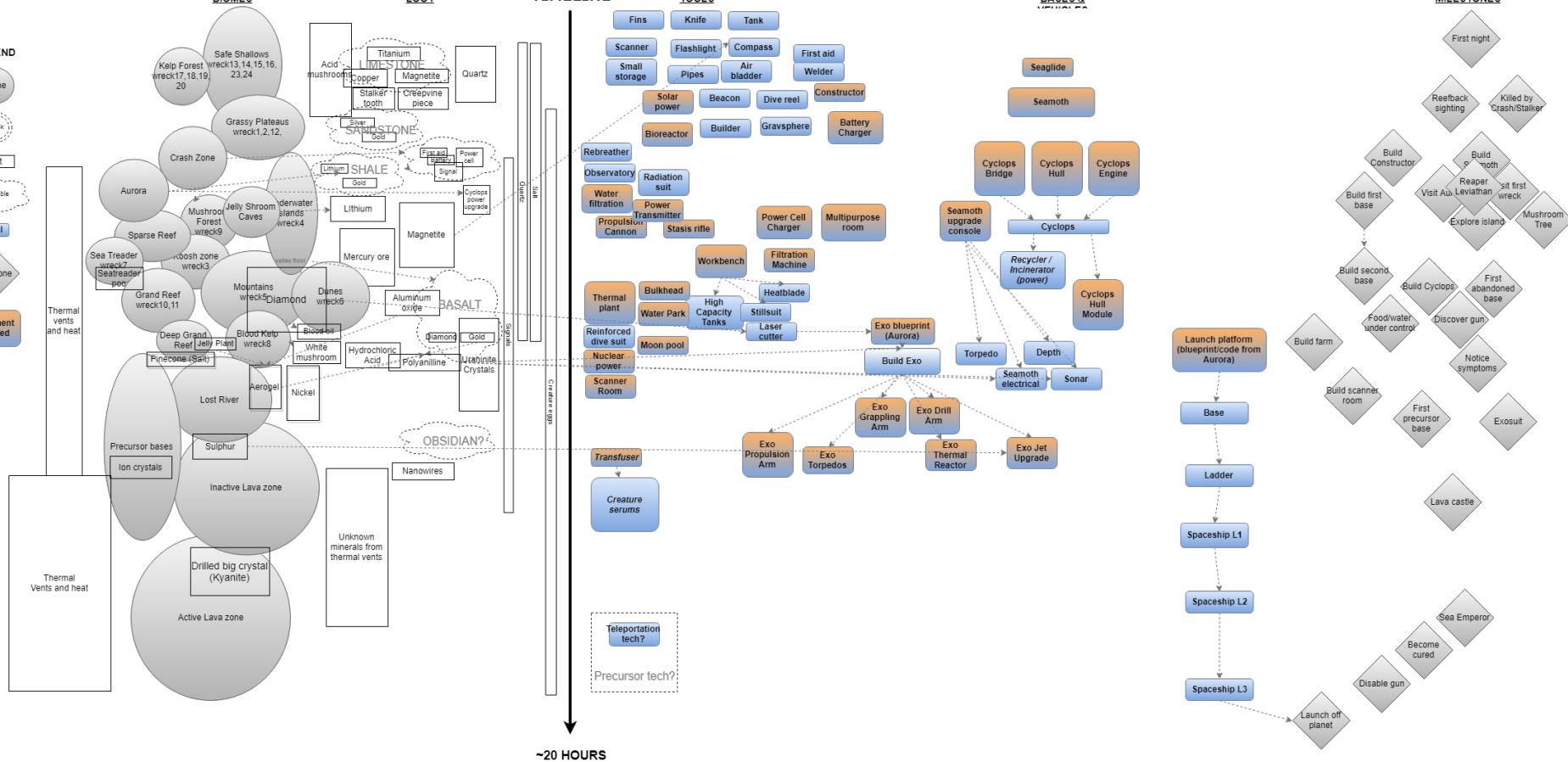
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Luck and Listening in Game Design

604 views

32   0   SHARE   SAVE   ...

Chris Hecker
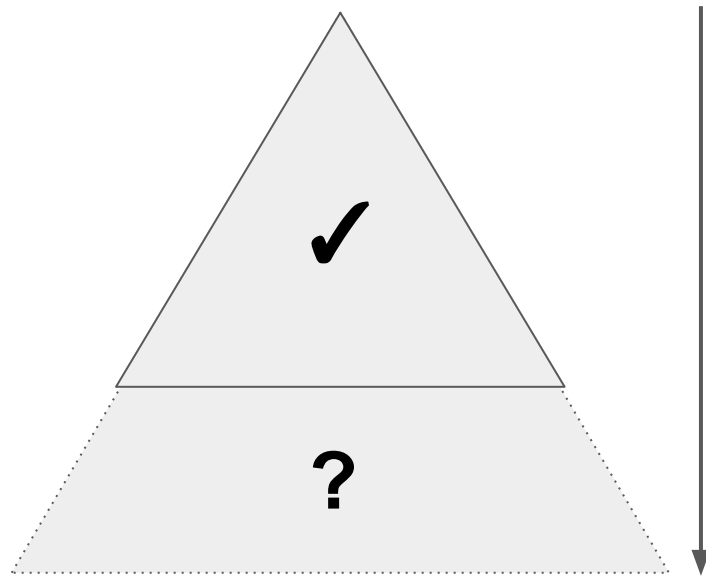Published on Sep 21, 2018

SUBSCRIBE 522

TIMELINE

LEGEND

Biome

Wreck

Loot

Breakable

Tool

Milestone

Fragment needed

BIOMES

- Safe Shallows wreck13,14,15,16, 23,24
- Kelp Forest wreck17,18,19, 20
- Grassy Plateaus wreck1,2,12,
- Crash Zone
- Aurora
- Sparse Reef
- Mushroom Forest wreck9
- Jelly Shroom Caves
- Underwater Islands wreck4
- Koosh zone wreck3
- Sea Treader wreck7
- Seatreader pool
- Grand Reef wreck10,11
- Mountains wreck5
- Dunes wreck6
- Deep Grand Reef
- Blood Kelp wreck8
- Lost River
- Aerogel
- Precursor bases
- Ion crystals
- Inactive Lava zone
- Drilled big crystal (Kyanite)
- Active Lava zone
- Unknown minerals from thermal vents
- Thermal vents and heat
- Thermal Vents and heat

LOOT

- Acid mushrooms
- Titanium
- Copper
- Magnetite
- Quartz
- Stalker tooth
- Creepvine piece
- Silver
- Gold
- LIMESTONE
- SANDSTONE
- SHALE
- Lithium
- Gold
- First aid
- Battery
- Power cell
- Signal
- Cyclops power upgrade
- Lithium
- Mercury ore
- Magnetite
- Aluminum oxide
- BASALT
- Diamond
- Blood oil
- Diamond
- Gold
- White mushroom
- Hydrochloric Acid
- Polyanilline
- Uraninite Crystals
- Nickel
- Finecone (Salt)
- Jelly Plant
- OBSIDIAN?
- Sulphur
- Nanowires
- Quartz
- Salt
- Signals
- Creature eggs

TOOLS

- Fins
- Knife
- Tank
- Scanner
- Flashlight
- Compass
- First aid
- Small storage
- Pipes
- Air bladder
- Welder
- Solar power
- Beacon
- Dive reel
- Constructor
- Bioreactor
- Builder
- Gravsphere
- Battery Charger
- Rebreather
- Observatory
- Radiation suit
- Water filtration
- Power Transmitter
- Power Cell Charger
- Multipurpose room
- Propulsion Cannon
- Stasis rifle
- Workbench
- Filtration Machine
- Thermal plant
- Bulkhead
- Heatblade
- Water Park
- High Capacity Tanks
- Stillsuit
- Reinforced dive suit
- Laser cutter
- Moon pool
- Nuclear power
- Scanner Room
- Transfuser
- Creature serums
- Teleportation tech?
- Precursor tech?

