



Dead Cells: what the f*n?!

Mostly gameplay-oriented post-mortem

(this talk is not about block chains)

GAME DEVELOPERS CONFERENCE

MARCH 18–22, 2019 | #GDC19

Overview



1. Who the hell is this guy?

2. Dead Cells?

3. Permadeath is love

4. Control-freak

5. Early access digression

Who the hell is this guy?

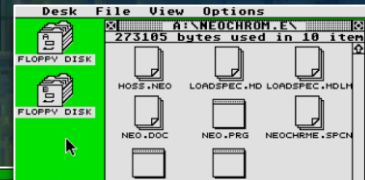
Sébastien “deepnight” Bénard,
Developer & Game designer

Baguette

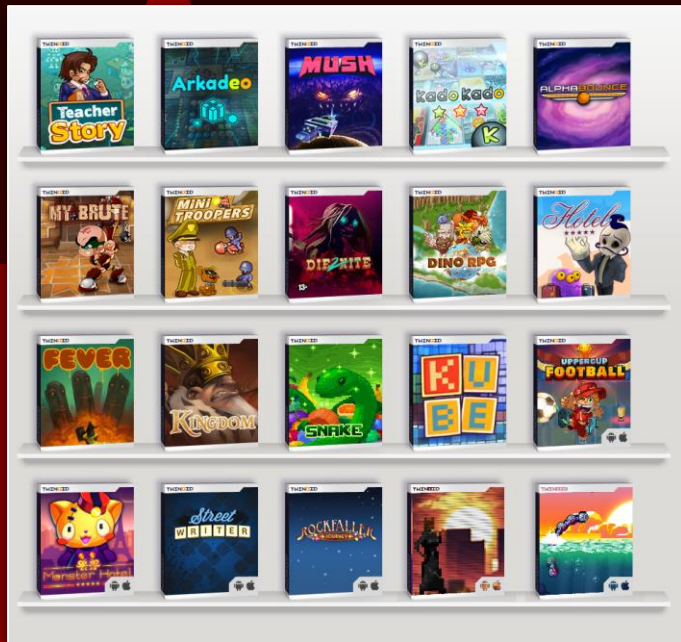
I love making games, I’ve been doing
that since I was a kid

I put lot of energy in polishing stuff

Ludum Dare! <3



About Motion Twin



Making games since 2001

Web-oriented F2P (when it was nice), with some mobile F2P too (yuck)

Anarcho syndicalist co-op:

“Work”: same work hours,

“Say”: same decision-making power,

“Pay”: same salary.

