



*By the Seat
of Our Pants!*

How Naughty Dog Produced

UNCHARTED 2

AMONG THIEVES

GDC 10

NAUGHTY DOG



NAUGHTY







PS3

PlayStation Network

Only On PlayStation.

UNCHARTED 2

AMONG THIEVES™

WINNER OF 33
GAME OF THE YEAR
AWARDS

GAME
OF THE
YEAR



Online Interactions
Not Rated by the ESRB

NAUGHTY DOG

SONY









UNCHARTED: DRAKE'S FORTUNE - Game Macro v2.6

Seq #	Sequence Type	Time	Description	PLAYER INFO / ITEM / CLUE / BACKSTORY	PLAYER GOALS (Primary, Secondary, Immediate)
02a	MOVIE left-behind	1:42	Back at base, Elena is talking to her producer on the phone about finding the big story. On the boat, Drake and Sullivan look at the film footage of the coffin dive. Drake notices some marks on the effigy. The marks turn out to be an Elizabethan cipher! Drake translates the code. It spells "Amazonia." Drake sees something in the carvings and overlays a map of the Amazon basin on top of the video. Scrolling it over the carvings in the effigy, Drake lines up the map and video. The carvings are a river system in the Amazon! And next to a river is an X and another cipher. Drake translates, and the words turn out to be "El Dorado" Drake and Sullivan are shocked. S.F. Drake was onto something big alright! Sullivan and Drake decide to leave Elena behind and go for the gold!	1.) Elena is in hot water with her producer. She's never had the big story and has had a few reporter disasters. 2.) Drake seems well versed with Elizabethan ciphers. 3.) S.F. Drake left the location of El Dorado for history. 4.) Elena learns that Sullivan is under investigation. 5.) Elena is cut out of the partnership	A2.) Uncover Panama dive clues. i.) Learn about backstory and characters A2.) Solved
03a	MOVIE Amazon-transition	1:10	ONE WEEK LATER - Sullivan and Drake are deep in the Amazon jungle. They've been hiking for a long time. Drake says they're on the spot, but nothings there! Sullivan says they've been had.	1.) Drake and Sullivan have been hiking through jungle for days. They've reached the spot, but nothing is there! 2.) Sullivan thinks they've been had.	A3.) Look for El Dorado treasure. i.) Learn about backstory and characters
03b	GAMEPLAY amazon-approach-vo		Sullivan says he needs to retire soon. He's too old for this. Sullivan mentions Drake's secret family document - something about S.F. Drake looking for an island all his life. Drake changes the subject... Sullivan says he's got a lot of debts and this last haul needs to be the big one. They look around for a while, then suddenly discover the hidden entrance to a set of stone ruins.	1.) Sullivan is getting too old for this. He is in financial trouble and needs a big payoff this time. 2.) Mentions Drake's secret family document. 3.) S.F. Drake was looking for a secret island all his life. 4.) Suddenly they find a hidden entrance to temple ruins.	B4.) Explore Amazon site. i.) Traverse playfield
03c	MOVIE temple-entrance	1:12	Drake and Sullivan enter the crevice, but instead of finding a city of gold, it is just pre-Incan ruins of stone and dirt. Bones litter the site.	1.) The city of El Dorado is not as expected. It is a very old temple of stone from a pre-Incan dynasty.	B5.) Search Temple i.) Traverse playfield
03d	GAMEPLAY searching-the-temple-vo		Drake and Sullivan search the ominous temple ruins.	1.) Drake searches the ominous temple. 2.) Drake realizes many people came here to die over the ages.	i.) Traverse playfield
03e	MOVIE finding-the-dais	1:10	Drake and Sullivan find the center of the temple and discover that something of great power and value once sat inside. A relief on the wall behind shows what was once there - a large, golden, jewel encrusted statue of seeming great power. But now all is gone! Drake READS THE SITE and realizes the Spanish found the place and removed all the treasure, including its center piece the fables statue. S.F. Drake found the place empty. Sullivan is very agitated.	1.) El Dorado "the golden man" is/was a golden statue, not a city of gold. The statue was revered and depicted in the wall gold relief with some type of mysterious power. 2.) Many people came to El Dorado over the ages to die. The Spanish secretly found the place in the 1500's and removed the statue. 3.) S.F. Drake found the site a little later and already plundered by the Spanish. S.F. Drake went after it.	B6.) Uncover clues of El Dorado
03f	GAMEPLAY searching-some-more-vo		Drake and Sullivan search the ruins for more evidence. A trail of 20th century items leads them through a chasm.	1.) Drake finds some 20th century items leading...	i.) Traverse playfield
03g	MOVIE u-boat-surprise-vo	AP	Exploring the site further, Drake finds an old rusting, German U-Boat from World War II. (WTF) On the hull is painted a skull and cross-bones and the warning "Passen Sie Fluch auf" - "Beware Curse." It's designation is U-112 a boat thought never built but rumored to have gone on a secret mission. Drake goes inside the U-Boat while Sullivan keeps watch outside.	1.) The German's found the El Dorado site in a U-Boat (WTF). But how? 2.) On the hull is painted a skull and cross-bones and the warning "Passen Sie Fluch auf" - "Beware Curse." 3.) It's designation is U-112 - a boat thought to have never been built, but rumored to have been sent on a secret mission. 4.) The German's were sick, mad, and suffering for some strange reason.	i.) Traverse playfield
04a	GAMEPLAY dropping-in-vo		Inside the U-Boat, Drake disturbs a nest of large spiders. (JOLT!) Drake READS THE SITE and finds signs of a terrible struggle...and madness. He radios Sullivan and says something terrible happened on this boat.	1.) Spider (JOLT!) 2.) The German's were going mad, fighting something or each and all died.	B7.) Search U-Boat i.) Traverse playfield ii.) Unsterstand U-Boat connection to El Dorado.
04b	GAMEPLAY searching-u-boat-vo		Drake searches the U-Boats innards. In the barricaded Captain's Quarters, Drake finds the captain's bones and his clothes ripped apart. He was torn to pieces! (WTF)	1.) Drake finds U-Boat Captain's bones. He was torn apart. (WTF)	