BASES & VEHICLES

- Seaglide
- Seamoth
- Cyclops Bridge
- Cyclops Hull
- Cyclops Engine
- Cyclops
- Seamoth upgrade console
- Recycler / Incinerator (power)
- Cyclops Hull Module
- Exo blueprint (Aurora)
- Build Exo
- Torpedo
- Depth
- Seamoth electrical
- Sonar
- Exo Grappling Arm
- Exo Drill Arm
- Exo Propulsion Arm
- Exo Torpedos
- Exo Thermal Reactor
- Exo Jet Upgrade
- Launch platform (blueprint/code from Aurora)
- Base
- Ladder
- Spaceship L1
- Spaceship L2
- Spaceship L3

MILESTONES

- First night
- Reefback sighting
- Killed by Crash/Stalker
- Build Constructor
- Build Seamoth
- Visit Aurora
- Visit first wreck
- Reaper Leviathan
- Build first base
- Explore island
- Mushroom Tree
- Build second base
- Build Cyclops
- First abandoned base
- Food/water under control
- Discover gun
- Build farm
- Notice symptoms
- Build scanner room
- First precursor base
- Exosuit
- Lava castle
- Sea Emperor
- Become cured
- Disable gun
- Launch off planet

~20 HOURS

Iteration*

Evaluation

Survival sandbox

Exploration adventure

But why?!

Brian's Epic Chart

Descend

Explore

Discover

...

Aliens!

