



# ***The Worlds of Sunset Overdrive***

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GAME DEVELOPERS CONFERENCE®

MOSCONE CENTER · SAN FRANCISCO, CA

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SUBSCRIBE

SUNSET CITY



**GREENLIGHT**



**RAZOR CITY**



**SUNSET CITY**









***SCAVENGE***

***CRAFT***

***DEFEND***



**WORLD #1:**

**GREENLIGHT**

**EXTERIOR**



**EXTERIOR**



**EXTERIOR**



**INTERIOR**



# STORAGE FACILITY MISSION



***WHAT ABOUT  
TRAVERSAL?***



# ***TRAVERSAL 1.0***



# TRAVERSAL 1.0

⊗ *slow and deliberate*



# TRAVERSAL 1.0

⊗ *slow and deliberate*

⊗ *exploration*



# TRAVERSAL 1.0

⊗ *slow and deliberate*

⊗ *exploration*

⊗ *scavenging*



# TRAVERSAL 1.0

⊗ *slow and deliberate*

⊗ *exploration*

⊗ *scavenging*

⊗ *not combat*



# TRAVERSAL 1.0

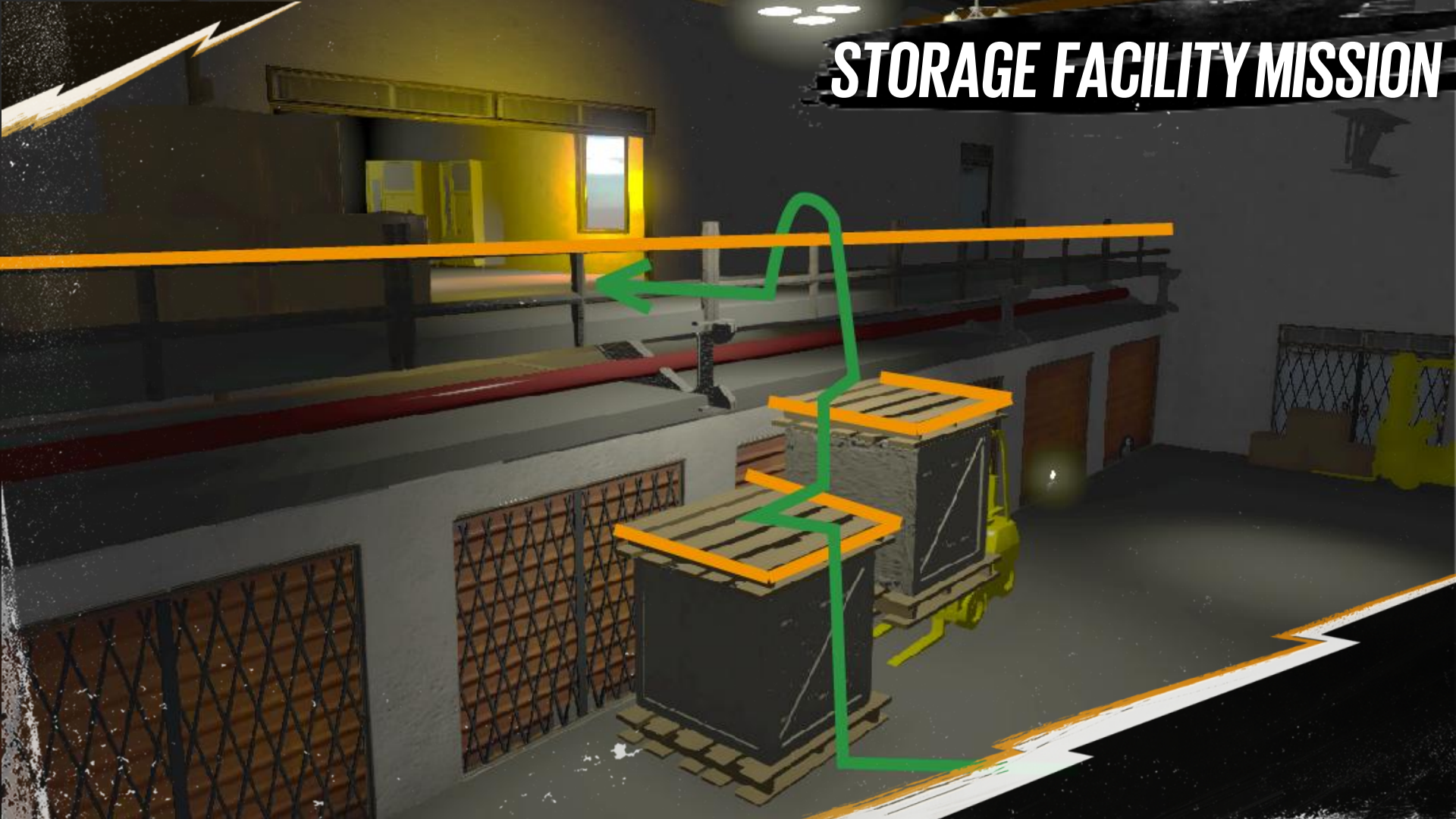
- ⊗ *slow and deliberate*
- ⊗ *exploration*
- ⊗ *scavenging*
- ⊗ *not combat*
- ⊗ *puzzle focus*