xxxxxx

ALPHA

GM

Yas/Neil Rob Cory	Benson EP Vicki	Rich Teagan Christian	Neil Christophe Mal	Rich Santi/Henry Tate	Neil Brian Behrooz	Neil Don Behrooz	Benson Henry ???
1-Jan - 5-Jan	Fort-b-0 5 Weeks	monastery 7 Weeks	uboat	Ruins 1 7 Weeks	Temple-0 12 Weeks		
8-Jan - 12-Jan							
15-Jan - 19-Jan			Temple 1 11 Weeks				
22-Jan - 26-Jan							
29-Jan - 2-Feb							
5-Feb - 9-Feb	b-1 5 Weeks			Ruins 2 11 Weeks			
12-Feb - 16-Feb							
19-Feb - 23-Feb		Monastery					
26-Feb - 2-Mar						Uboat Ext 7 Weeks	
5-Mar - 9-Mar							DiveBoat Intro Level
12-Mar - 16-Mar	A-0	b-2 12 Weeks					
19-Mar - 23-Mar							
26-Mar - 30-Mar							
2-Apr - 6-Apr			Monastery 16 Weeks				
9-Apr - 13-Apr	Facility 1 9 Weeks		Temple 2 10 Weeks				
16-Apr - 20-Apr						Catacombs-1 9 Weeks	
23-Apr - 27-Apr							
30-Apr - 4-May					Monastery Graveyard 9 Weeks		Vault-1 8 Weeks
7-May - 11-May				Ruins 3 5 weeks			
14-May - 18-May							
21-May - 25-May							
28-May - 1-Jun							
4-Jun - 8-Jun		Custom 1 9 weeks					
11-Jun - 15-Jun							
18-Jun - 22-Jun	Facility 2 10 Weeks		Cargo Boat 9 Weeks Last level	Custom 9 weeks			
25-Jun - 29-Jun					Lair 1 8 Weeks	Finish River 8 Weeks	Vault-2 8 Weeks
2-Jul - 6-Jul							
9-Jul - 13-Jul							
16-Jul - 20-Jul							
23-Jul - 27-Jul							
30-Jul - 3-Aug			Finish Chase				
6-Aug - 10-Aug							
13-Aug - 17-Aug			3 weeks				
20-Aug - 24-Aug							
27-Aug - 31-Aug							
3-Sep - 7-Sep							
10-Sep - 14-Sep							
17-Sep - 21-Sep							
24-Sep - 28-Sep							
1-Oct - 5-Oct							
8-Oct - 12-Oct							
15-Oct - 19-Oct							
	Facility 3 6 Weeks	Custom 3 6 Weeks					