Story

Main story implicit

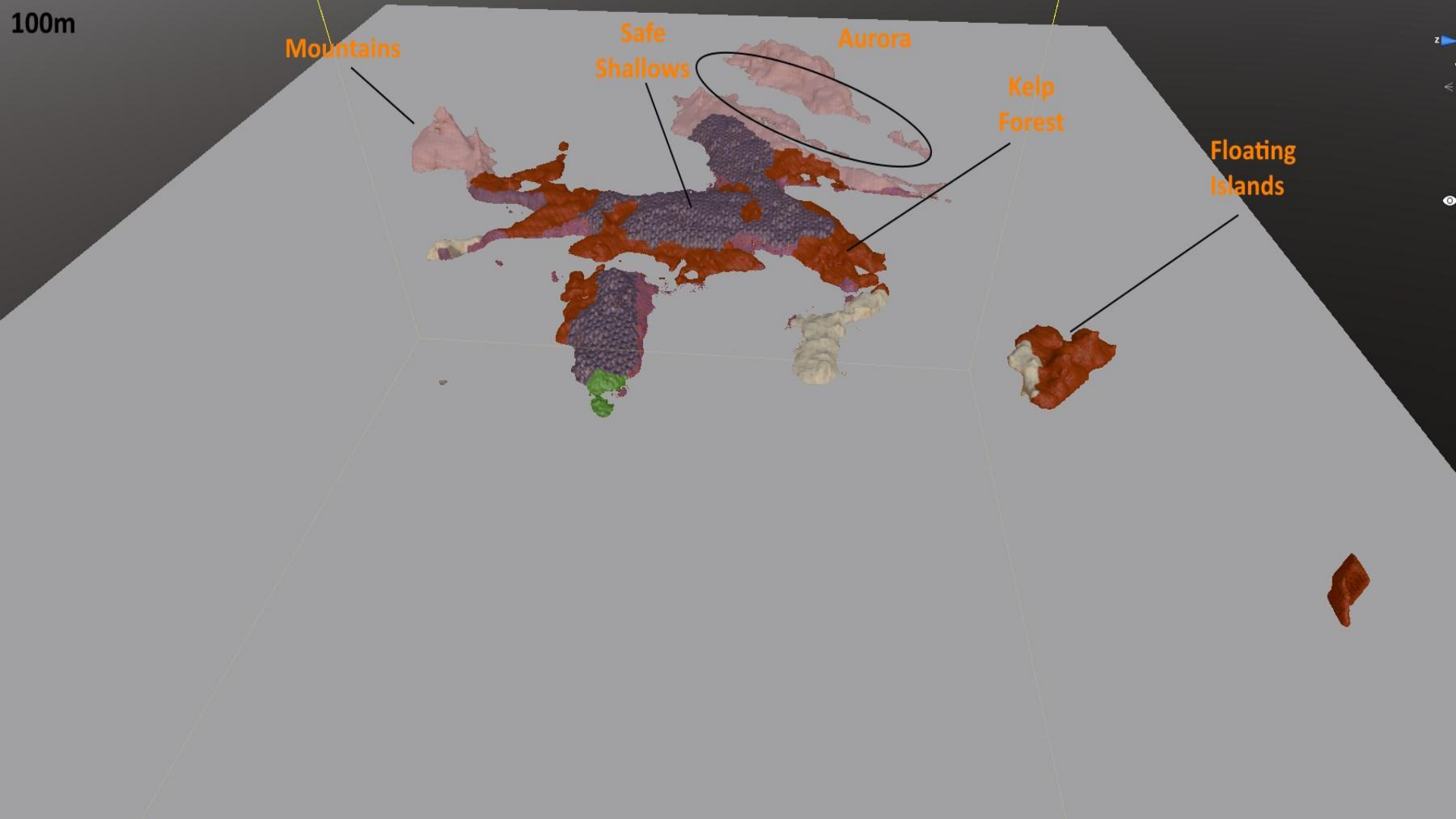Concurrent storylines

Overlapping parts

→ Nonlinear

100m

Mountains

Safe
Shallows
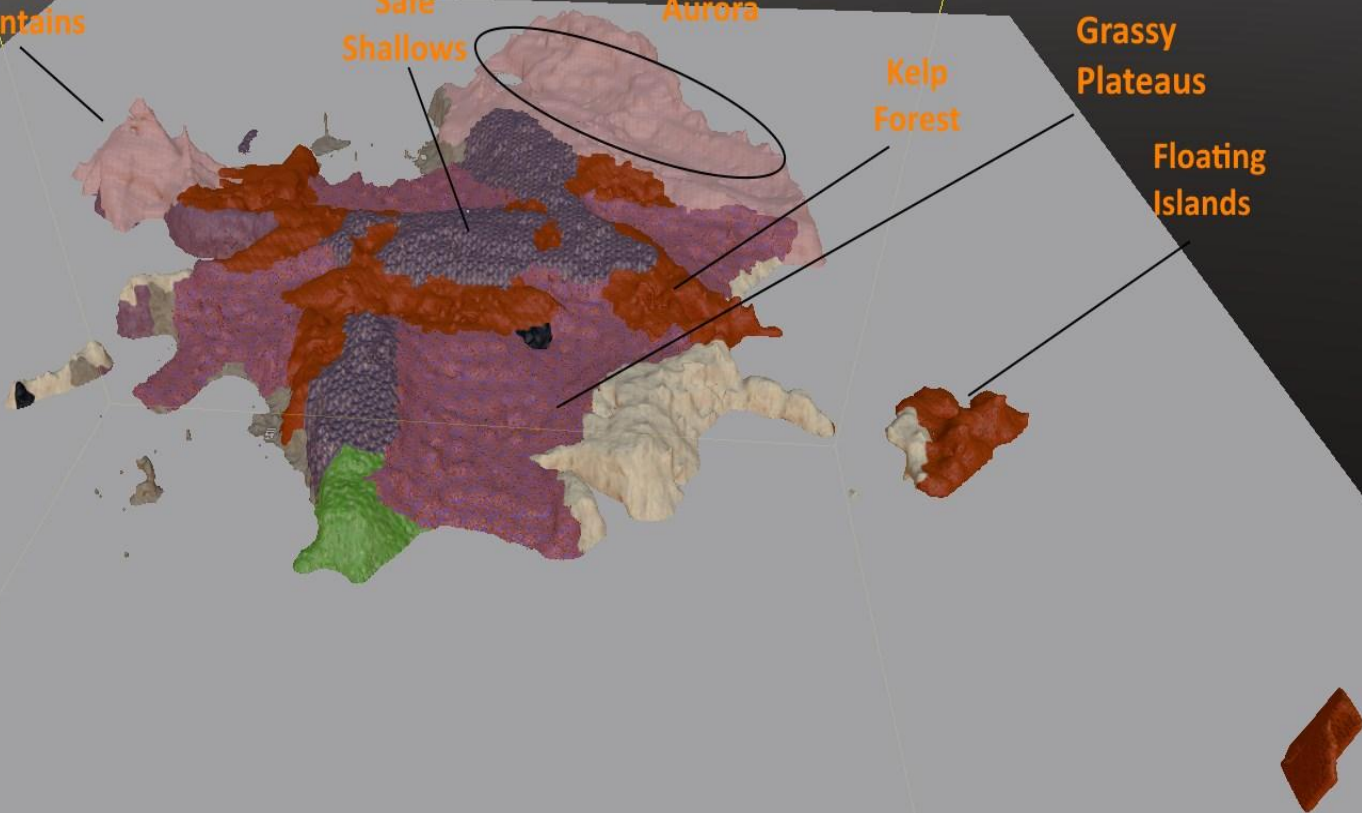
Aurora