# STORAGE FACILITY MISSION



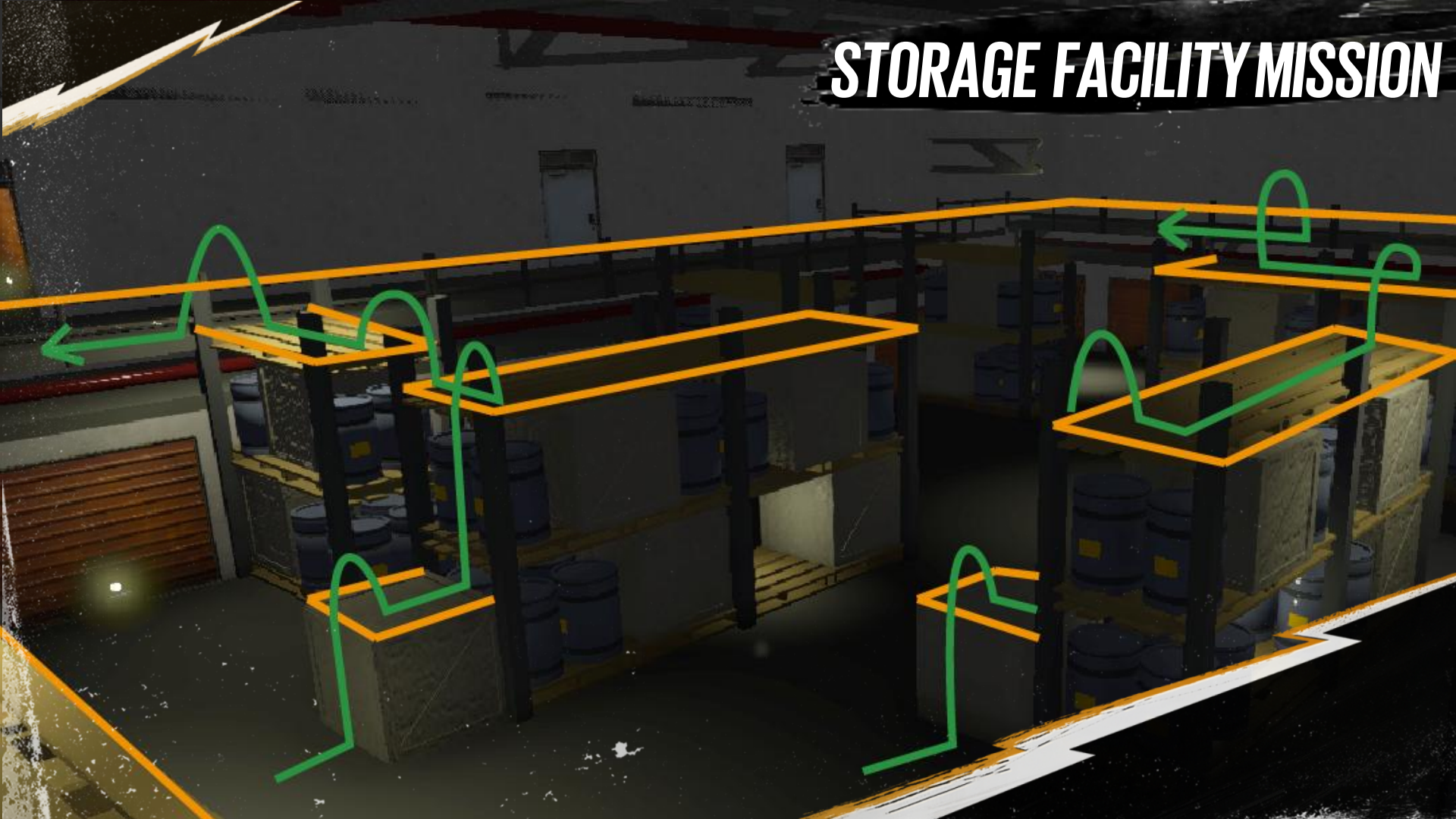
# STORAGE FACILITY MISSION



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# TRAVERSAL 1.0

- ⊗ *slow and deliberate*
- ⊗ *exploration*
- ⊗ *scavenge*
- ⊗ *not combat*
- ⊗ *puzzle focus*



# ***INTERNAL GAME JAM!***



# ***TRAVERSAL 2.0***

 *crouch*

 *jump*

 *vault*

 *shimmy*

 *climb*



# TRAVERSAL 2.0

⊗ *crouch*

⊗ *bounce*

⊗ *jump*

⊗ *grind*

⊗ *vault*

⊗ *wall-run*

⊗ *shimmy*

⊗ *poleswing*

⊗ *climb*



# TRAVERSAL 2.0

⊗ crouch

⊗ jump

⊗ vault

⊗ shimmy

⊗ climb

⊗ glide

⊗ slide

⊗ bounce

⊗ grind

⊗ wall-run

⊗ poleswing

⊗ wall-jump

⊗ corner climb

⊗ jetpacks?



# IGGY PRESENTS TRAVERSAL

THE CITY IS YOUR PLAYGROUND

RUN

JUMP

BOUNCE

SWING

CLIMB

VAULT

WALL RUN

CORNER  
CLIMB

GLIDE

SLIDE

GRIND

UNDER GRIND

GOALS

- + ACTION ORIENTED
- + EXPLORATION
- + REQUIRES PLAYER ACTION
- + ACTIONS SELL ATTITUDE



# WORLD #1: GREENLIGHT



# ***WORLD #1: GREENLIGHT***



***Why change cities?***



# ***Why change cities?***

 ***Greenlight was a prototype***





# ***Why change cities?***

- ⊗ Greenlight was a prototype***
  - ⊗ Move preproduction into production***
- 



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- ⊗ Greenlight was a prototype***
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  - ⊗ New open world tech***
- 



# ***Why change cities?***

- ⊗ Greenlight was a prototype***
  - ⊗ Move preproduction into production***
  - ⊗ New open world tech***
  - ⊗ Solidified the design!***
- 

