

# Bringing the Community into the Dev Team:

A Look into Open Development

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GAME DEVELOPERS CONFERENCE NEXT

FEATURING APP DEVELOPERS CONFERENCE

LOS ANGELES CONVENTION CENTER • LOS ANGELES, CA

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# Open Dev: One term, many concepts

## DEFINITION

PLAYER-MADE ASSETS?

DEV BY COMMUNITY?

FEEDBACK/REQUESTS?

TESTING?

**Community and dev team exchange design and gameplay ideas via a direct feedback loop with designers, producers, and programmers.**



# Open Dev is community dev

## **COMMUNITY**

WHO?

WHERE?

HOW TO RECRUIT?

WHEN?



# When does Open Dev start?

## **PROJECT PHASE**

PROJECT CONCEPTION?

FUNDING?

PRE-PRODUCTION

ANNOUNCEMENT?



# What role does the community have?

## ORG CHART

INVESTOR?

DEV TEAM?

QA?

MARKETING?



# Community as investors

## **CROWDFUNDING**

ALL OR NOTHING

PRE-SALES

ROCK STAR

PRE-PRE-ALPHA

WHOSE COMMUNITY?

OPINIONS...



# Community as developers

**OPEN DEV**

**GAMES<sup>2</sup>GETHER**

THE PACT

THE MEANS

THE PROCESS

THE RISKS

THE RESULTS



# The Pact

**HOW IT ALL  
BEGINS...**

THE PRICE

YOUR PRECIOUS

THE REWARD

THEIR ENGAGEMENT





# The Means: VIPs



FIRST DESIGNERS

TOPIC EXPERTS

OPINION LEADERS

AMBASSADORS



# The Means: The Platform

GAMES2GETHER



SLOWHANDS

730

G2G POINTS

LOG OUT

HOME

GAMES

ROADMAP

G2G VOTES

FORUMS

STORE

AMPLITUDE

DEDICATED FORUMS

Endless Legend - Auriga Supplication - Release ...



