



The Making of 'Divinity: Original Sin 2'

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Founder of Larian Studios

GAME DEVELOPERS CONFERENCE

MARCH 18-22, 2019 | #GDC19

A quick history of Larian

GDC

1997



2010



A good plan

GDC

DIVINITY: ORIGINAL SIN PC

Larian Studios Games Ltd | Release Date: Jan 17, 2014


Summary

Critic Reviews

User Reviews

Details & Credits

Trailers & Videos



87
Metascore
Generally favorable reviews
based on **59 Critics**

8.7
User Score
Generally favorable reviews
based on **2165 Ratings**


What's this?

Your Score 0



About this project

Rewards



Divinity: Original Sin

Ghent, Belgium • Video Games • Project We Love

\$944,282
pledged of \$400,000 goal

This campaign is now finished and we are extremely grateful for all of your support! With your help, we will make a **fantastic RPG!**

Pledge \$5 or more
93 backers
Gratitude
Thank you for your pledge! For this sign of support, we here at Larian Studios give you our eternal gratitude.
(*) = NOTES FOR REWARDS
DIVINITY ORIGINAL SIN will be DRM-free, and will be localized in English, French, German, Polish and Russian. Additional languages may be added. The game will initially be available for PC. If Mac and Linux versions -and other languages- become available they will be free to owners of PC copies (digitally). Digital copies will have to be downloaded via your preferred digital retailer such as Steam or GOG.com if available.
ALPHA version access is expected Summer 2013.
Estimated delivery:
Nov 2013



The expansion of Larian

GDC



- Number of Staff
- Design
- Coding
- Art
- Writing
- Publishing




Going to Kickstarter

GDC

Divinity: Original Sin 2

by Larian Studios LLC



▶ PLAY

DIVINITY
ORIGINAL SIN
II

An epic RPG with turn-based combat, cooperative/competitive multiplayer; sequel to Divinity: Original Sin, GameSpot's PC Game of 2014.

📍 Sacramento, CA 🎮 Video Games [Share this project](#)

23,426

backers

\$1,059,567

pledged of \$500,000 goal

29

days to go

Back This Project

★ Remind me


This project will be funded on Wed, Sep 30 2015 8:55 AM EDT.

Larian Studios LLC

👤 2 created | 15 backed

🌐 larian.com

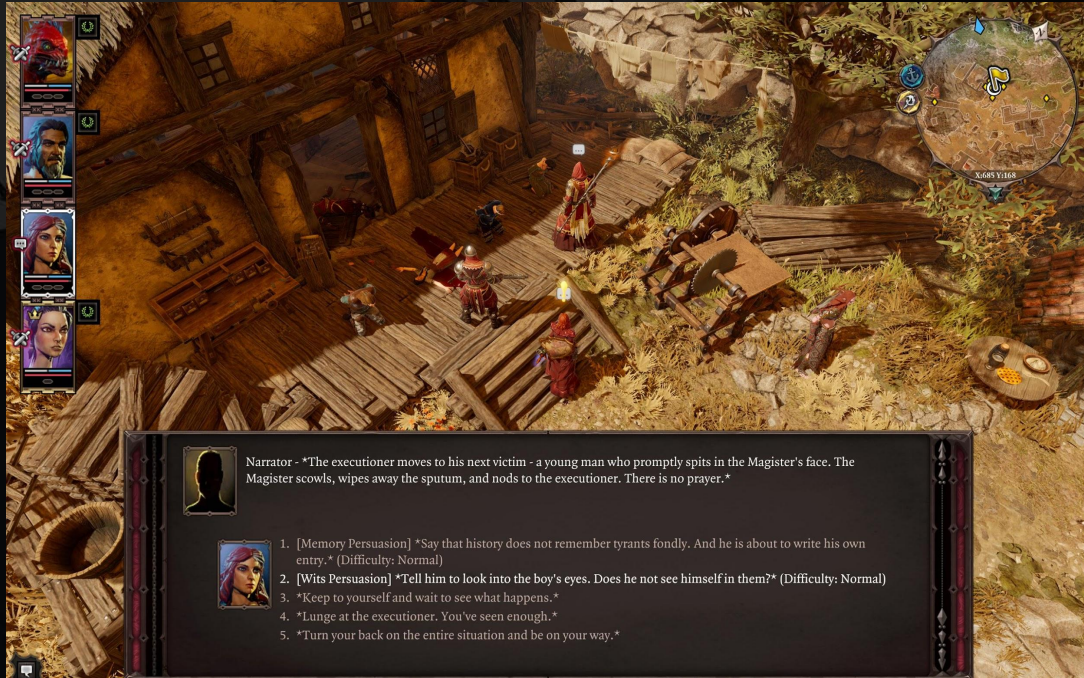
[See full bio](#) [Contact me](#)