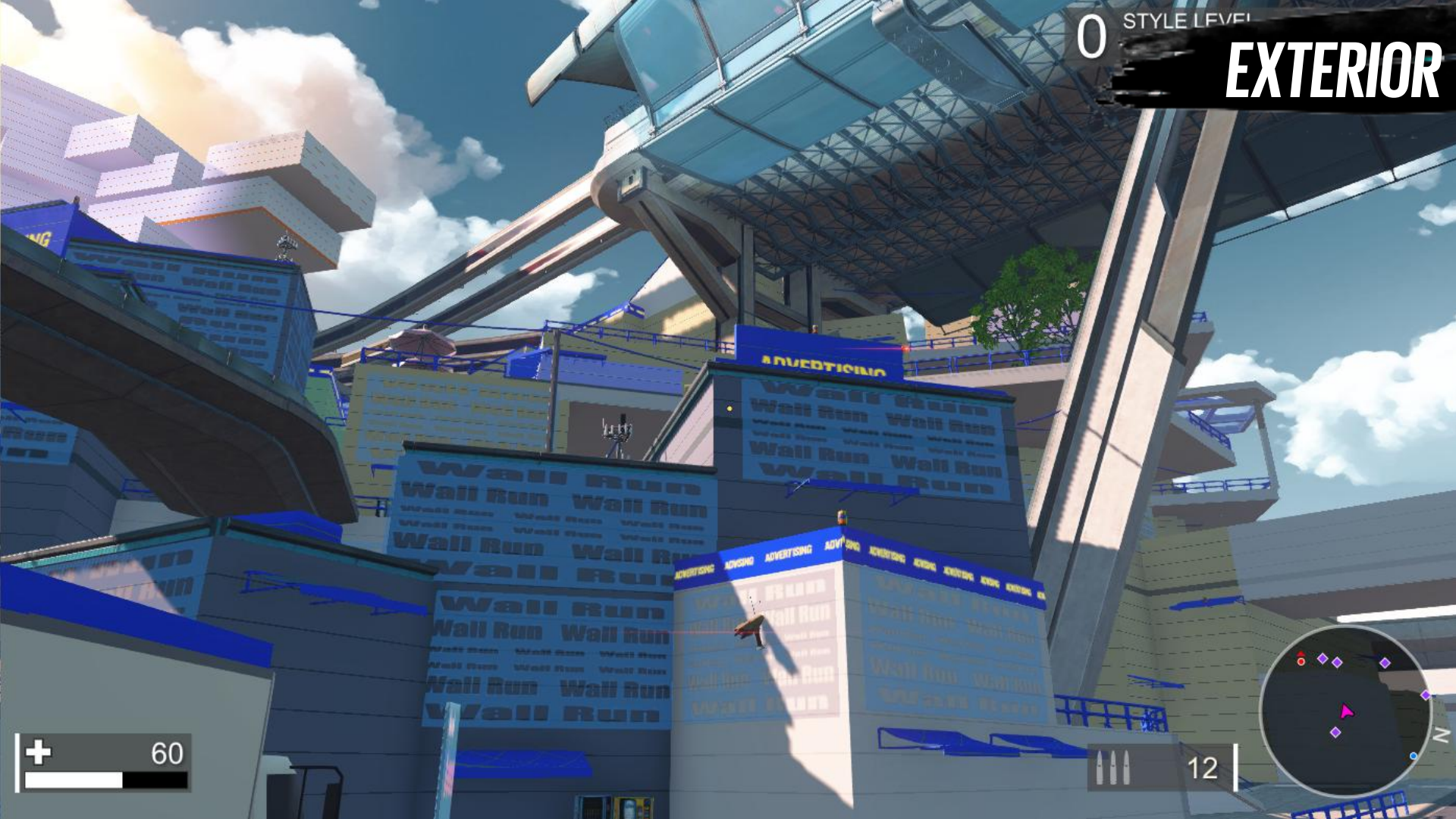


**WORLD #2:**

**RAZOR CITY**

0 STYLE LEVEL

EXTERIOR



+ 60

12



0

STYLE LEVEL

**EXTERIOR**



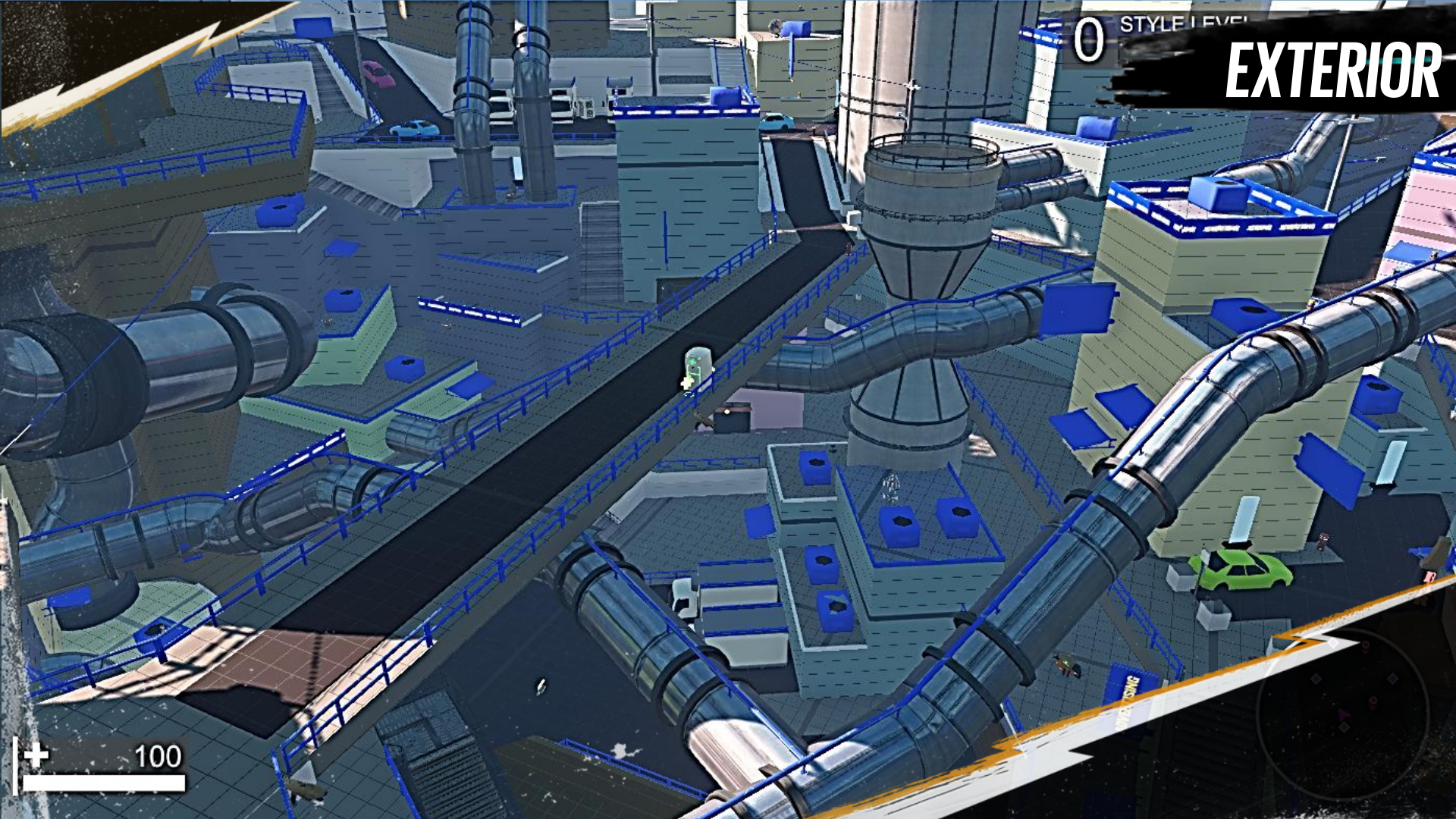
60

12

0

STYLE LEVEL

