



'SLAY THE SPIRE': METRICS DRIVEN DESIGN AND BALANCE

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GAME DEVELOPERS CONFERENCE

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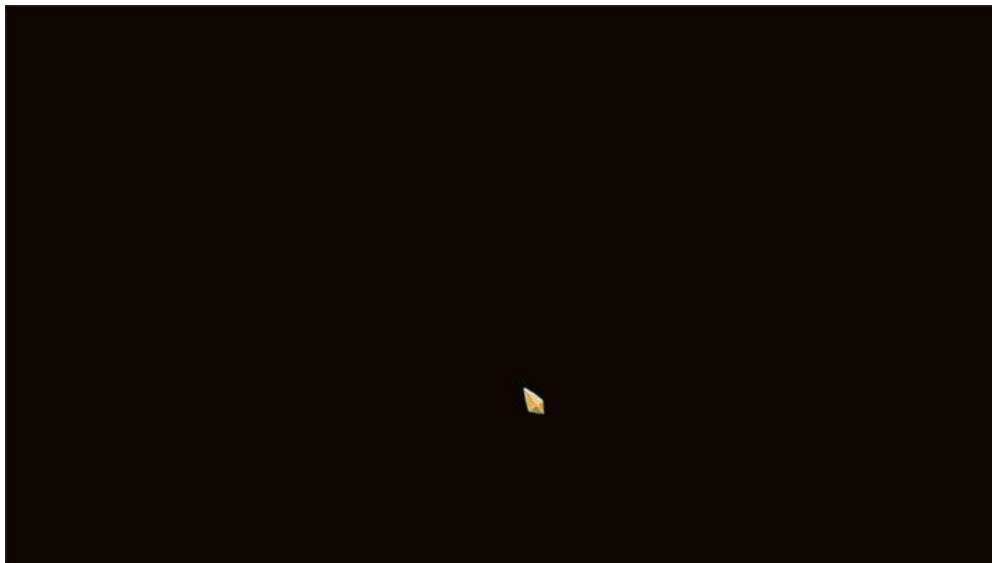
Who Am I?

- Co-Founder of Mega Crit Games
- Slay the Spire is my first professional game
- Lifelong card game player



What is Slay the Spire?

- **Rogue-like** meets **Deck-builder**
- **96%** positive user review score
- Over 1.5 million copies sold
- 2.5 years of development
- 1 year of Early Access



Reaching Balance

- “Balance”
- Metrics and More
- Iterative Approach





Les Demoiselles d'Avignon

- In 95 percent of art textbooks that cover the early 20th century
- Picasso spent a year to create
- Between 400-500 preparatory drawings (known record)

Iterate, Iterate, Iterate



Balance - The Goal

Every card should have a place!

(also avoid anything too warping)

Balance - Our Advantages

Single Player + Rogue-like



+



Balance - The Challenge

How do two developers balance:

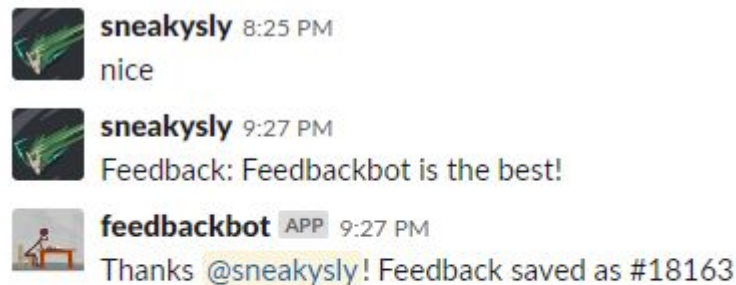
- 3 characters
- 250+ cards
- 150+ items
- 50+ combats
- 50+ events