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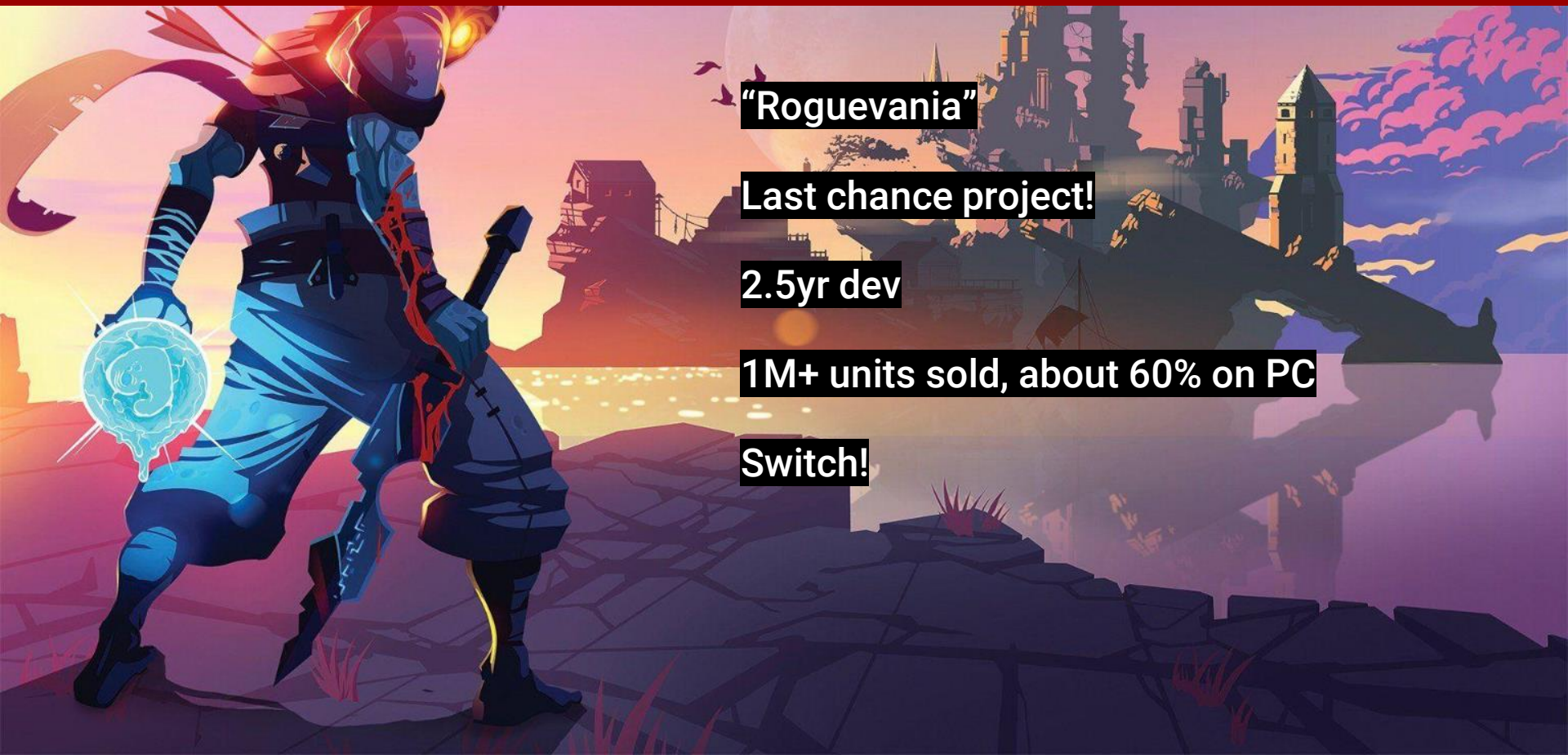
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Dead Cells project



"Roguevania"

Last chance project!

2.5yr dev

1M+ units sold, about 60% on PC

Switch!

Gameplay overview

3 pillars:

Combat

Progression

Replayability

Permadeath

Spoooooooooky

DEAD & CELLS



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Modernizing permadeath

Source: reddit.com/user/musemeghini



Short "Game over" to "New game" loop

Hot topic!

n":