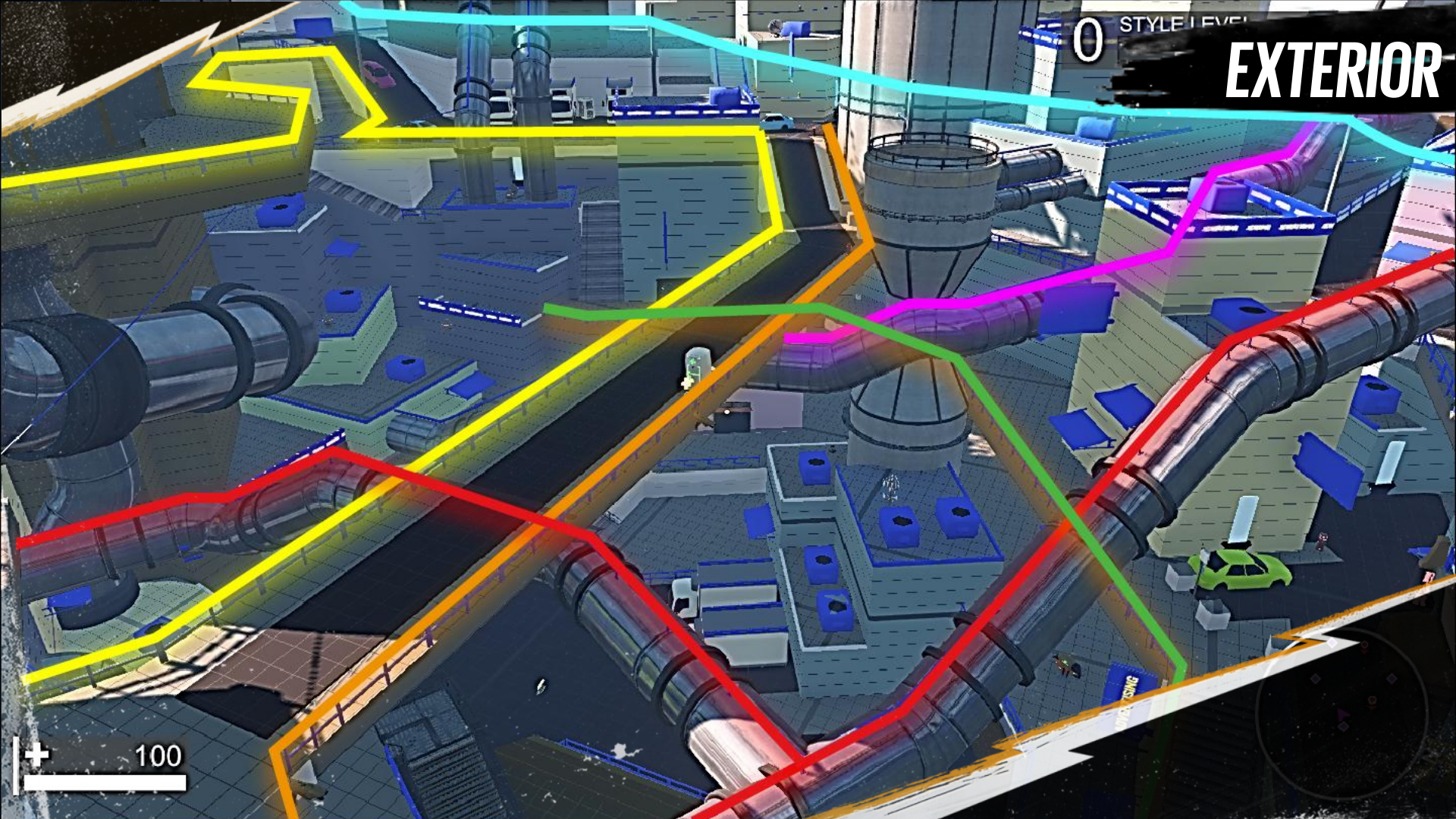
EXTERIOR



100

0 STYLE LEVEL

# EXTERIOR



+ 100



**WORLD #2:**

**RAZOR CITY**



***WHAT WENT WRONG?***



# ***WHAT WENT WRONG?***

 ***Interiors***



0

STYLE | LEVEL

INTERIOR

Loot!