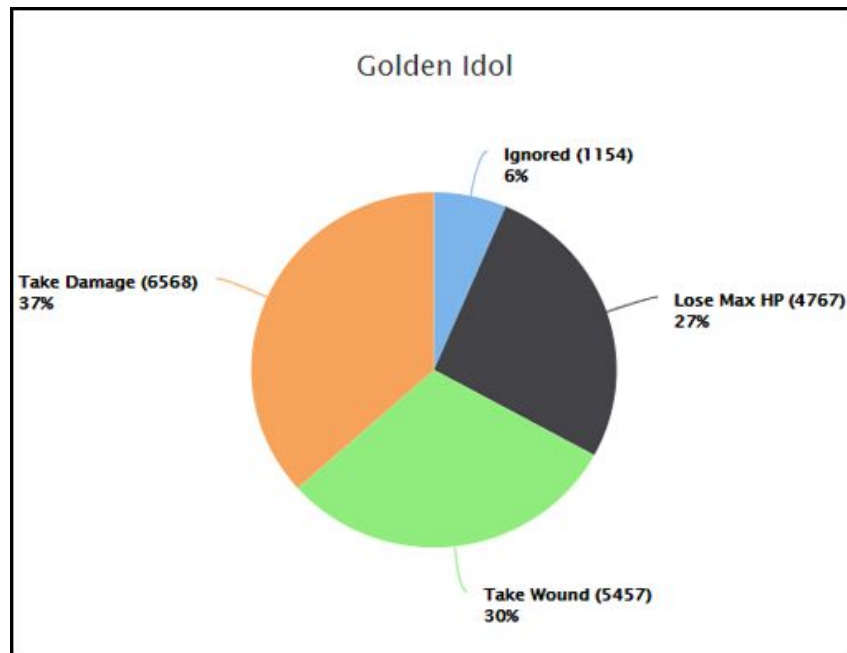
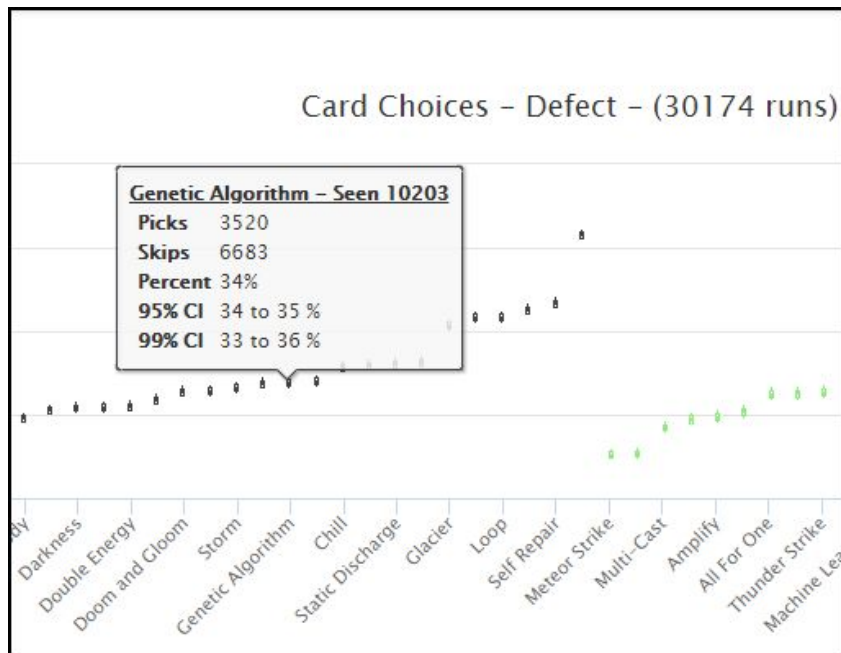
Tools - Slack



- Internal Playtester Slack
- Feedbackbot
- Invited Top Netrunner Players
- Near Daily Builds



Tools - In-House Metrics Server





PASSIVE
VS
ACTIVE



Don't Rely On Metrics Too Much!

Data is evidence, but not a conclusion.



Early Access

- Metrics Got **Way** Better
- Weekly Updates
- New Tools
 - Discord
 - Ascension
 - Streamers



Tools - Discord

- Thousands of new voices
- Feedbackbot returns!
(18,168 pieces of feedback)
- Beta Branch