ENDLESS  
Legend

Auriga Supplication

TWO-WAY

MULTI-CHANNEL



0:00 / 1:26

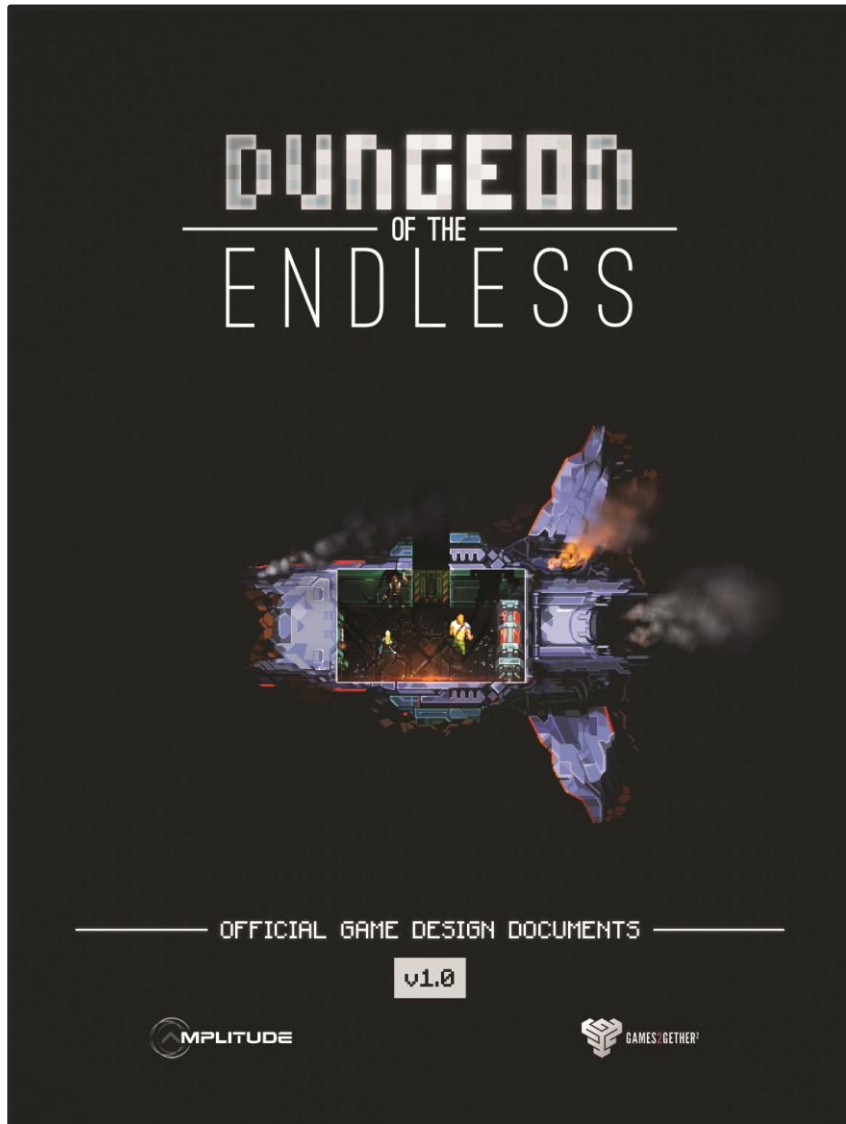


YouTube





# The Means: GDDs



PROOF OF TRANSPARENCY

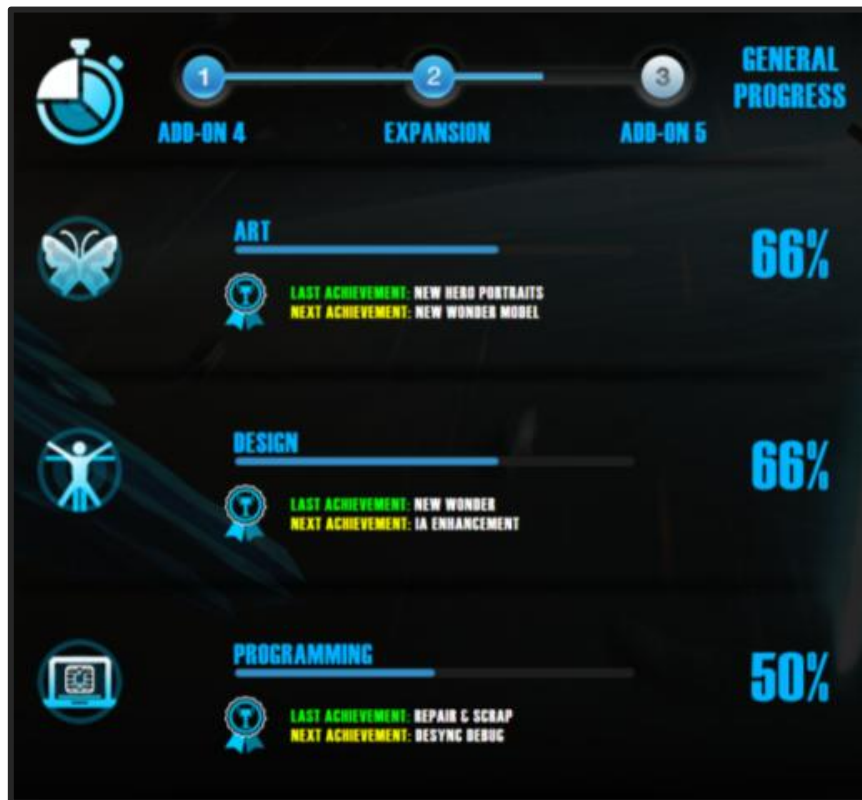
COMMON VISION

PROJECT REFERENCE

CONTROLLED FEEDBACK



# The Means: Road map



DEMO TRANSPARENCY

EDUCATION

TEASE NEW FEATURES



# The Means: Votes

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CREATING GAMES2GETHER

[Next >](#)

## Minor Faction Gameplay

Part 2 of the Endless Legend Minor Faction G2G Votes. Time to choose the Gameplay for the Eyeless Ones that will be added.

### MINOR FACTION SUPPORT UNIT GAMEPLAY 1

**ASSIMILATION BONUS**

+1 HDS on Anomalies per Village

**UNIT CAPACITY**

Support Spell: +10% All Attributes buff on targeted friendly units during battle.

**UNIT POWER**

Pretty Weak



Gameplay 1 ✓

602320 POINTS

### MINOR FACTION SUPPORT UNIT GAMEPLAY 2

**ASSIMILATION BONUS**

+5 Approval on Cities per Village

**UNIT CAPACITY**

+X HP on units around the caster

**UNIT POWER**

Medium



Gameplay 2

856170 POINTS 🏆

### MINOR FACTION SUPPORT UNIT GAMEPLAY 3

**ASSIMILATION BONUS**

+5% Initiative on Units per Village

**UNIT CAPACITY**

Support Spell: +10% All Attributes buff on targeted friendly units during battle.