Loot!

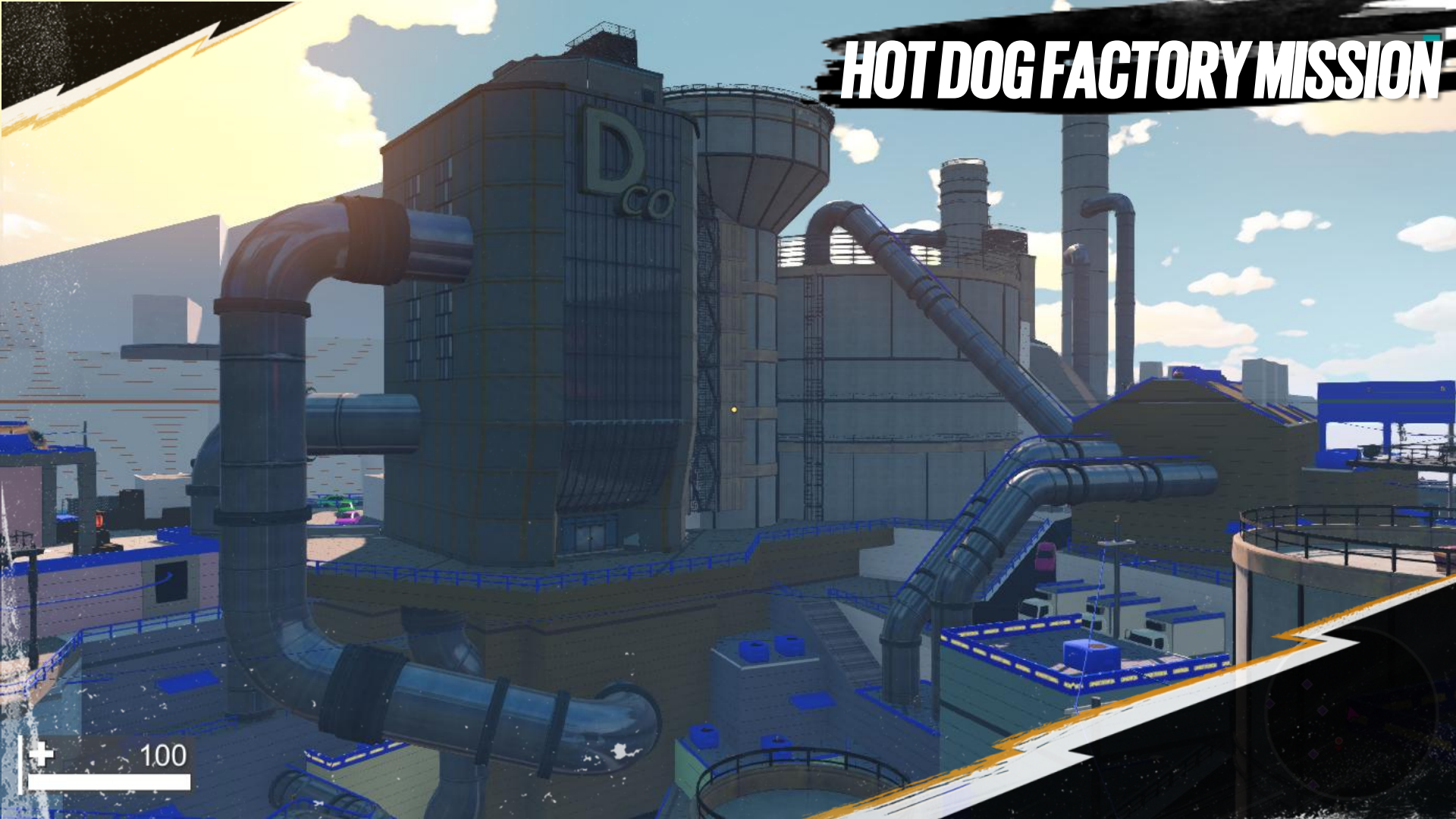
+

100

**INTERIOR**



# HOT DOG FACTORY MISSION



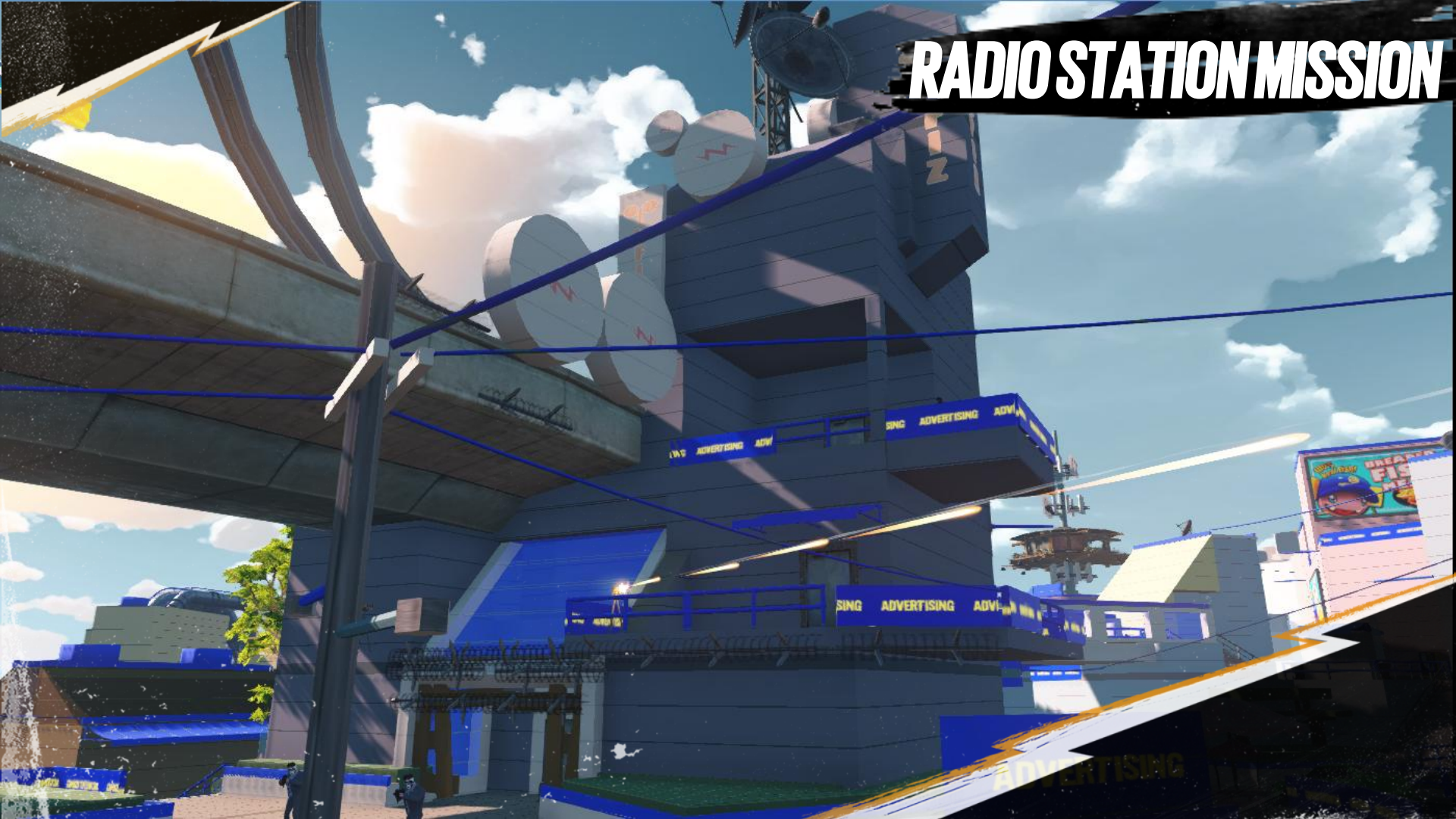
# RADIO STATION MISSION

KILLED THE RADIO STAR

- Secure the Radio Station entrance
- Enter the Radio Station
- Find a record



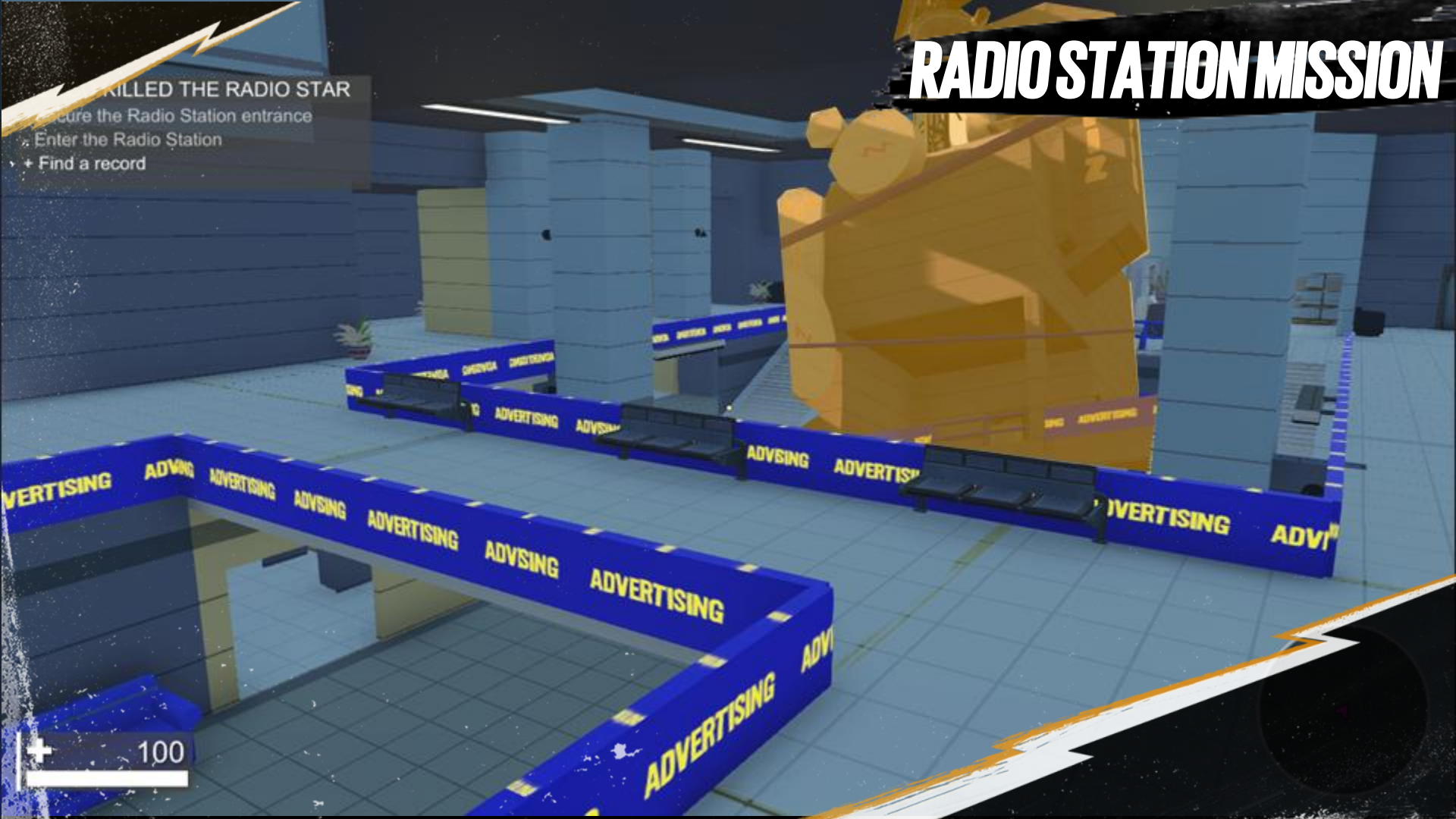
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# WHAT WENT WRONG?