Kelp
Forest

Floating
Islands

200m

Mountains

Safe
Shallows

Aurora

Grassy
Plateaus

Kelp
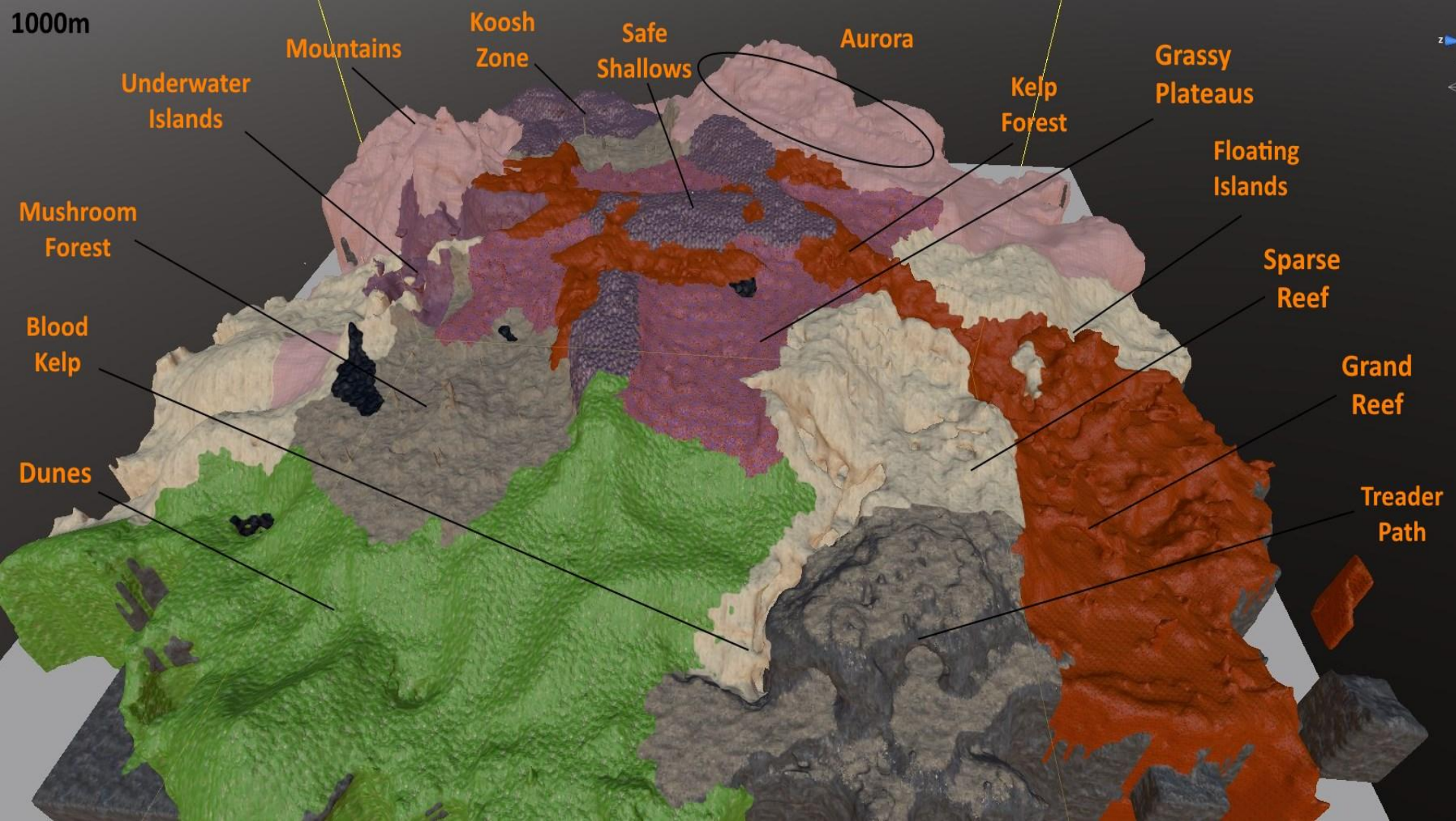Forest

Floating
Islands

W-E
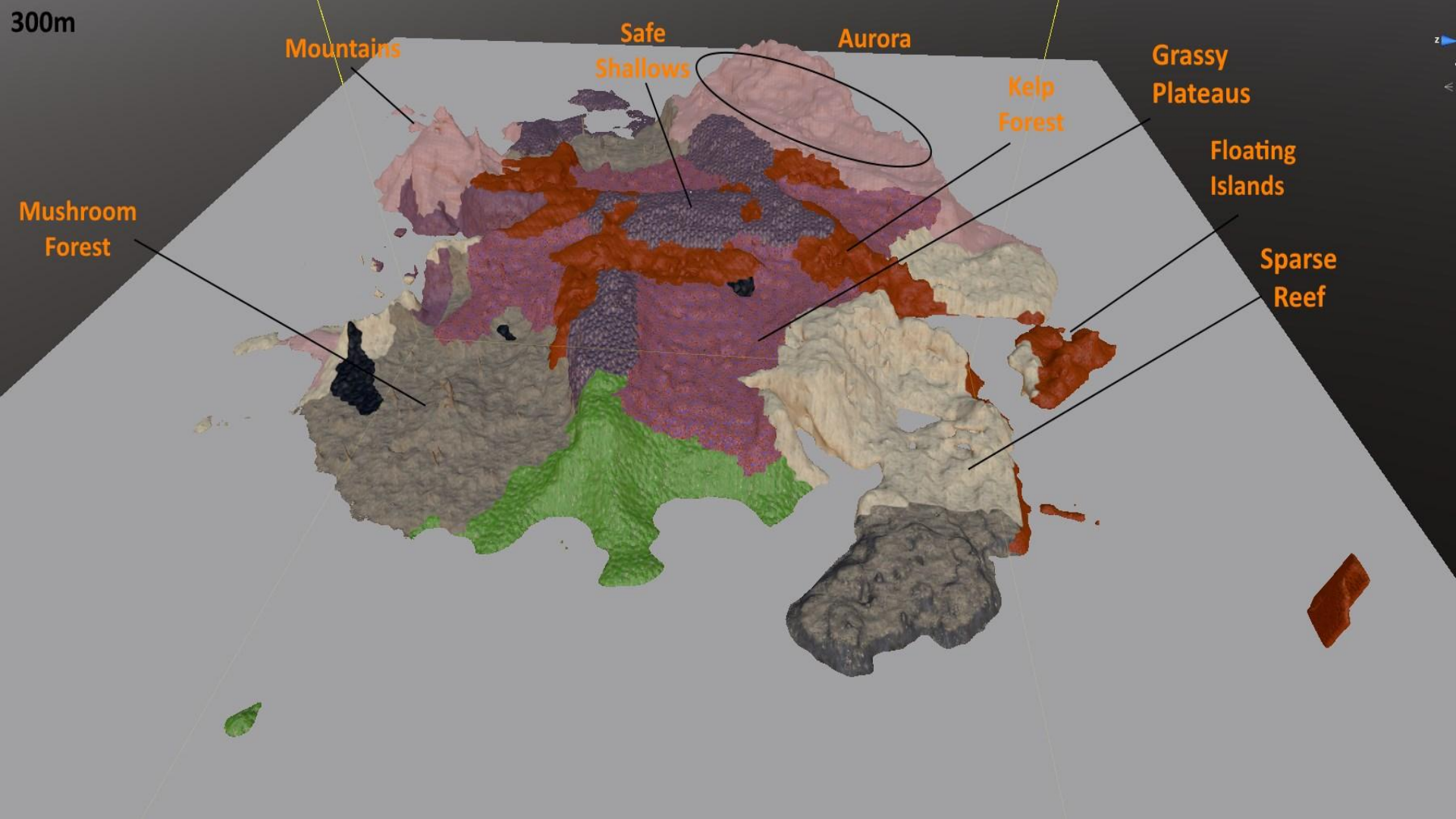