Major Sets - Many of these are build right into the level, but could be seperated out for Reuben

Panama Coffin

Dock

Island Approach

Dais Room

Amazon Jeep

Staging Room

Outlook Room

Jail Cells

Suspension Bridge

Record Room

Blown Causeway

Trap

Library

Vault Entry

Eddy's Camp

Drake's Grave

Low Res Harbor

ALL WIDES!!!

July 1st - 3rd - Focus Test 2

July 11th, 12th, 13th - E3

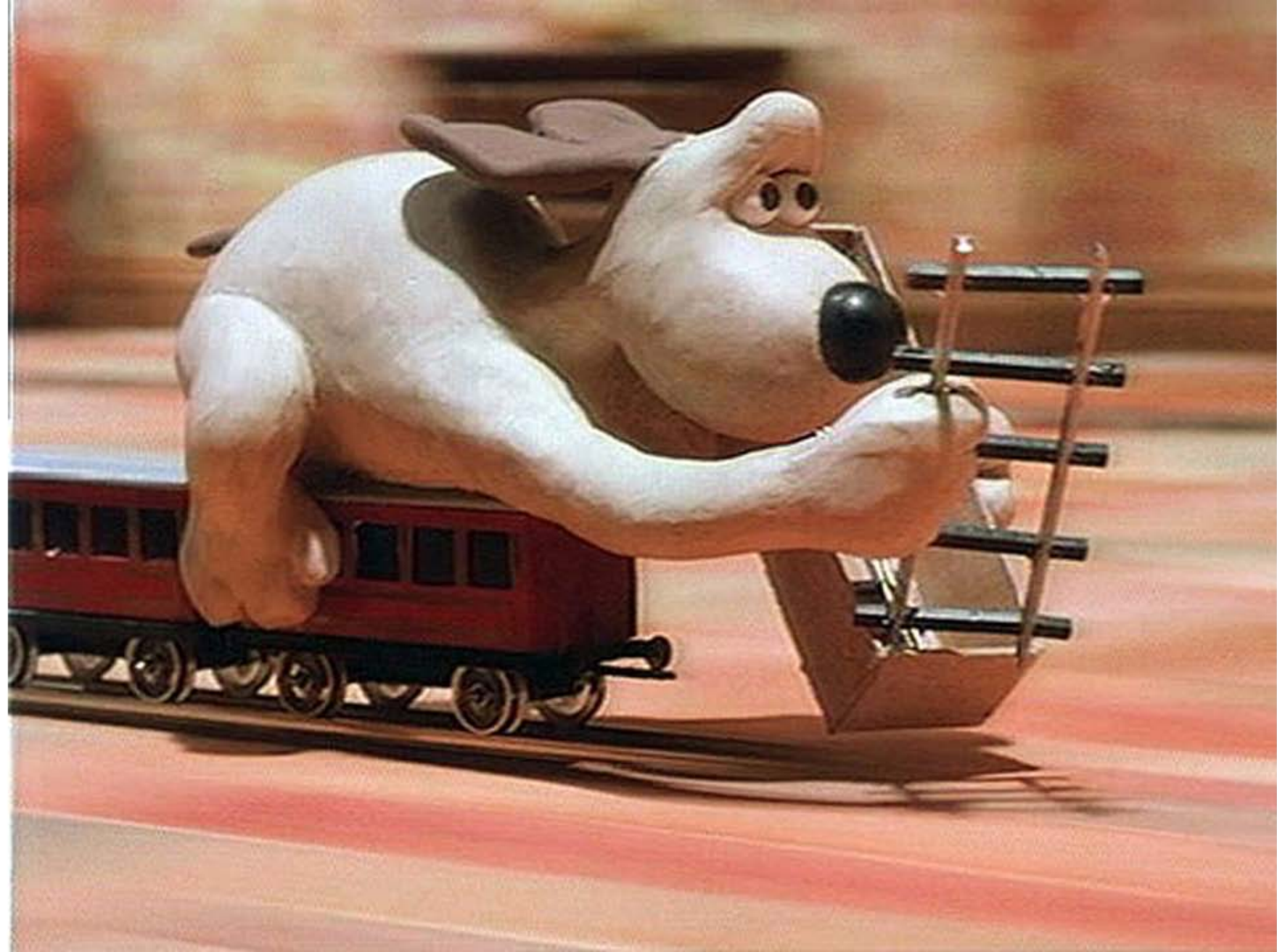
Aug 17th - Alpha

Focus Test 3? Leipzig Game Show Aug 20th - 22nd

Sep 7th - Tokyo Game Show

Sep 14th - Beta

Oct 19th - Gold Master





• Can hear Descendants early on in level
- maybe see one or two

• Descendants responsible for why you can't escape from the Facility?
- a knocked-over

• Play Mechanic
- Contextual
- Shooting
- Not so good for
- Door puzzles
- Airlocks
- Air Ducts
- Air Fans
- Wading, in peril
- Tilted Environment
- Surprises

• Good place to up the horror
- (Fan coming on reveals documents not noticed before)

• Arbitrarily kill the player a couple of times at the start of the level
- to promote tension

• Some places where shooting is risky

• Trapdoor
- maybe see one or two

• Airlocks
- maybe see one or two

• Air Ducts
- maybe see one or two

• Air Fans