⊗ *Interiors*

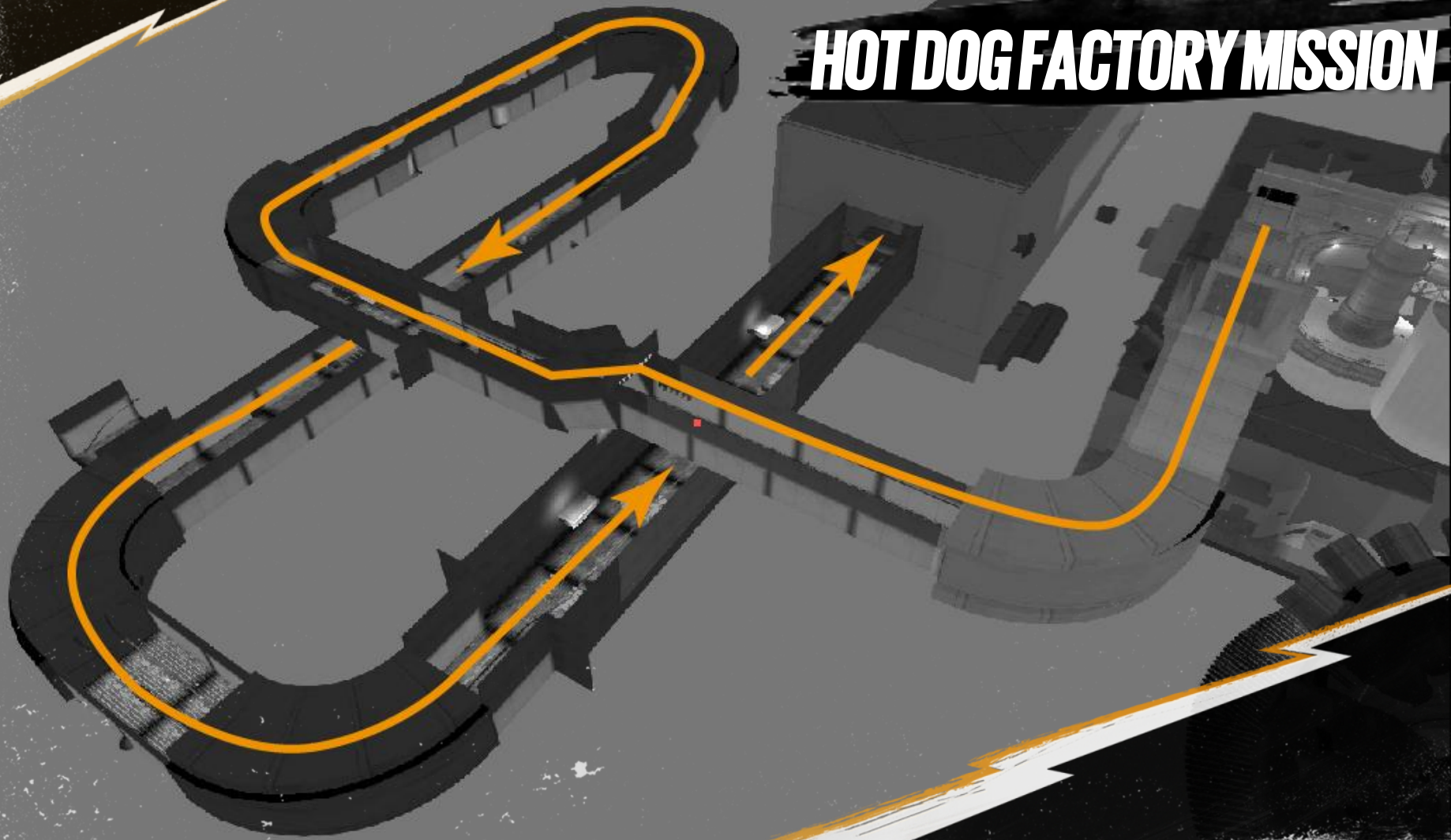
⊗ *Linear Spaces*



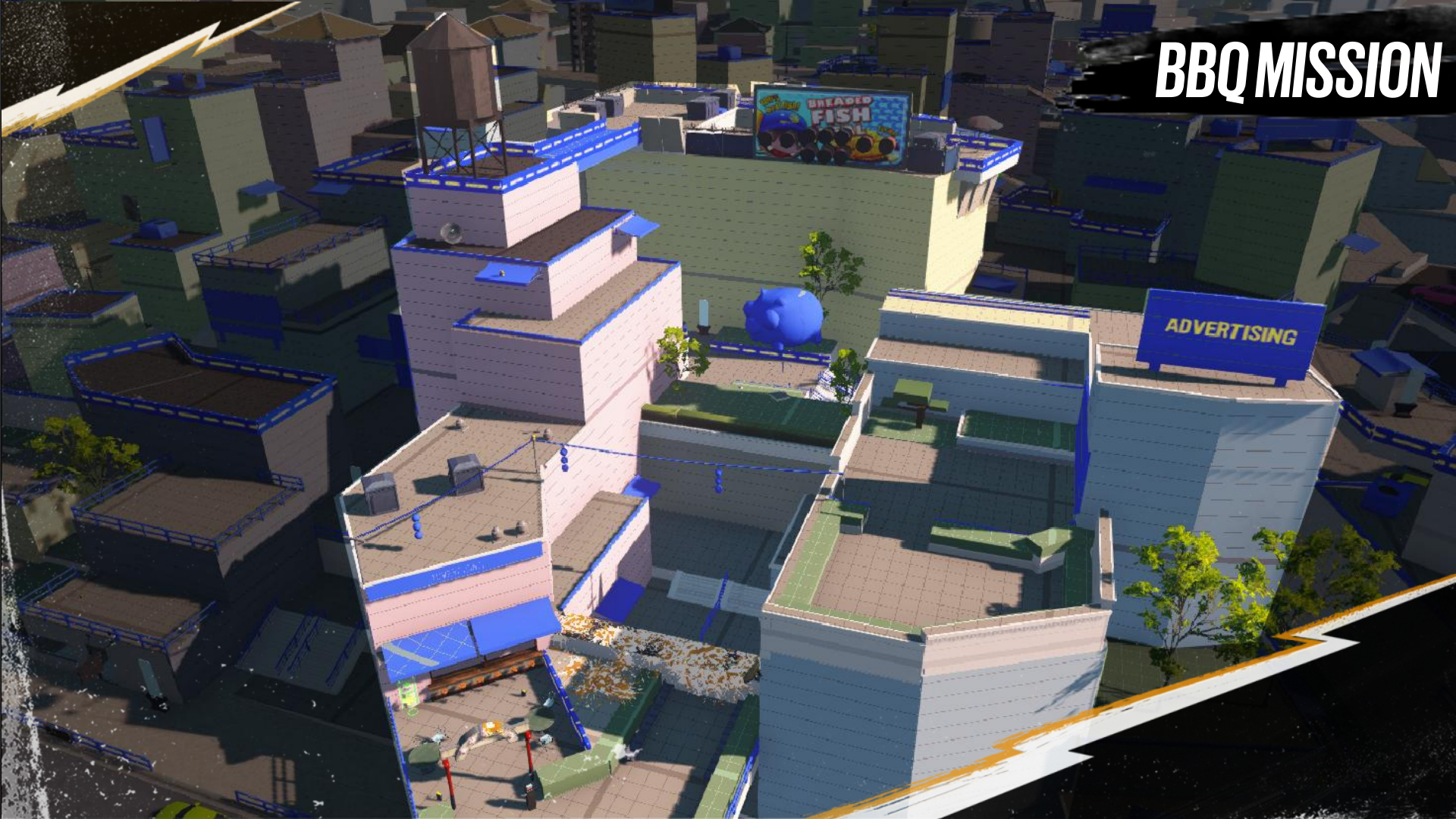
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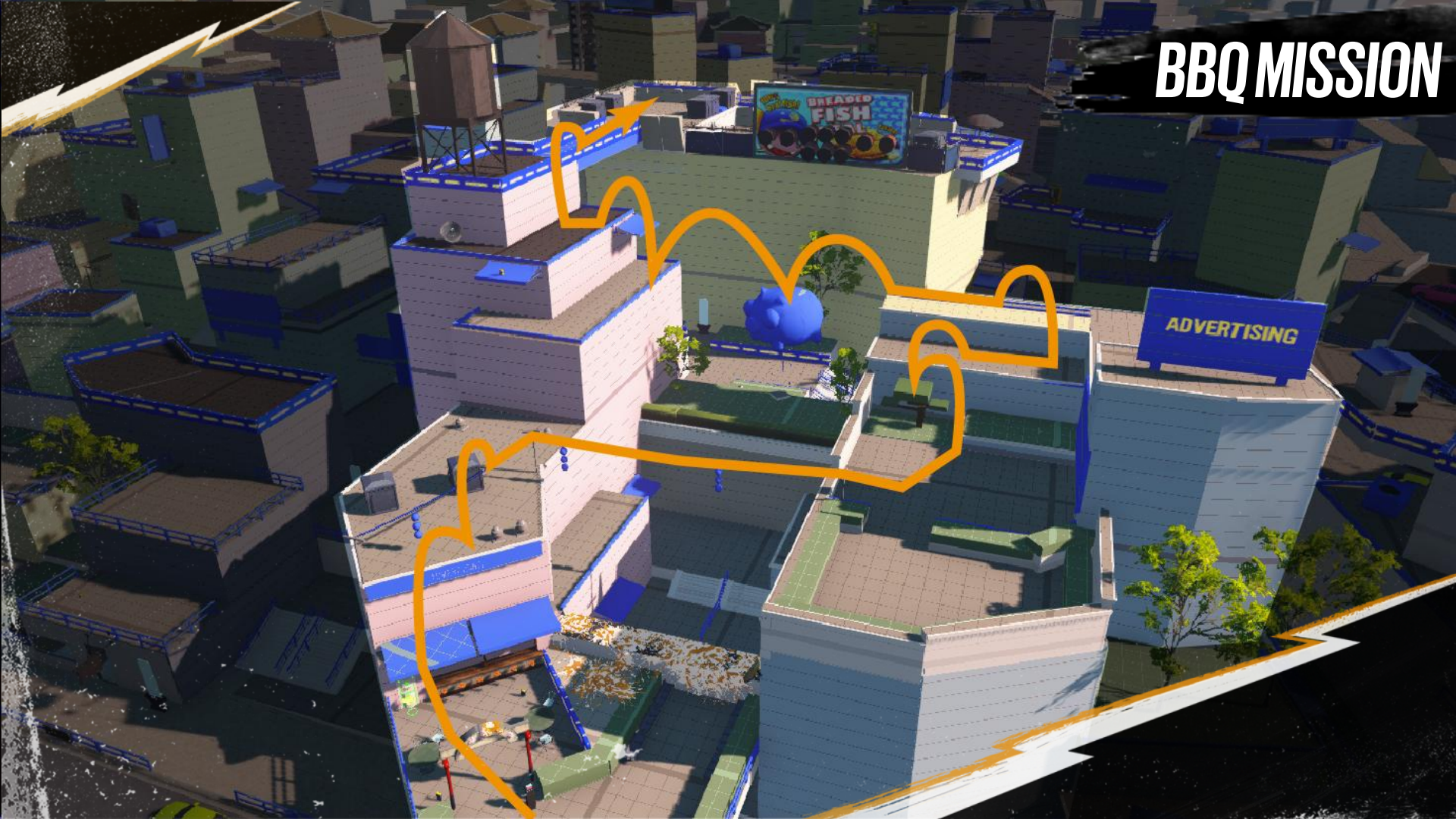
# HOT DOG FACTORY MISSION



