Expanding a SingPeayer Game to a Multiplayer Experience with Discord

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A Little Detail About Me





Greetings, Gamers!

Indie Studio in Pittsburgh

Founded in 2002

Client-Based Projects

Location-Based Experiences

Original IPs!



Greetings, Agents!

Virtual Reality Escape Room Puzzle Game

Released April 25, 2017

Steam, Oculus, PSVR

Numerous Award Wins and Nominations

Sequel Incoming~!

Greetings, Champions!

Virtual Reality Sword Fighting Roguelite Game

Release October 27, 2020

Steam, Oculus, PSVR, Viveport

Numerous Award Wins and Nominations

Jump to Conclusions

Apply Action

Data Gather &

Listen

Evaluate & Learn

Social Media = Strongest Reach



TEXPECT YOU TO

- . .

To celebrate, here's an instrumental version - Ready to sing along by now?

...



Kutakuma invited you to join

I Expect You To Die Official Community

The Beekeeper Criceto on the twitter says it's a discord ser... The Beekeeper 01/25/2021 cvvern 01/25/2021 OH MY GOD wait maybe it's not cd maybe it's disc OH MY G O D https://twitter.com/ieytd/status/1353784961250242563?s=21 The Beekeeper 01/25/2021 HEY | Expect You To Die (@ievtd) Agency Security Breach Alert macncheese 01/25/2021 Incoming Message : OOH YEAH OR -----"Good Game" Impatient 01/25/2021 /OTtf5SsEnt Ohhhhh Account Security : Protected Social Media Channels : Secured The Beekeeper 01/25/2021 they liked my response HQ will investigate. Field Agents, stand by Twitter • 01/25/2021 Impatient 01/25/2021 Like Disc OR D. THERE IT IS THE LAST OF THE CODE The Beekeeper 01/25/2021 i see vou. OH MY GOD OWOWOWOWOWOWO OH a ang minute ago ОН good game:) OH MY OGD

Okay, but... Where's the Multiplayer?

Cooperative Challenges

Collection

Spirit of Giving Challenge

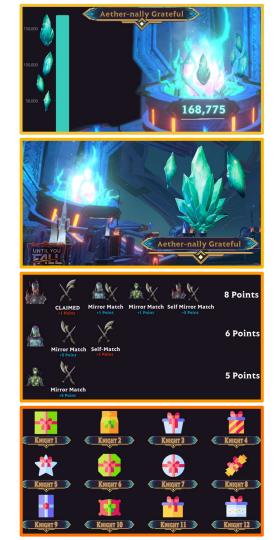
Work Together for a Common Goal

Server-Based Rewards

Player Pairing

Match Made in Rokar Challenge

Fan-Created "Puppet Master" Mode



Competitive Challenges

Factions

Where Do You Belong?

"For The Horde!"

Similar Goals, Different Methods

Leaderboard

Competitive Drive

Speedruns, Endurance, Skill Assessment

Tournaments





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Aftermath



MEASURING SUCCESS

Track entries to evaluate participation and engagement Identify dedicated fans who always participate... ... and which challenges bring in new or different players



RE-EVALUATE STRATEGIES

Start with a "conclusion" or hypothesis to test Compare participation and engagement during challenges Don't ignore other factors!



Challenge completion surveys Monitor conversation during Challenge period Ask for feedback or suggestions!

Jump to Conclusions

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Contact



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DISCORD

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