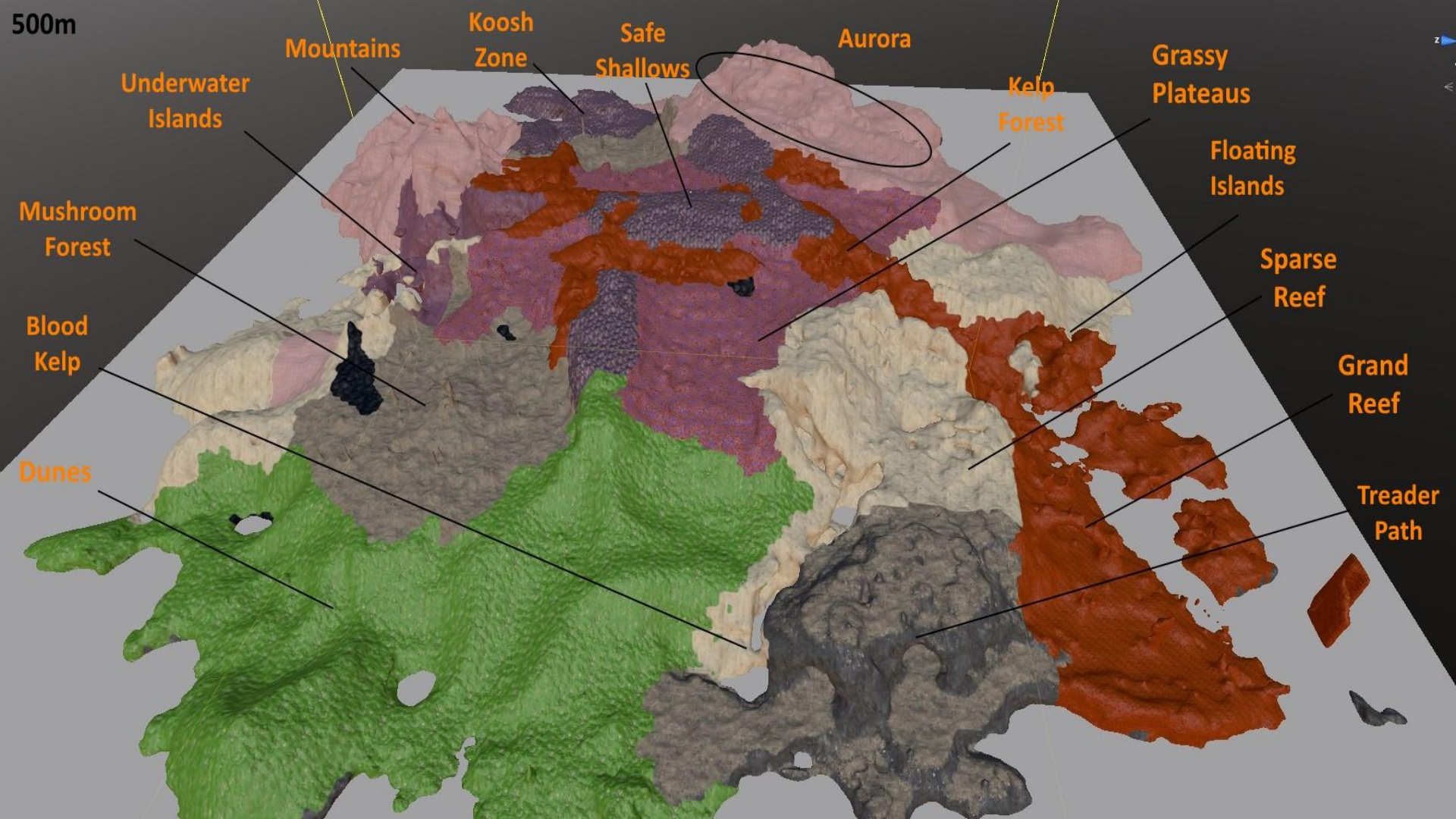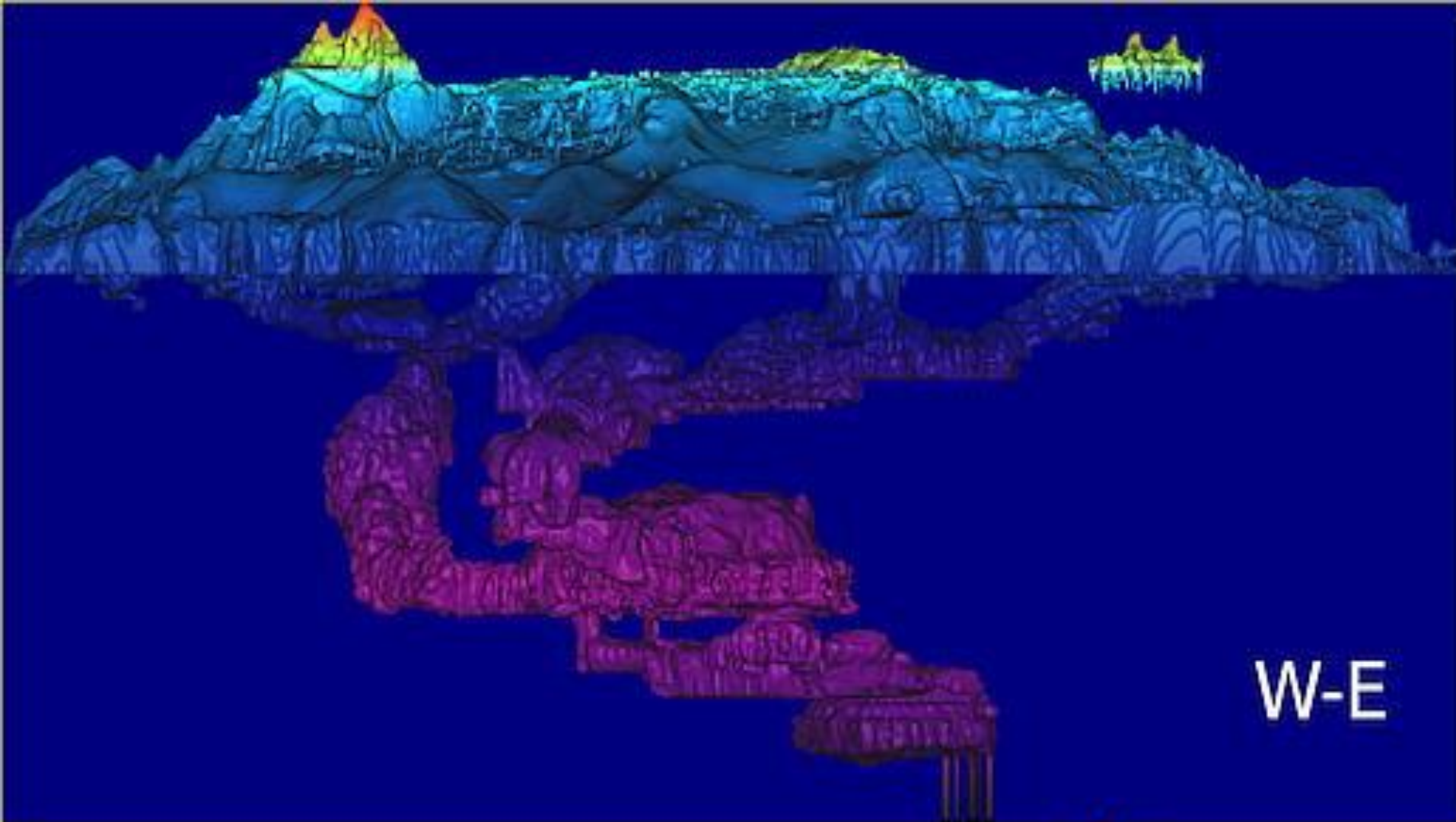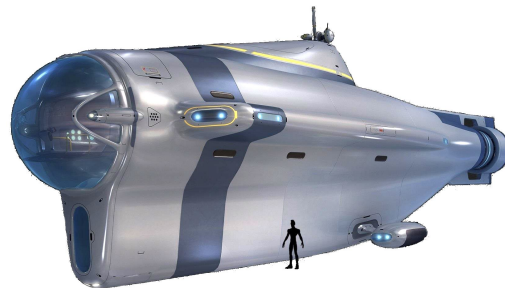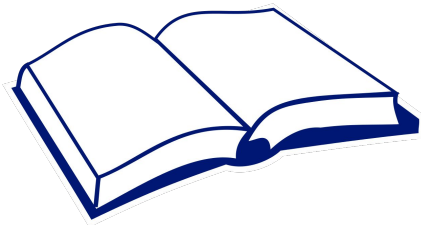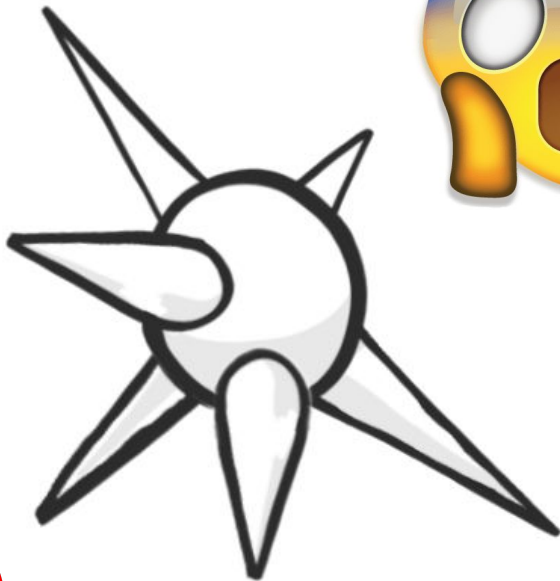
Cut