- maybe see one or two

• Wading, in peril
- maybe see one or two

• Tilted Environment
- maybe see one or two

• Surprises
- maybe see one or two

• Can see water surface close above, they might think we can swim up.

• Color palette muted

• Lighting

• Experimentation
- Jet Engine
- Puzzle?
- more or rotate to open path.

• TV

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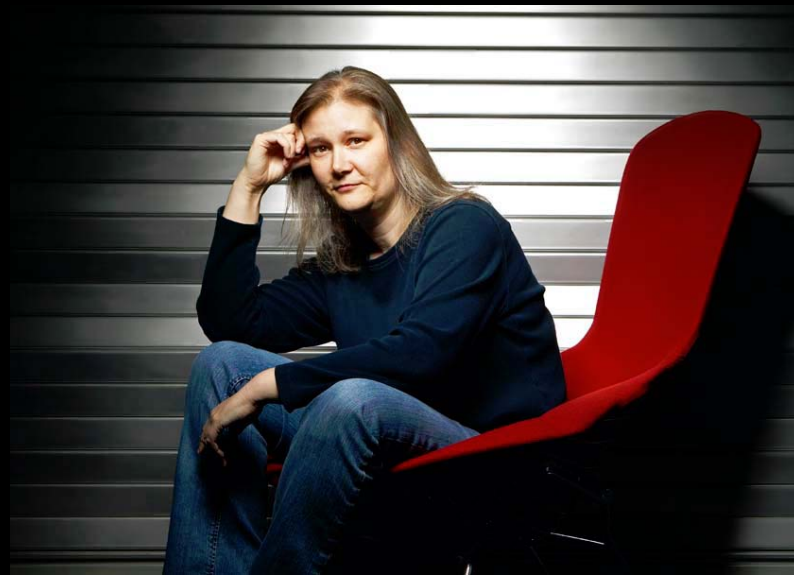
• TV





Organizational Culture









Armored-Guy-1



RPG-Guy-1



Light-Soldier-1



Medium-Soldier-1



Light-Soldier-2



Medium-Soldier-2



Heavy-Soldier-1



Heavy-Soldier-2



Light-Soldier-3



Medium-Soldier-3



RPG-Guy-2



Armored-Guy-2



Sniper



Shield Guy

Shady



entry-statue



Triangle Count: 70896

xpec







Pact 23

UNCHARTED 2

NAUGHTY DOG



GDC PRODUCTION SUMMIT 2010





Communication Culture













Cross-disciplinary, Collaborative Culture























*“In the beginner’s mind there are many possibilities,
in the expert’s there are few”*

- Suzuki Roshi





Passion
Enthusiasm
Tenacity
Talent



Richard Lemarchand

Lead Game Designer

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G₁₀C

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AMONG THIEVES