



The Editor: A Writer's Secret Weapon

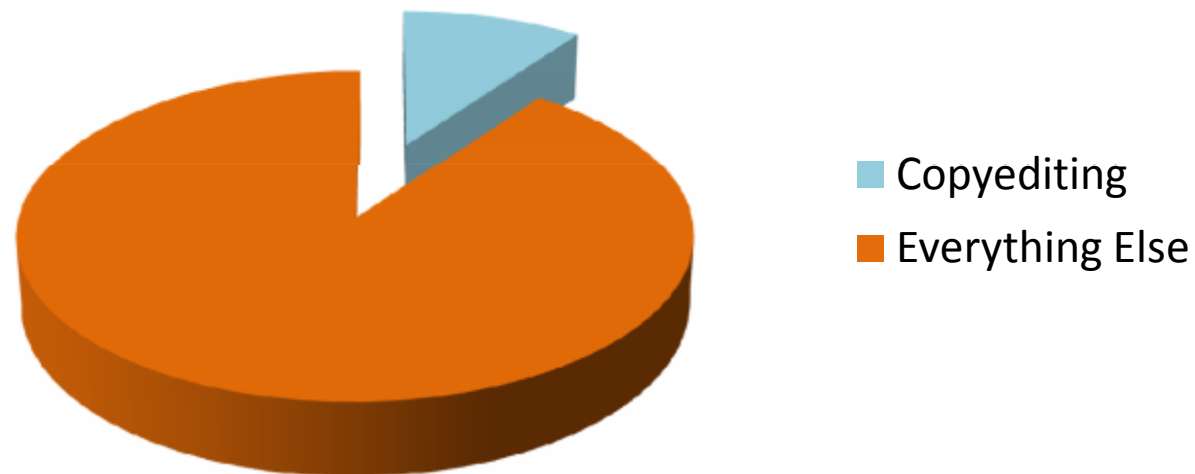
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Editor, Independent

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By way of a short introduction: What I do



When ideas strike!



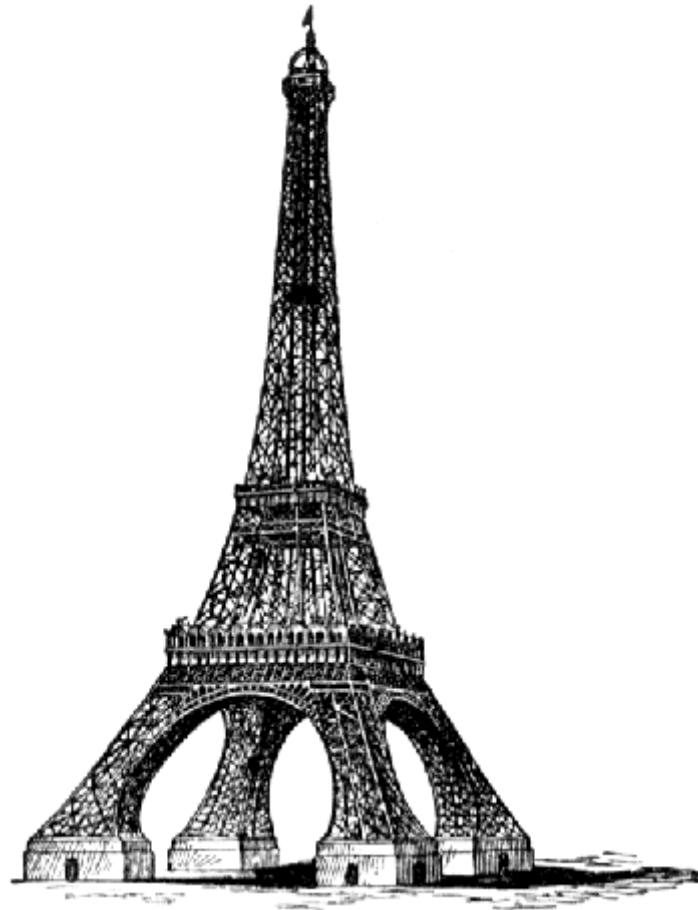


Background:

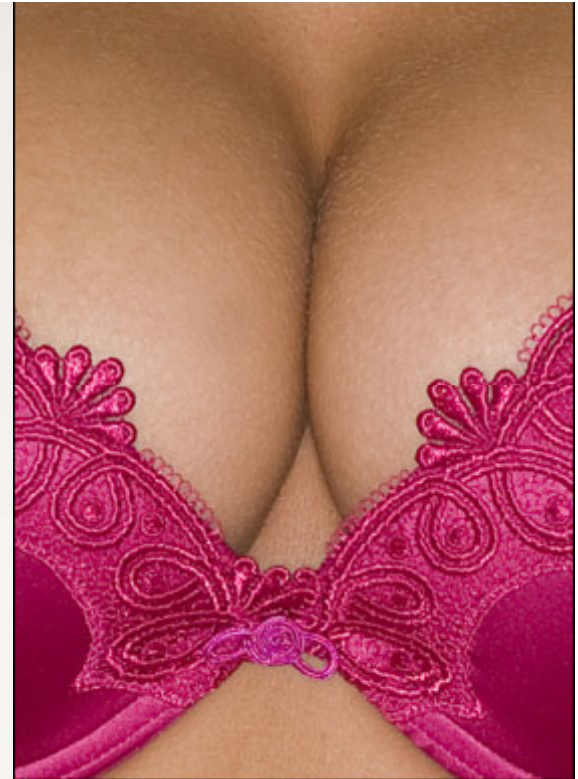
Compliance review at a glance

- Review for:
 - Legal
 - Ratings
 - Geopolitical issues
- Advise on/route concerns about: privacy, online safety
- Backed up by:
 - Test
 - Subject-matter experts

Illegal!