Multiplayer

Terraforming

Colonization

Weather

Ecosystems

Emergence

Transfuser

Result

SteamSpy Estimated Owners

SteamSpy no longer accurate

- 2 250k
- 2 000k
- 1 750k
- 1 500k
- 1 250k
- 1 000k
- 750k
- 500k
- 250k
- 0

Sep '15   Jan '16   May '16   Sep '16   Jan '17   May '17   Sep '17   Jan '18   May '18

● Owners   ● Flags

Data from SteamSpy.com
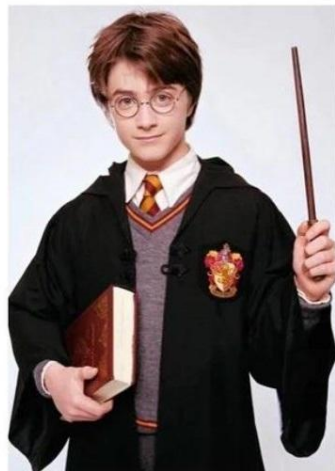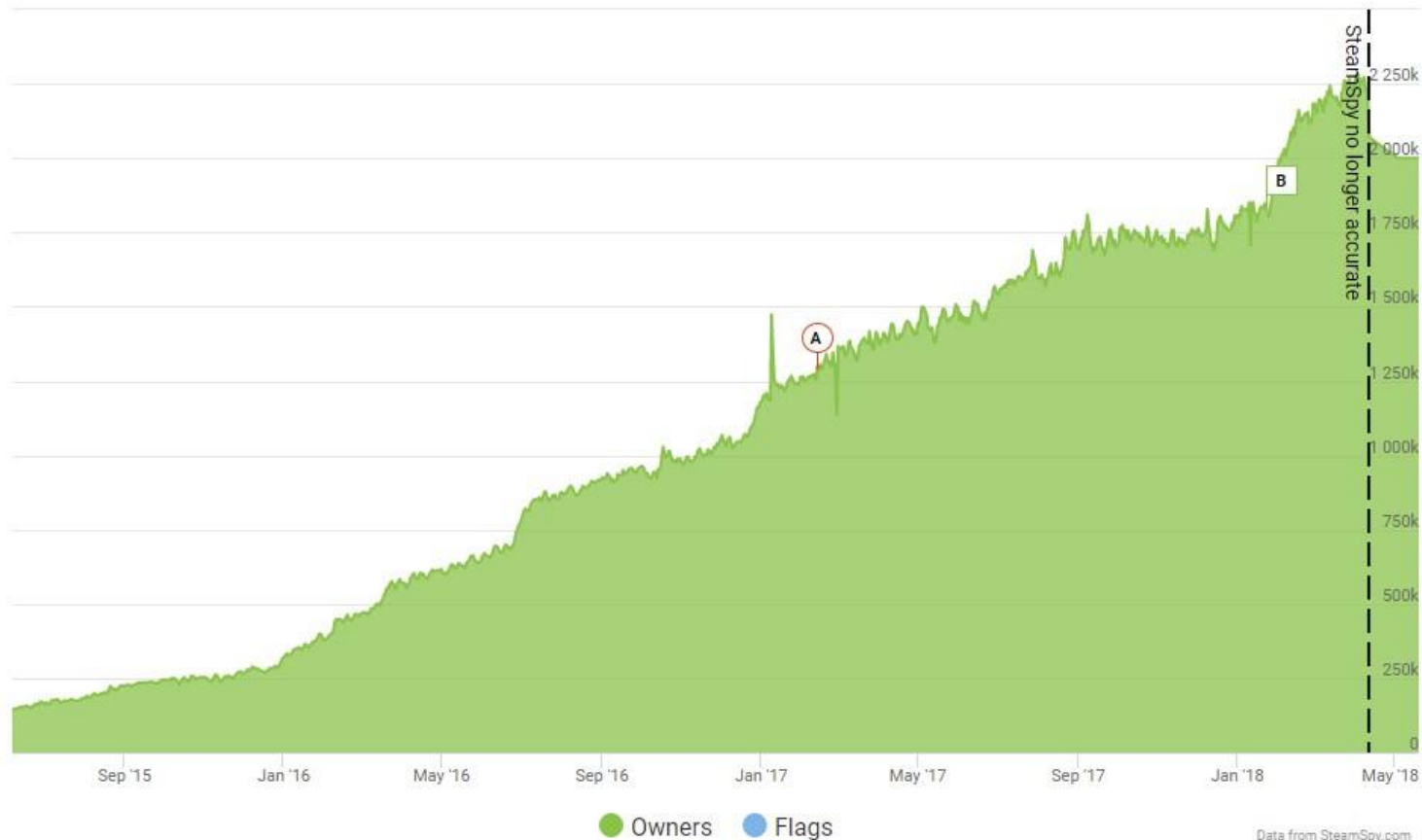
Concurrent Players
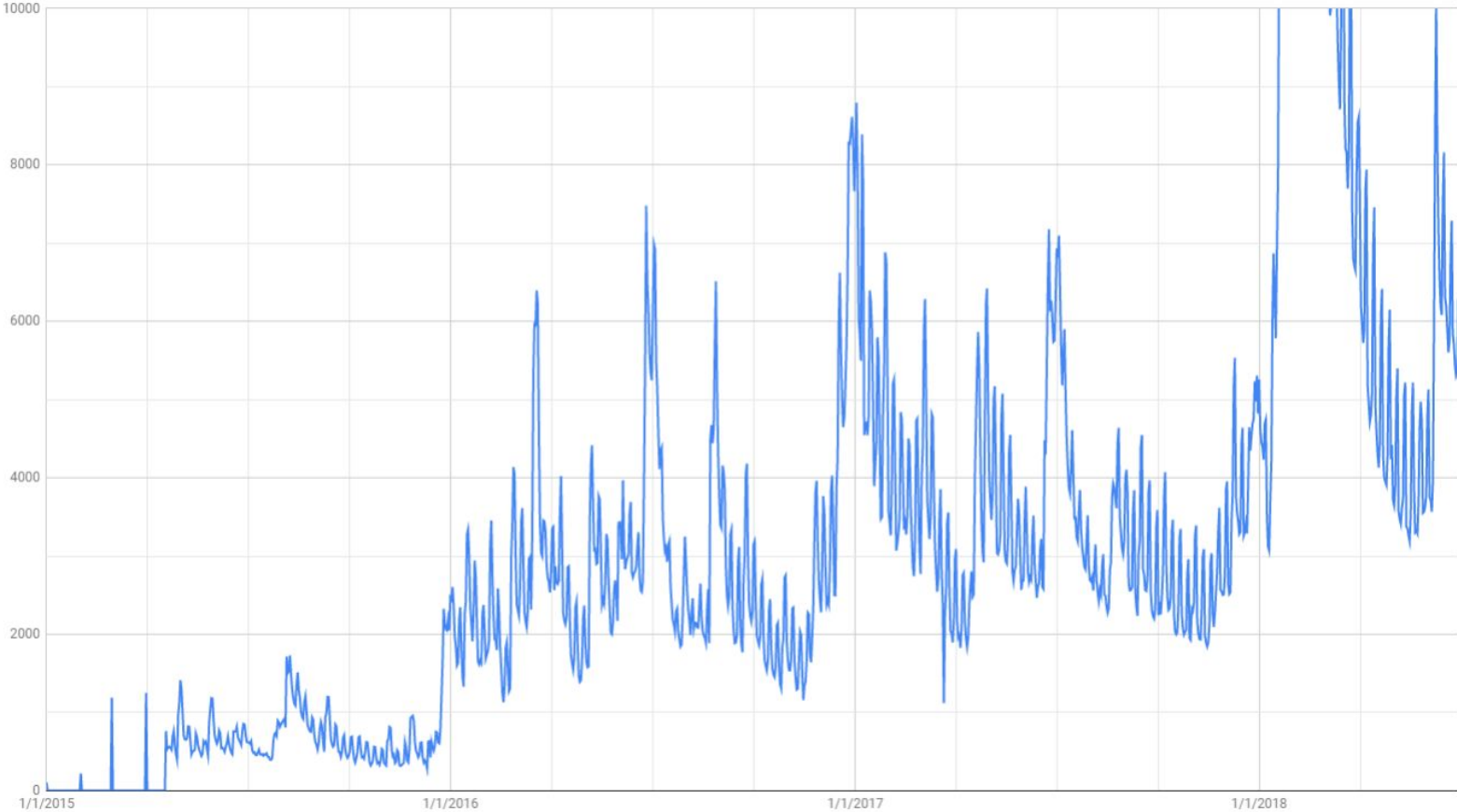
Open Development