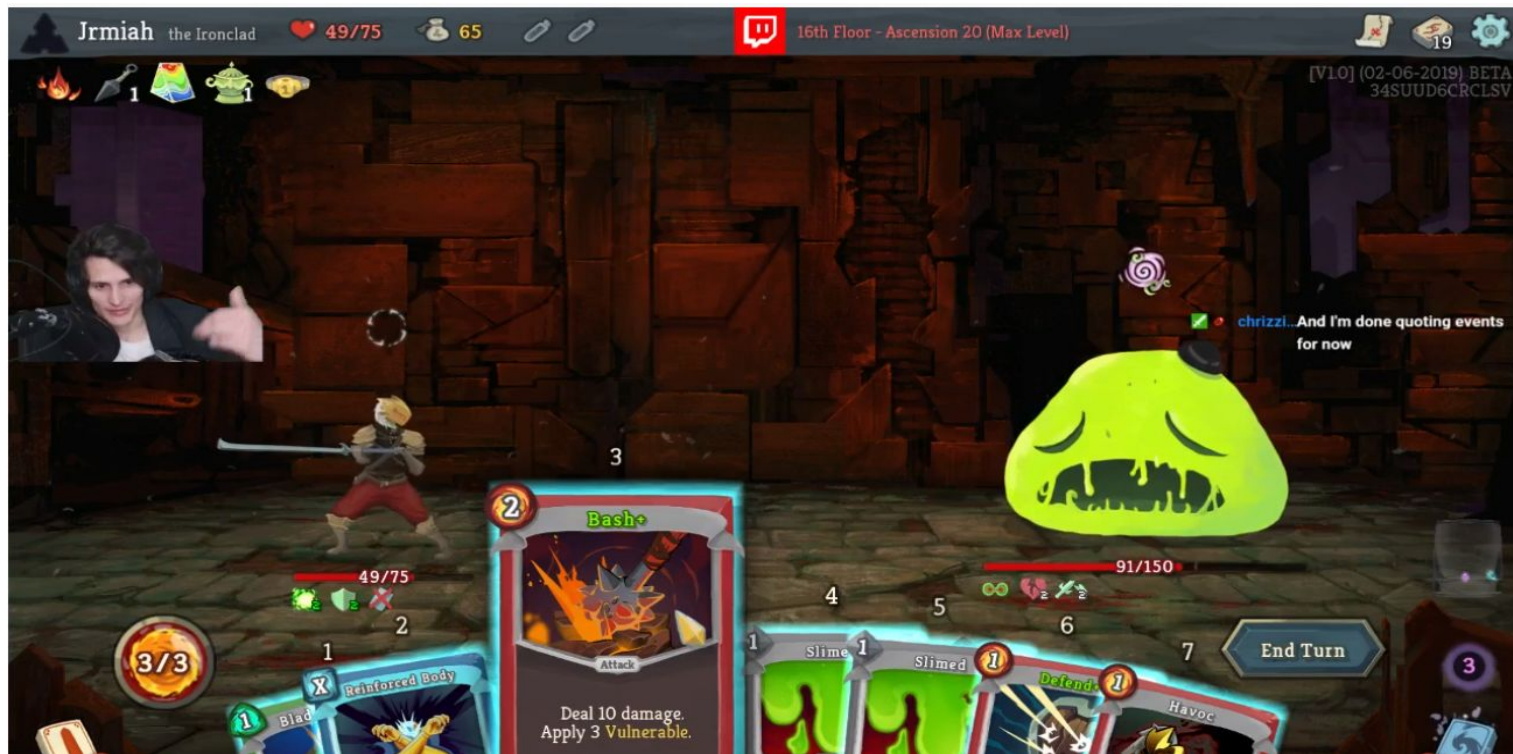


Ascension: Player Skill Stratification

- 20 Ascension Levels
- Unlocked Sequentially
- Additional Modes (Custom / Daily)



Streamers



Combine It All -> Changes



Slay The Spire's excellent new daily challenge mode is a reason to play forever



Alec Meer
Senior Editor

2nd March 2018 / 10:34AM

Slay The Spire's Daily Challenges Keep Getting Better



Ethan Gach

3/14/18 5:25pm • Filed to: SLAY THE SPIRE ▾

8.6K

5

2



Slay The Spire's daily runs are proper good now



Alice O'Connor
News Editor

4th April 2018 / 1:43PM

The Defect

Significantly quicker development time!



Takeaways

- Iterate, Iterate, Iterate!
- Don't be afraid to make changes or screw up.
- Lower the barrier between you, your playtesters and your audience.
- Update more often.

Q&A