# BBQ MISSION



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# BBQ MISSION





# WHAT WENT WRONG?

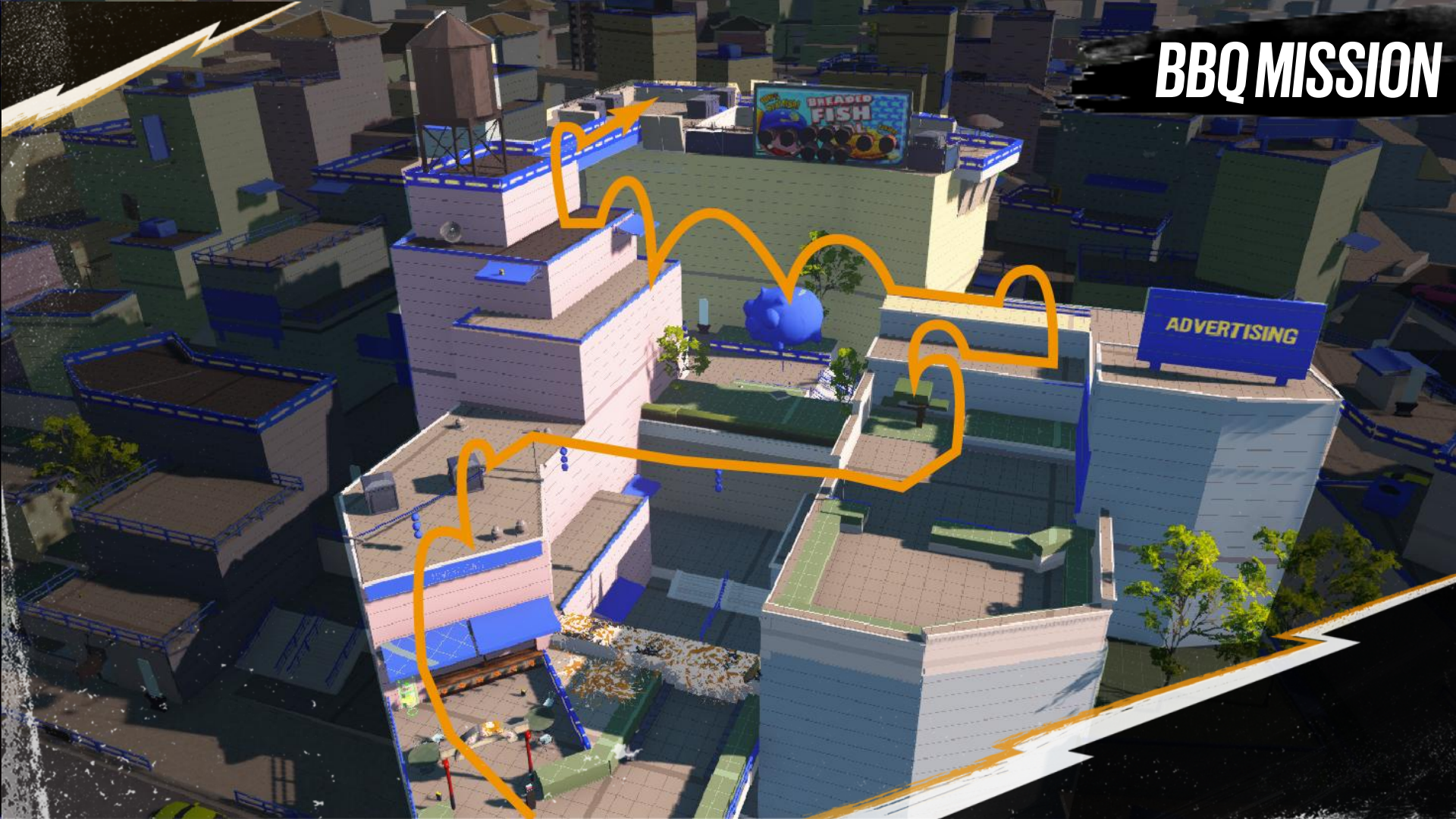
⊗ *Interiors*

⊗ *Linear Spaces & Traversal Puzzles*

⊗ *Mission “dead zones”*



# BBQ MISSION



# BBQ MISSION

Dead Space



# BBQ MISSION





# WHAT WENT WRONG?

⊗ *Interiors*

⊗ *Linear Spaces & Traversal Puzzles*

⊗ *Mission "dead zones"*

⊗ *Everyone messing with geometry*





***WHO CREATED GEOMETRY?***



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 ***World Builders – open world traversal paths***



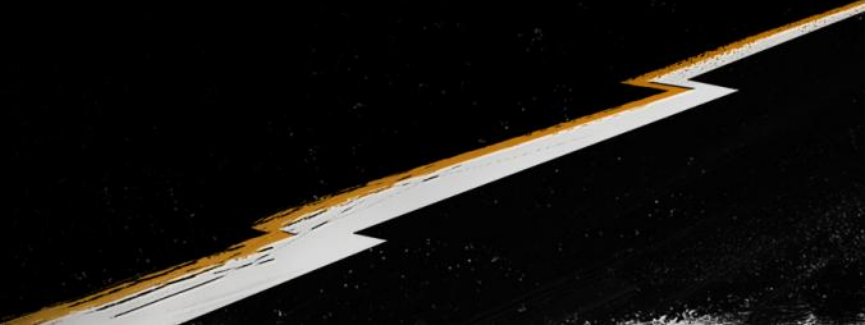


# ***WHO CREATED GEOMETRY?***

- ⊗ World Builders – open world traversal paths***
  - ⊗ Environment artists – landmarks, horizon lines, realistic buildings***
- 