**UNIT POWER**

Pretty Strong



Gameplay 3

44400 POINTS

ACCESSIBLE

FAST

VISIBLE IMPACT

COMMUNITY ACTIVITY



Perfectio A.  
by maceman



Idaalle L.  
by Wafflashizzles



# The Means: Idea box

TRACKING TRANSPARENCY

FEEDS DEV BACKLOG

POINT OF REFERENCE

forums.amplitude-studios.com/showthread.php?28728-G2G-Endless-Legend-s-List-of-Community-Feedback

**AMPLITUDE**  
GAMES & STUDIOS

Home Forums G2G-Endless-Legend-s-List-of-Community-Feedback Forum Actions Quick Links

Forums > Game forums > Endless Legend > [G2G] Endless Legend's List of Community Feedback

Thread: [G2G] Endless Legend's List of Community Feedback

1 10-08-2014

LT\_Miles  
Profile  
G2G: 3079

Join Date: Feb 2012  
Location: France  
Posts: 676  
Level: 83

Legend:

- We will implement that soon
- We will try to implement it before the release
- It should be complicated but we will see, or maybe considered for after the release
- Not compatible with our vision of the game

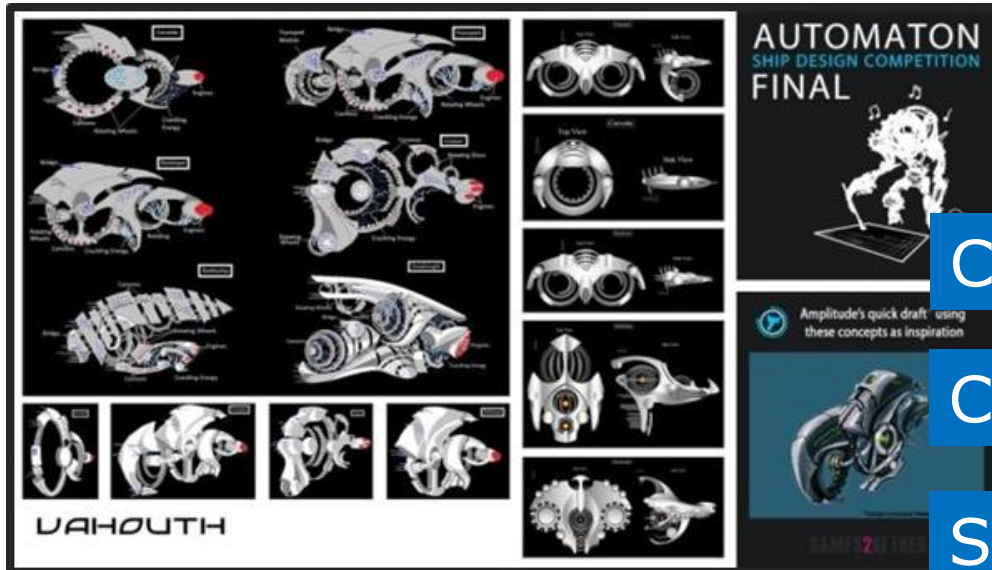
| TITLE  | DETAILS       | COMMENT   |      |
|--|---------------|---|------|
| <b>GUI / Controls</b>  |               |   |      |
| ● Faster scrolling of the tech tree  | (From Thread) | As a game option  |      |
| ● Give the possibility to reconsider the choice of the Vaulters holy resource    | (From Thread) | We will work on the holy resource system again  | DONE |
| ● Always display the Dust production per turn in the banner                      | (From Thread) |   | DONE |
| ● Give the possibility to use more than one stockpile at a time                  | (From Thread) |   |      |
| ● Show the details of approval in the city list screen                           | (From Thread) |   |      |
| ● Add tooltips   |               |   |      |
| ● Add a tooltip for the capacities both in unit design and battle screens        | (From Thread) | Will be at least in unit design   |      |
| ● Add numeric input to buy resources in the marketplace                          | (From Thread) |   |      |
| ● Changing layout design   | (From Thread) |   |      |
| ● Give the possibility to rotate the map   |               | For the moment it is tied to "Orig" and "Fin" keyboard buttons  |      |
| ● Add stockpile buttons on the city screen to apply several                      |               | The city list is already quite full but we will have a look at possibilities  |      |
| ● Add diplomatic dynamic scene of some sort with leaders                         |               |   | DONE |
| ● Give the possibility to determine a village's defensive power                  |               | We intend to give further info on minor faction threat level  |      |
| ● The map, especially the different terrain types, should be a bit more distinct |               |   |      |
| ● Show all total FICS income at city creation                                    |               |   |      |
| ● Add a notification of luxury boost ending                                      |               | There is even a possibility to trigger again some boosters following this notification  | DONE |
| ● Making Vaulters' teleportation a bit comfortable                               |               |   |      |
| ● Binding keys   |               |   |      |
| ● Navigation through notification  |               |   |      |
| ● Improve Empire Plan UI drag/drop system  |               | You can click on the lines now if you prefer  | DONE |
| ● Empire plan notification same turn before reset                                |               |   | DONE |
| ● The academy screen link at the bottom is hard to find                          |               | Back to the control banner  | DONE |
| ● Inventory sheet - comparison between items                                     |               |   |      |