Games as a Service

Revenue

Features

GaaS

Retention
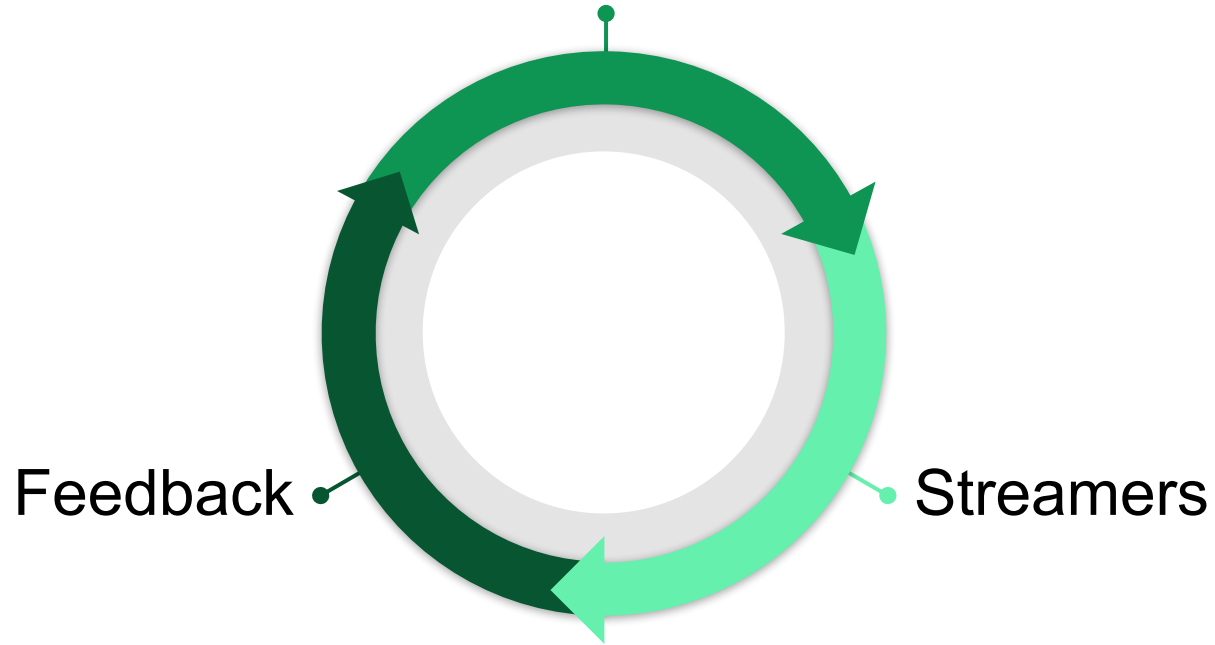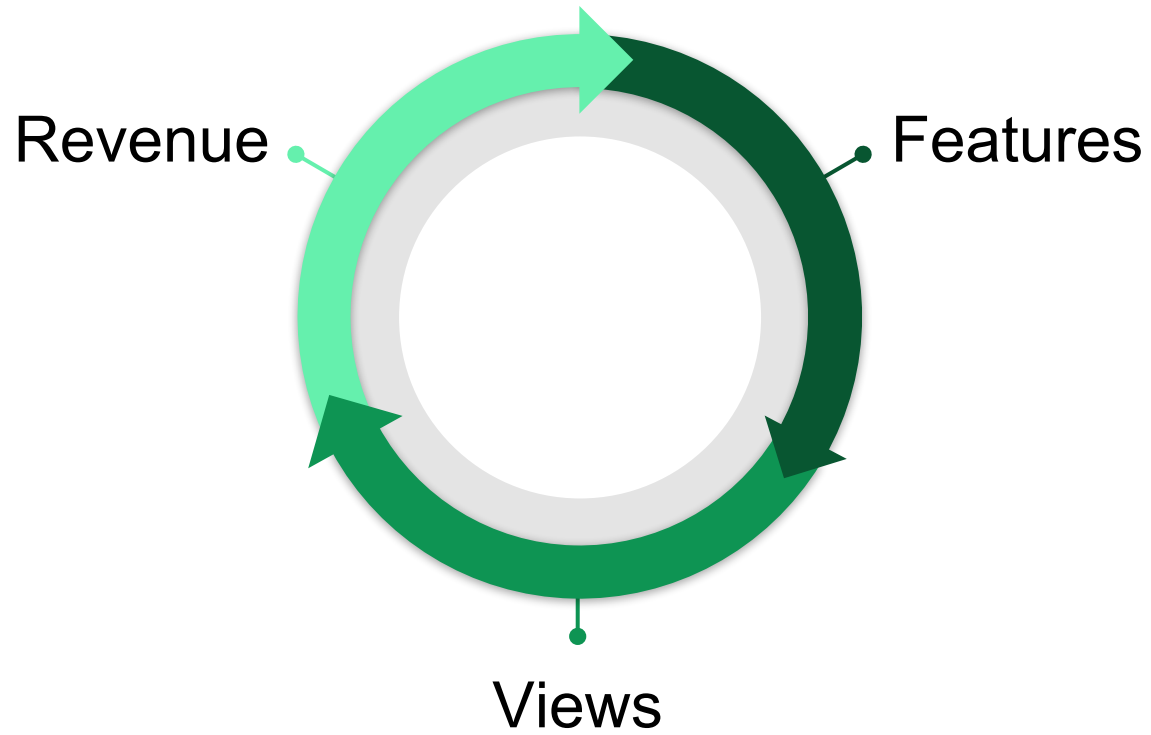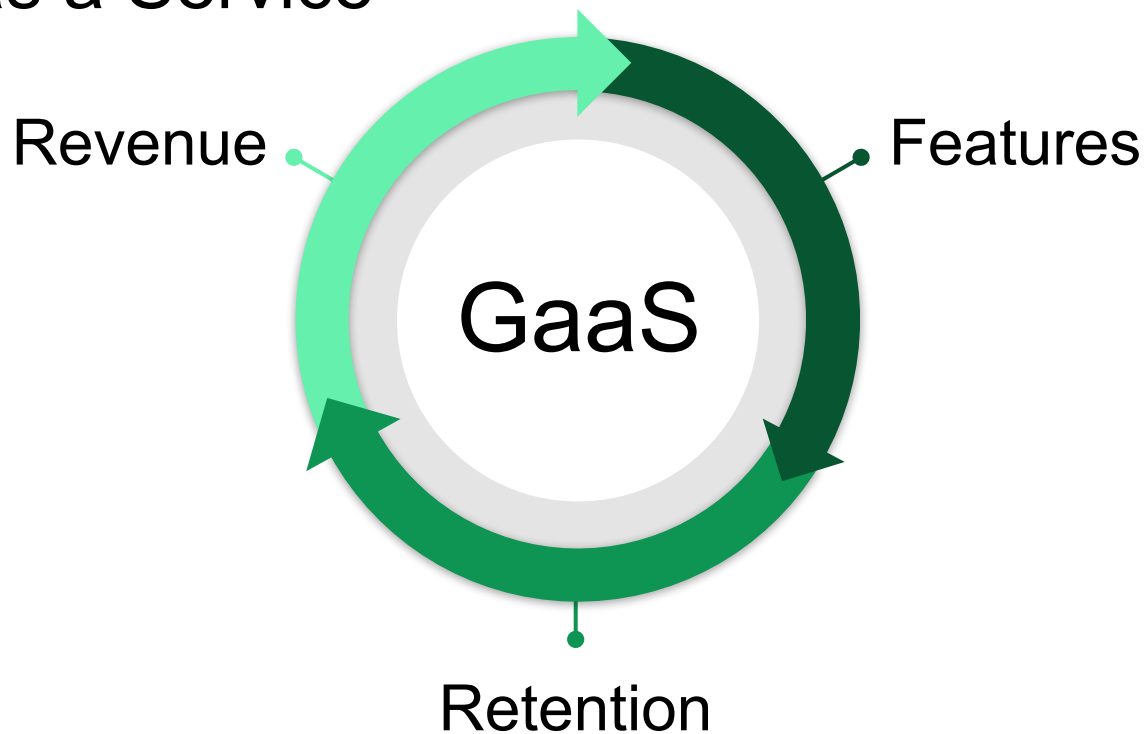
Game Development as a Service
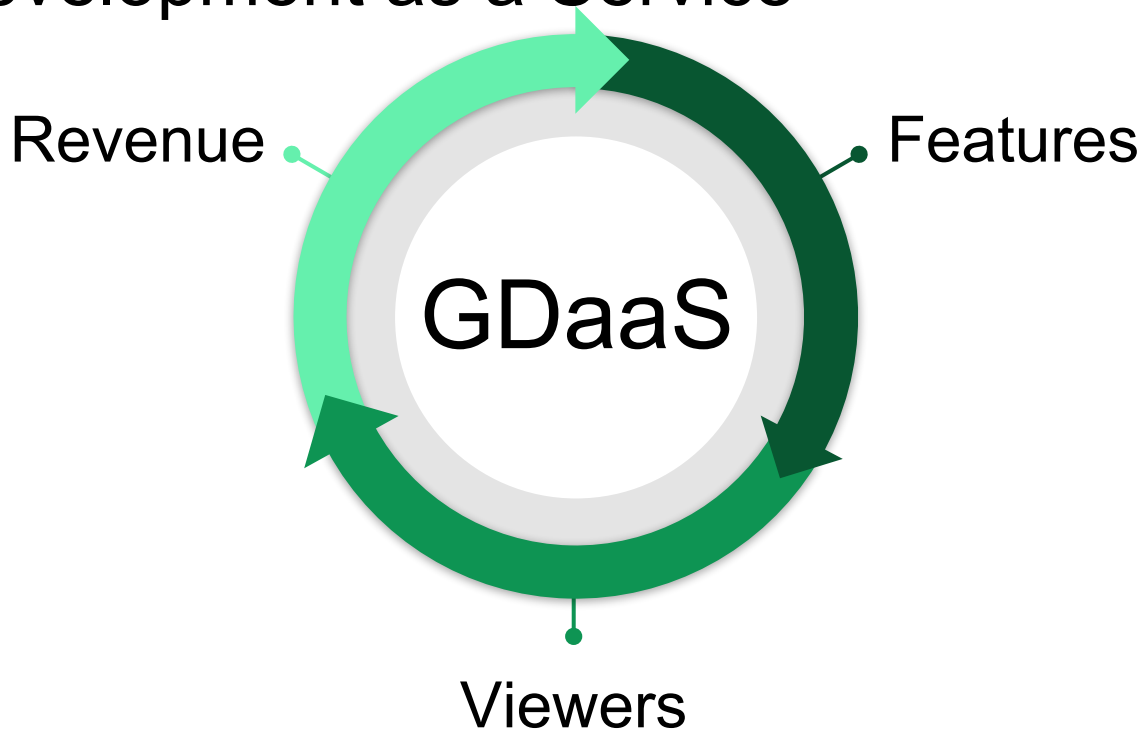
Revenue

