

A Designer's Postmortem from Shadow of War

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Joining a team mid-production (Bad/Good)

"Trial By Fire" can be a good learning experience and levels you up quickly.

Go the extra-mile during your on-ramping process, learn all you can.

Make connections with helpful people on related teams.



(GAME DEVELOPEPS (CON MARCH 18-22, 2019 | #GDC19

Crafting missions for multiple play styles (Good)





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Crafting missions for multiple play styles (Good)

When given the task to add something new to a completed piece, take time to understand the design intent for that piece.

Create a personal list for things YOU need to pay attention to when designing for a specific game.



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Too Many Experiences, Too Little Time (Bad)





Too Many Experiences, Too Little Time (Bad)

Gather feedback from your team when you can, even if it's unofficial.



Delayed Team Communication (Bad)

Some conflict of interest between art and design teams, but no excuse to not communication effectively.

Get out of your group bubble and interact with the other teams that are connected to your team





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A Dope Tools Team (Good)



BASIC DATA

Controller Name: EnemyAIC_C_5 Pawn Name: EnemyChar_C_0, Pawn Class: EnemyChar_C Movement Mode: Walking, Base: Landscape_2.LandscapeMeshCollisionComponent_9 NavData: Default, Path following: Idle Behavior: Running, Tree: BT_MeeleEnemy Active task: None Montage: None

BEHAVIOR TREE

Brain Component: BTComponent Behavior tree: BT_Mee/eEnemy 0. Selector [Selector] 32. Idle [Sequence] 33. Wait [Wait: 2.0s], remaining: -0.000001s

EQS [Use + key to switch guery]

PERCEPTION COMPONENT Draw Colors: Sight, Lose Sight, Gameplay Debug Tool (Timestamp: 14.931)

Blackboard (asset: BB_MeeleEnemy) AttackedTarget: None DistanceFromGuardPointToAttackedTarget-0.00000 DistanceFromGuardPointToNoisePoint 1.#INF00 DistanceToAttackedTarget: 1731186.750000 DistanceToGuardPoint: 1731186.750000 DistanceToNoisePoint: 1.731186.750000 DistanceToNoisePoint: 1.#INF00 GuardPoint: None GuardPointTime: 0.000000 IsLookOnAttackedTarget: false NeedToCheckNoisePoint: false NoisePoint: (invalid) SelfActor: EnemyChar_C_0

Sight: 1.00 a.0.00

EnemyAIC_6_5 (EnemyChar_C_0)

From Unreal Engine 4 Debugger





A Dope Tools Team (Good)

Show your tools team some love

Integrate them into all the major parts of the game and

Cultivate a culture of comfort for team members to talk with the tools team.



^t the game and embers to talk

Shoutouts

Walter Williams (Undead Labs)

Brett Cutler (Monolith)







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