It's all about blood and cleavage



Compliance review timeline

- Preproduction
 - Meet with developer, work out process and tools
- Production to content complete
 - Do compliance reviews
 - Proactive: Dev/Design run possible issues by editor
 - Reactive: Editor/Test review builds ongoing
 - Work with the team to address any issues; rereview fixed material
- Around content complete
 - Wrap up reviews
 - Content review meeting
 - ESRB submission; video capture led, form written by editor
- After content complete
 - Address content bugs as needed

@#%\$&!

Profanity, overfiltered

We started by filtering too much, for example:

`$%^gratulations, $%^gressman`

- Con is not offensive in English
- The substring con is filtered inside words

A certain
amount
of XML
hand-
editing
later ...

Profanity, refiltered

- Necessarily, for a while in beta, we ended up filtering too little
 - (Use your imagination)
- Worked through beta on filtering just right!
- Into the wild
 - It's all about the iteration

Organic development



(C) scienceProjectLab.com

One million words?



What we did

- Scoped the work:
 - Figured out how much we could get loc'ed per week.
 - Figured out how many weeks we had. Luckily, these fit.
- Figured out a number for "churn" (change)
 - Pre-existing loc. tools could determine this by analyzing text
 - Developer agreed to hit no more than 10% churn per week
- Created a SQL back-end, web front-end editing tool
 - Used MS Office APIs to create word counts
 - Put out XML that the loc. tools could consume

Also ...

- Created and maintained a strong style sheet

16	General Style
17	Accents—do not use accents for example for even names, as they cause difficulties for Localization.
	Adjectives, adverbs—avoid overuse, for example: lashes out before its bloody body falls to the floor, forever silent reads as stronger than lashes out before its bloody, beaten body falls to the floor, forever silent.
18	Active voice—prefer active voice for stronger phrasing, for example: "A wave of flame strikes you," not "You are struck by a wave of flame."
19	Beta-world-specific text should not be handed off for localization but should be marked with 2 in the text database. (Ideally this text should not be handed off for edit either.)
20	Color—note that coded colors (for example, <lbrown>) are an artifact in text and can be ignored. Text color will be coded programmatically.
21	Full sentences—for greatest consistency across many types of descriptions, use full sentences in display descriptions for adventuring forms and crafting actions, complications, remedies, and items. For example: This spell increases damage while reducing avoidance. This process increases progress significantly but adds little quality.
22	Prefixes—in general, close up prefixes to words, per <i>Chicago Manual of Style</i> , for example: miltair, multifaceid.
23	Use "who," not "that," in reference to all races—for example, "Goblins are viewed as weeklings who can be bullied."
24	"Skin" as a suffix—forms made with the suffix "skin" are closed up, in general, for example: boarskin, wolfskin, deerskin, snakeskin.
25	Verbs:
26	It's considered good style not to use a comma between two verbs in a compound predicate, for example:
27	use "<instigatorName> lashes <instigatorPossessivePronoun> tail angrily and attacks <targetName>," not "<instigatorName> lashes <instigatorPossessivePronoun> tail angrily, and attacks <targetName>."
28	Also, simpler verbs are often best to introduce a quote, to avoid taking attention from the quote itself. For example:
29	<instigatorName> says, "You'll regret that."
30	works better than
31	<instigatorName> threatens, "You'll regret that."
32	
33	Case
34	Address, forms of, should be initial-capped and spelled out, such as "Master Harley." Exception: Mister can be abbreviated as Mr.
35	All caps—do not input text in all capital letters. The tool does not support all caps, and all caps is not standard body-text capitalization. For example, use "You have won," not "You have WON."
36	Class names take initial capitals when selected from UI, for example: Rogue, Cleric. In chat text, class names are lowercase, "Of course I'm a thug!"
37	Display names for adventuring forms and crafting actions, complications, and remedies take title capitalization.
38	Faction names take initial capitals in all text, for example: Shadowpine Bandits.
39	General terms—lowercase general terms such as animal names in chat, dialogue, and similar text, for example: "You see a small badger," not "You see a Small Badger."
40	Guild names are initial cap in all text and do not take a possessive, for example: Artisans Guild.
41	Place names—per Chicago, words denoting political divisions, for example city or village are capitalized when they follow a name and are used as an accepted part of the name, for example: Turish Village.
42	Race names are lowercase in all text, for example: human, dwarf, kobold.
43	Yellow text should be sentence case; contractions are okay for informal tone—for example: <yellow> sp>You've heard a rumor <sp>
44	Do not put extra spaces in this text.
45	Outside of text in the game should be lowercase, for example: Turish Village,
46	
47	Numbers
48	For in-game text other than NPC speeches: Use numerals for all numbers.
49	For manual and in-game NPC speeches: Use numerals for numbers 10 and over.
50	

More organic development



You can't make any more changes ...