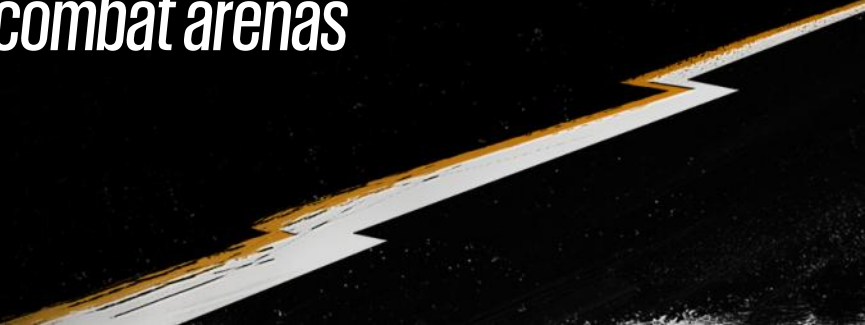


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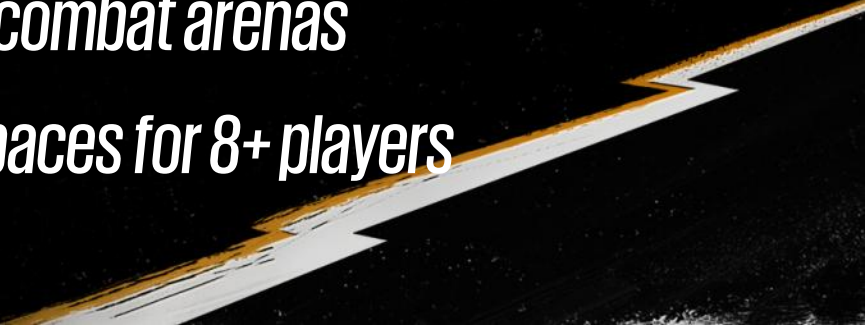


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  - ⊗ Combat designers – prototyping combat arenas***
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# **WHO CREATED GEOMETRY?**

- ⊗ World Builders – open world traversal paths*
  - ⊗ Environment artists – landmarks, horizon lines, realistic buildings*
  - ⊗ Mission designers – linear mission-specific spaces*
  - ⊗ Combat designers – prototyping combat arenas*
  - ⊗ Multiplayer designers – shared spaces for 8+ players*
- 



# WHAT WENT WRONG?

⊗ *Interiors*

⊗ *Linear Spaces & Traversal Puzzles*

⊗ *Mission "dead zones"*

⊗ *Everyone messing with geometry*

⊗ *Baggage*



**WORLD #2:**  
**RAZOR CITY**



**WORLD #2:**

**RAZOR CITY**

# WORLD #3: SUNSET CITY





# **SUNSET CITY**

⊗ *Decided on what kind of “open world” we were*





***LINEAR***

***OPEN WORLD***

**LINEAR**

**OPEN WORLD**

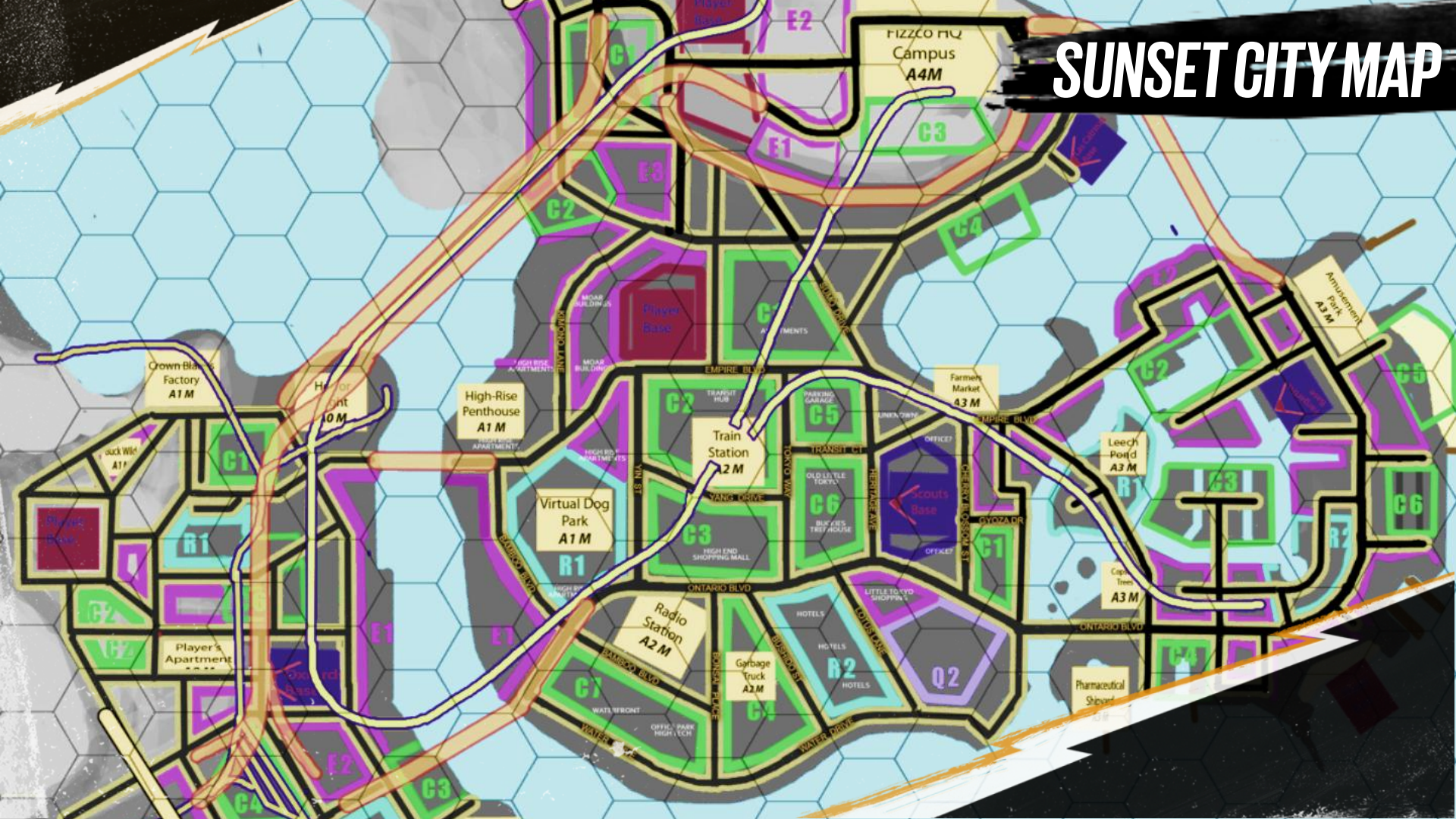




# **SUNSET CITY**

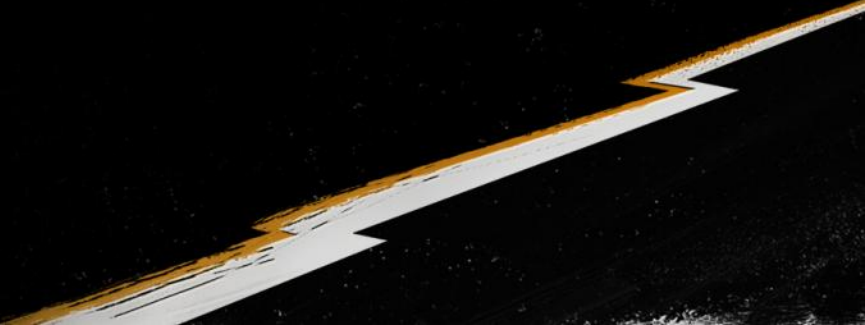
- ⊗ *Decided on what kind of “open world” we were*
  - ⊗ *Very clear procedure for building geometry*
- 

# SUNSET CITY MAP





# **SUNSET CITY**

- ⊗ Decided on what kind of “open world” we were*
  - ⊗ Very clear procedure for building geometry*
  - ⊗ No more “baggage”*
- 

**GREENLIGHT CITY**



# SUNSET CITY