| ● Join army with order from distance   |               | Will try to make it work for split and join army  | DONE |
| ● Army move confirmation   |               | Might be an in-game option. Otherwise we also need to look at possible cancellation of movement   |      |
| ● Button to cycle through every army, not only idle ones                         |               |   |      |
| ● Add a mini-map   |               |   |      |
| ● Specific UI style for each faction   |               |   |      |
| ● When clicking the end turn button, it should first take you to the world map   |               |   |      |
| <b>Battle / Siege</b>  |               |   |      |
| ● Auto combat does not give you the exact same map reveal than manual one        | (From Thread) | It is a coherence issue we will look at. We were more thinking about not giving visibility at the end of manual combat and no visibility at all during auto-combat. |      |
| ● Retreat feature  | (From Thread) | Available in encounter panel  | DONE |
| ● Siege option has no advantage over a direct attack                             | (From Thread) | We need to improve the siege mechanic   | DONE |
| ● Cities need some sort of natural defense                                       | (From Thread) | Addition of Militia protecting the city by default and presence of inherent city defense points.  | DONE |
| ● Could be bonuses/penalties/effects on all manner of tiles                      | (From Thread) | We still need to improve feedback but there are tiles effects (example: forest gives defense bonus)   | DONE |
| ● Icons on units with malus due to capacity                                      | (From Thread) |   | DONE |
| ● Stats of units at each phase of battle   | (From Thread) |   | DONE |
| ● Show unit range by hovering (move or shot)                                     | (From Thread) | It will be not exactly when you hover above a unit but when you select it.  | DONE |
| ● Speed the animations with a cursor in manual battle                            | (From Thread) | It is a game option   | DONE |
| ● Give the possibility to make a chain of orders                                 | (From Thread) | You can now decide to move your units then, by pressing "ctrl" key, you can target a specific enemy   | DONE |
| ● One move one turn  | (From Thread) | Will be a game option   | DONE |
| ● Militia ready to defend the city   | (From Thread) |   | DONE |
| ● Spells/Special actions   | (From Thread) | At least a faction will have these possibilities  | DONE |
| ● Initiate another battle right after a list one                                 | (From Thread) | Will be limited with the equivalent of action points  | DONE |
| ● Improve army deployment screen with info on turn queue/stats                   | (From Thread) |   | DONE |
| ● Planking bonus for melee and counter attack dealt % of dmg                     | (From Thread) | Morale feature and other bonuses are implemented  | DONE |

At least one will miss effects of combat order on late reinforcement counter





# The Means: Competitions



COMMUNITY CATALYST

COMMUNITY COOPERATION

SIZE UNIMPORTANT





# The Means: Early Access

The screenshot shows a game store interface. On the left, there are game listings with prices: '£10.99' and '£19.99'. The main content area features a large heading 'What is Early Access' followed by a paragraph: 'Get immediate access to games that are developed with the community's involvement. These are games that evolve as you play them, as you give feedback, and as the developers add content. Click [here](#) to learn more.' Below this text is a blue button labeled 'Find More'. Overlaid on the right side of the screenshot are five blue rectangular boxes containing white text.