between levels

e" abilities

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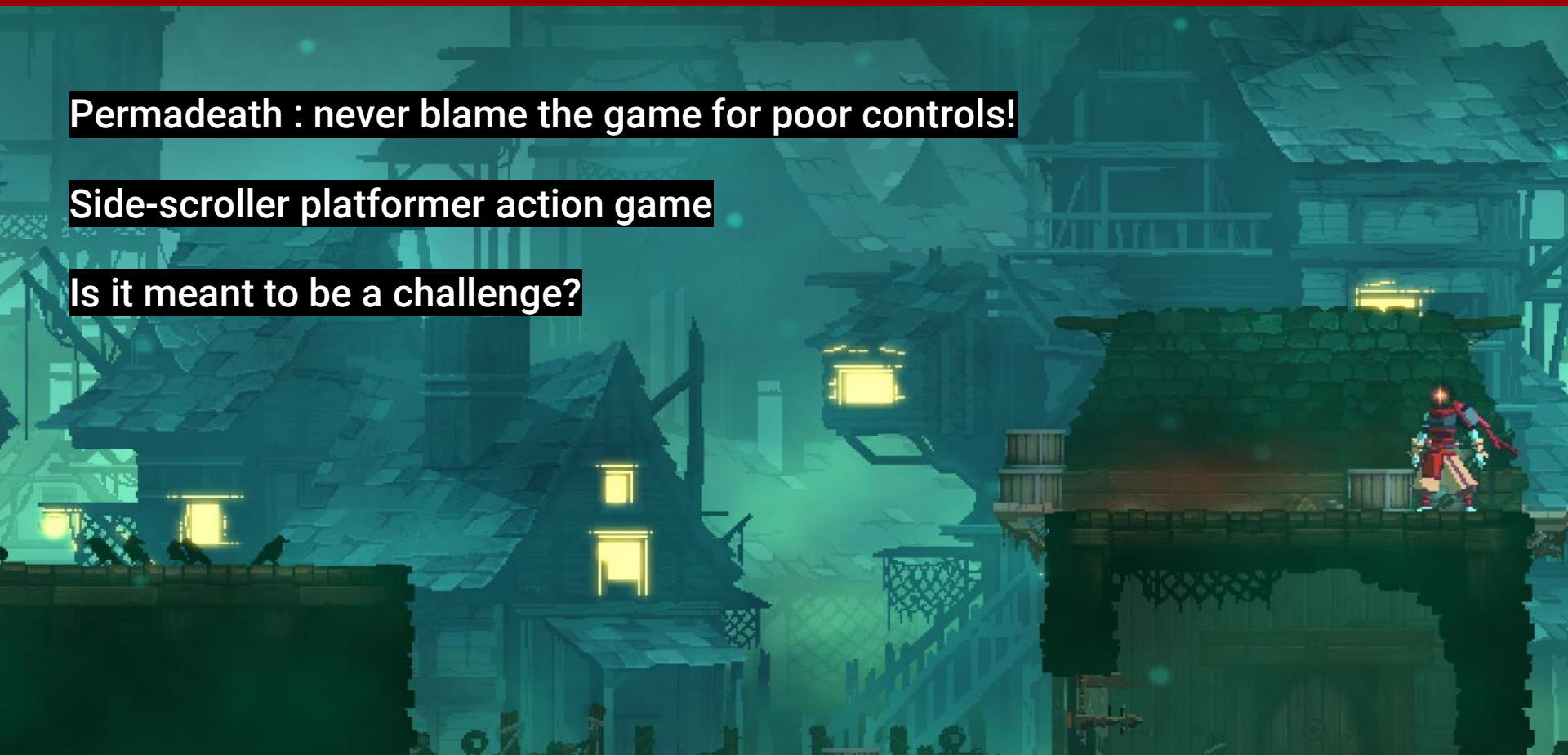
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Why giving a sh*t?

Permadeath : never blame the game for poor controls!

Side-scroller platformer action game

Is it meant to be a challenge?