Features

GDaaS

Viewers

Early Access
is a show

~~Marketing~~

Youtubers

Twitch streamers

Steam features

Social media

Press

Concurrent Players
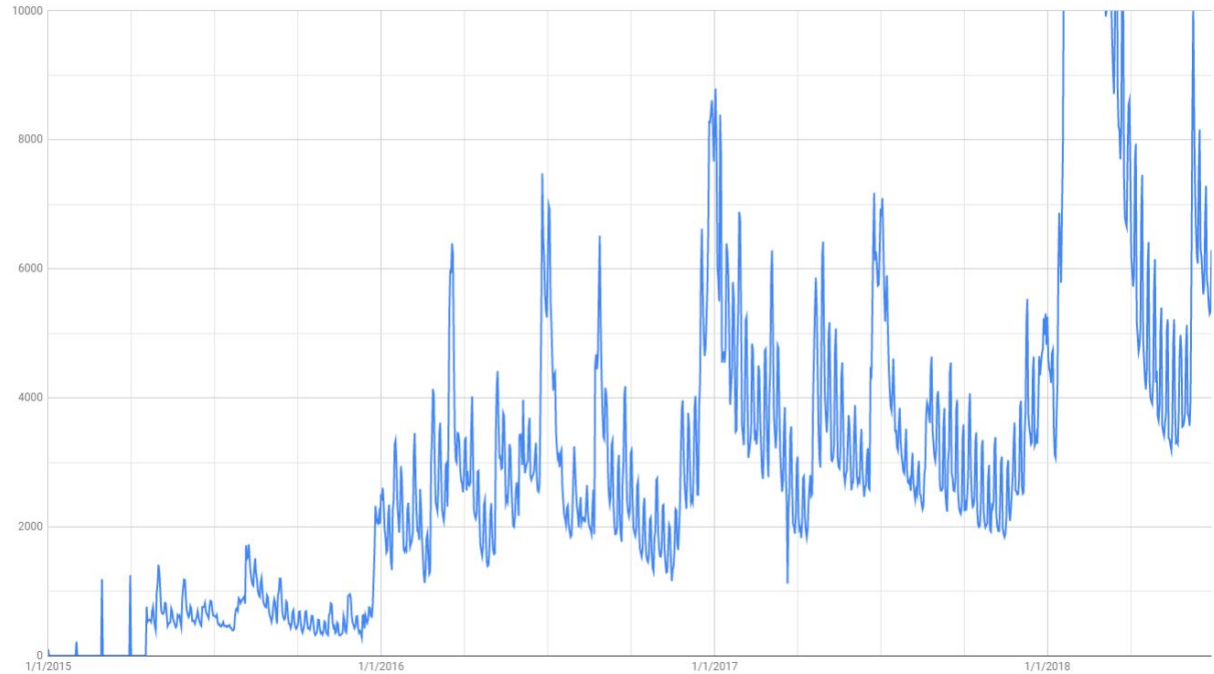
Infinite Market

Fragmentation

Cluster exhaustion

Summary

Emotions

Streamers

Show
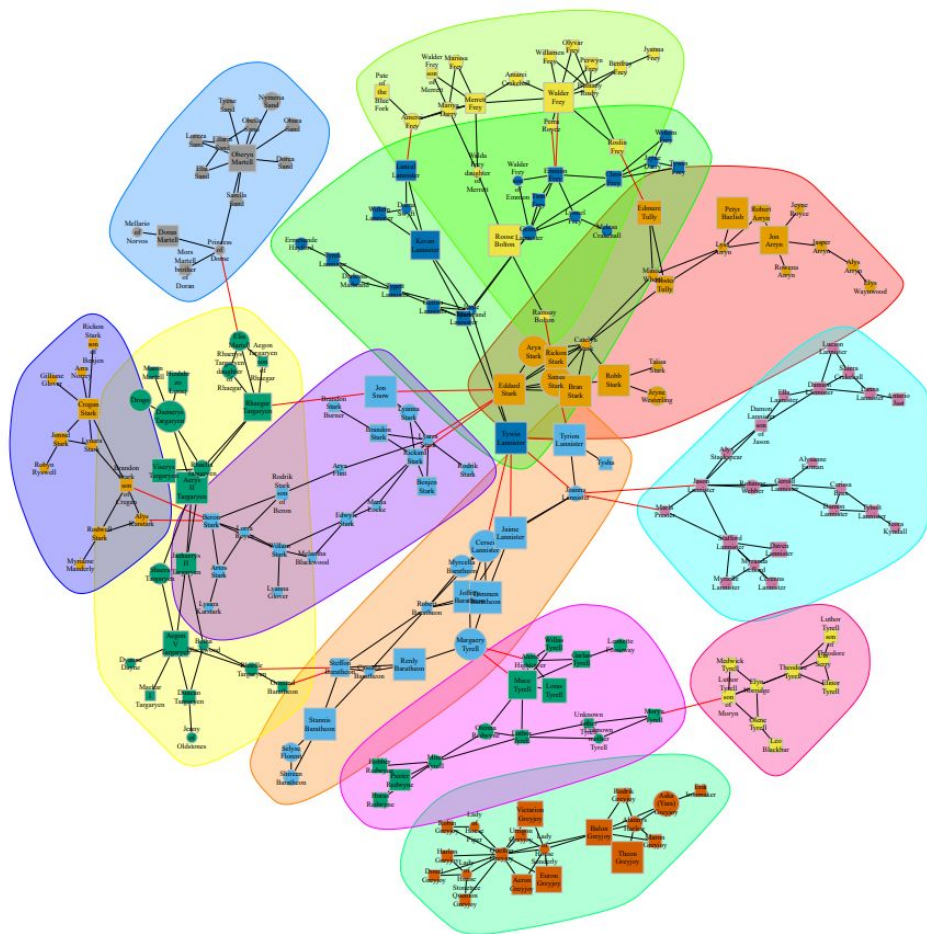
Summary

Build prototypes

Define spikes

Minimum viable product

Get user feedback

Iterate

Execution matters

Design for emotions

Listen to your game

Listen to your players

Listen to your instincts

Summary

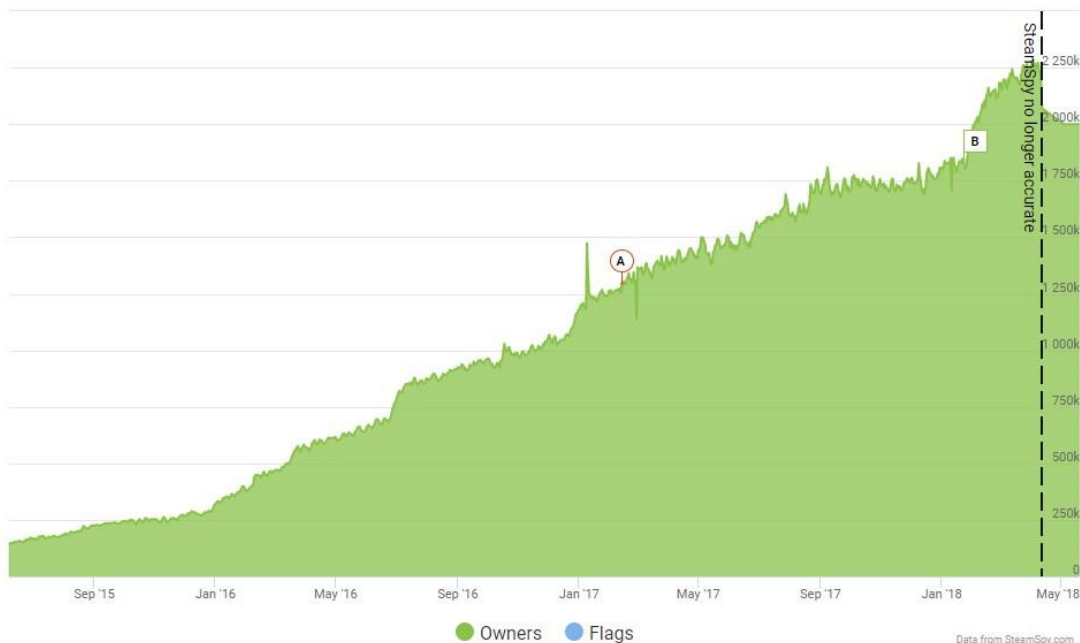Streamers generate traction

Open development

Community management

Early Access is a show

Ship often

Thank you!

Jonas Bötel

@codelumpn

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