THE FOUNDATION

BOOSTS COMMUNITY

=! CROWDFUNDING

QUALITY IS CRITICAL

GENERATES PREVIEWS



# The Means: Gamification



# THE GAME OF MAKING A GAME

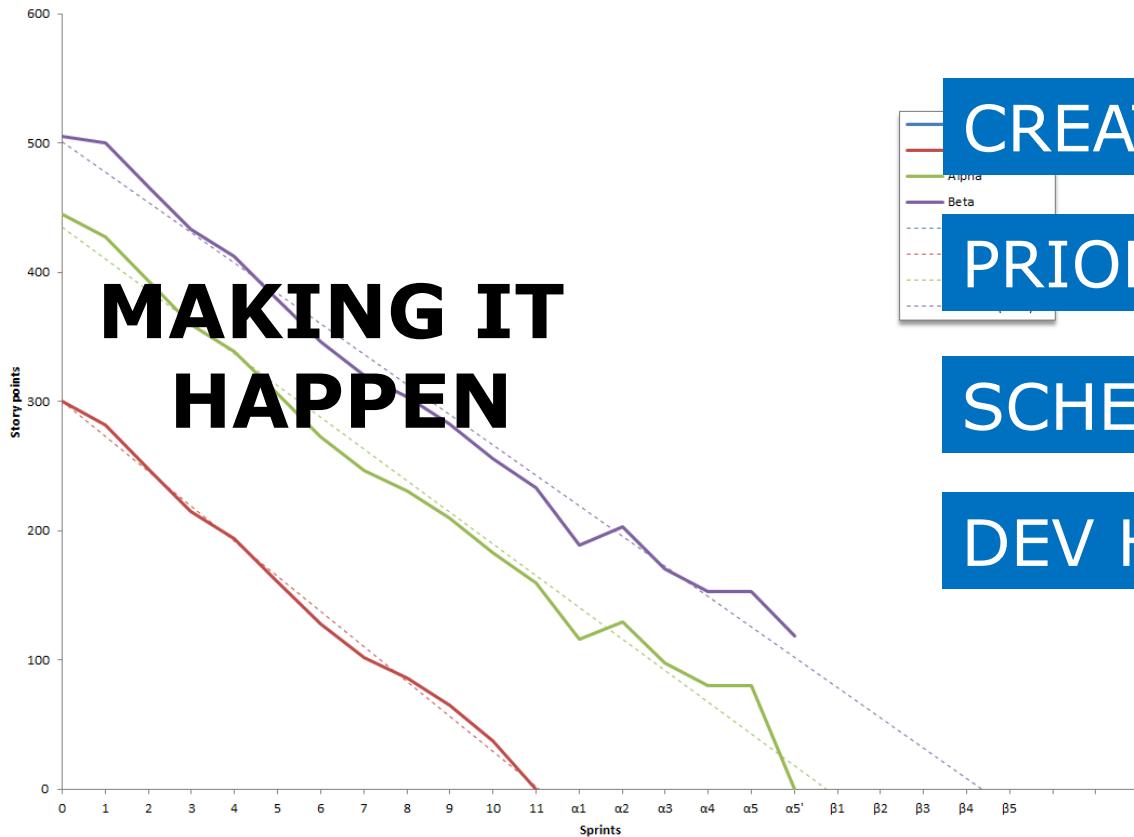
# WHY IS OPEN DEV INTERESTING?

# FUN FIRST



# The Process: Impact on Dev

Star Empire - Burndown Chart



**MAKING IT  
HAPPEN**

CREATIVE VISION

PRIORITIZATION

SCHEDULE GAPS

DEV HOURS



# The Risks

## CONCERNS

NEGATIVITY ON FORUMS

UNREASONABLE IDEAS

POOR FEEDBACK

UNREWARDING

LOSS OF CONTROL



# The Results: Successes

## **WHAT WENT RIGHT**

VIPs

POSITIVE & CONSTRUCTIVE

SELF-MODERATING

LIVE DEV



# The Results: Lessons

## **WHAT DIDN'T GO RIGHT**

NEWCOMERS

EXPANSION PACK

COMM CHANNELS

BANDWIDTH



# TL;DR

## **TAKE AWAY**

FIND YOUR COMMUNITY

RESPECT THE PACT

TRANSPARENCY RULES

DEV SCHEDULE GAPS



Bringing the Community  
into the Dev Team:  
A Look into Open Development

GAMES2GETHER

**THANK YOU**