Jumping



Jumping in sloooOoow-mo



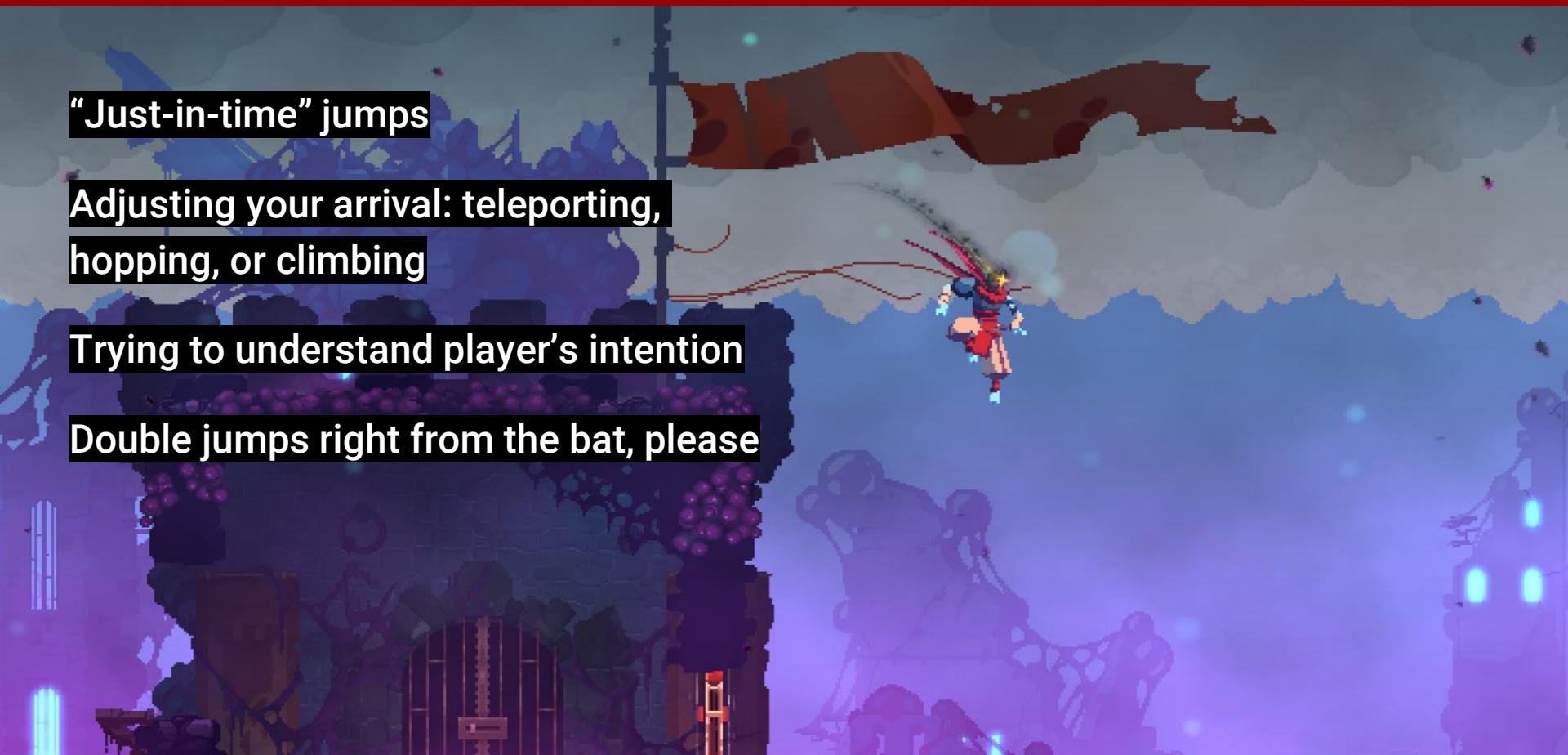
Control tricks

“Just-in-time” jumps

**Adjusting your arrival: teleporting,
hopping, or climbing**

Trying to understand player’s intention

Double jumps right from the bat, please



Moving around



Traversal without helpers



Combat

Free turn-around

Auto-aiming



Ordinary violence



Unforeseen consequences

More difficulty!

**Most reviews talk about controls
before talking about actual gameplay**



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Oh by the way, early access!

Highlight community suggestions in
your patch-notes

You're a showrunner!

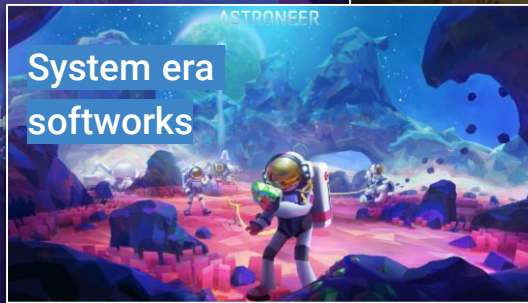
Unknown worlds



Klei

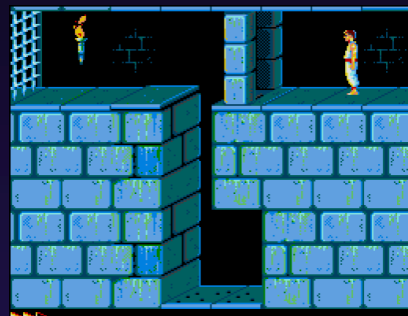


System era
softworks



Conclusion

1. Take care of details, especially if they are not part of the challenge



(If you recognize these games, your childhood was great!)

2. Make it as you *remember*, not how it actually was



Thank you!

We love you all <3

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