Okay, you
made
another
change.
What are
we going to
do about
that?

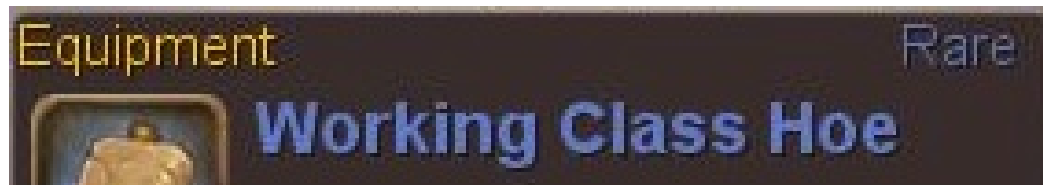
What we did

- Placed editor in VO session to take changes
- Kept lines of communication open
- Planned for/performed many hours of post-recording cleanup
- Continued diffing the source tree for changes up to release for certification

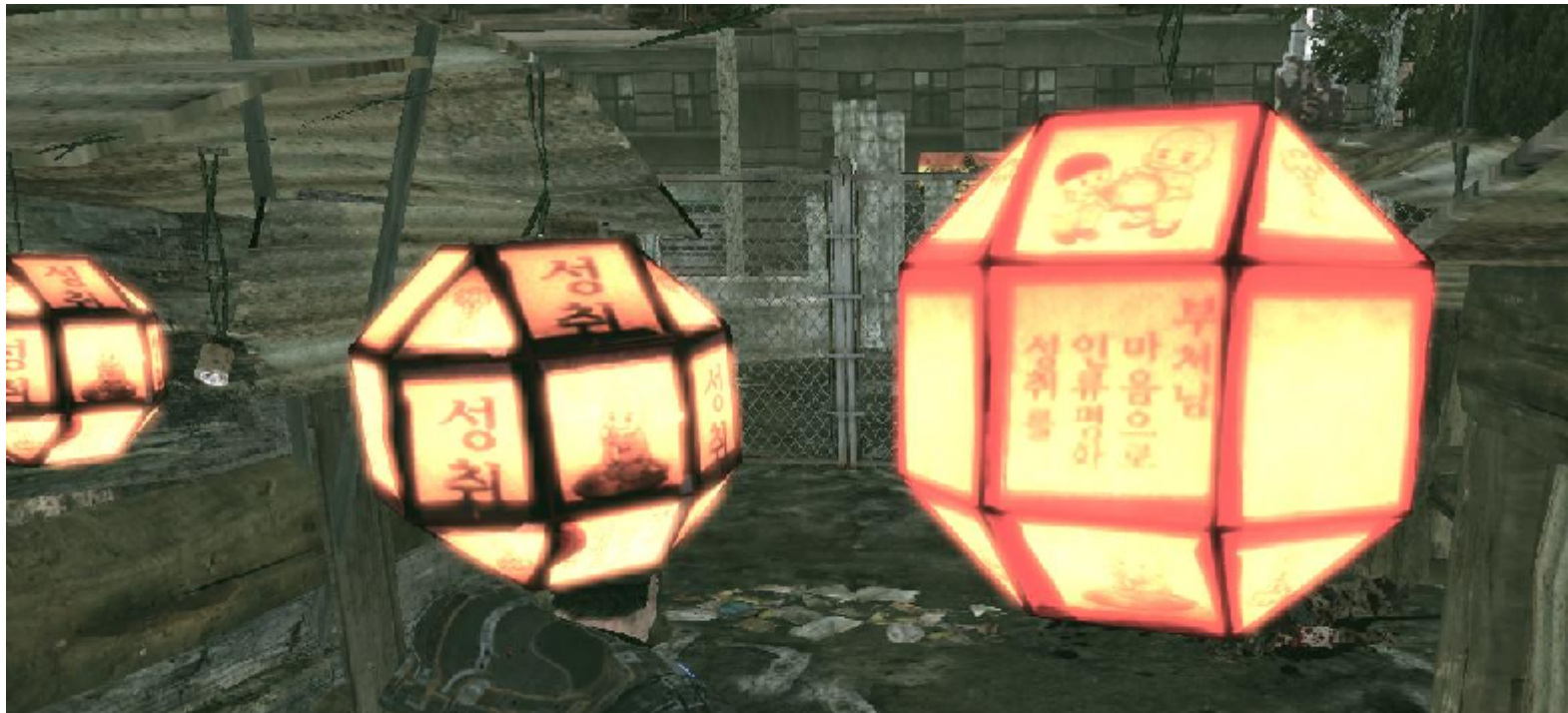
Do you realize what that means in Greece?



No comment



What's wrong here?



Questions?