The core pillars

GDC



The core pillars

GDC



Resurrection Scroll

Resurrect a dead ally to 20% of their Vitality at a location within 13m.

■ 13m Range

A scroll is a one time use spell. Use to start casting!

0.02 120

Dragon's Blaze

Breathe flames in a cone, dealing **4-5 fire damage** and leaving fire surface behind.

- ★ Set Burning for 2 turn(s).
- ☒ Resisted by Magic Armour
- 7m Range

SPECIAL

3



The core pillars

GDC



The core pillars

GDC



Divinity: Original Sin 1



Divinity: Original Sin 2



The core pillars

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MODDERS CORNER

mod-showcasing

gamemaster-dungeon

general-modding

wip-mods

scripting

mapping



Stretch goals

GDC

\$700,000

STRATEGIST MODE

For die hards, from die hards



\$850,000

PICK A SKILL TREE I

Your skills, your choice



\$1,000,000

RACIAL SKILLS

Because dwarves rock and lizards roll



\$1,200,000

UNDEAD ORIGINS

Death is only the beginning



\$1,350,000

PICK A SKILL TREE II

You didn't think we'd limit your options, did you?



\$1,500,000

THE HALL OF ECHOES

A new home in the great beyond



\$1,650,000

DEDICATED MOD SUPPORT

Modders of invention



\$1,750,000

LOVE & HATE

A fine romance or a bitter rivalry



\$1,850,000

SHAPESHIFTING MASK

When two faces aren't nearly enough



\$2,000,000

GAME MASTER MODE!

Who's the boss? You're the boss



Origin stories

GDC

- **PC1 - Gwen - Human**

- **Background** - She is the daughter of a rich merchant living in the game's town. She traveled the world and met another Sourcerer who taught her the tricks.
- **Suggested Skills** - Men-At-Arms, Witchcraft
- **Suggested Abilities** - Leadership, Bartering, Two-Handed, Armour Specialist, Blacksmith
- **Suggested Equipment** - Two-hand swords, heavy armor

- **PC2 - Mangan - Dwarf**

- **Background** - He is an escaped slave who survived in the wild and scavenged whatever he could find about Source.
- **Suggested Skills** - Marksman, another skill related to element, it doesn't need to be Earth
- **Suggested Abilities** - Sneaking, Lockpicking, Crossbow, Body Building, Crafting
- **Suggested Equipment** - Crossbow, light armor

- **PC3 - Vell - Wood Elf**

- **Background** - She left her home to explore the world as she was denied immortality. As most wood elves, she learned magic and has powers related to earth and nature.
- **Suggested Skills** - Earth-related skills, along with more elemental skills.
- **Suggested Abilities** - Charisma, Lore, Lucky Charm, Willpower
- **Suggested Equipment** - Staff or wands, cloth armor

- **PC4 - Hudson - Human**

- **Background** - He has his hometown ravaged by the Divine Order, then chose to live a life of crime as a hired thug.
- **Suggested Skills** - Scoundrel and destructive elemental skills.
- **Suggested Abilities** - Body Building, Sneaking, Single-Handed
- **Suggested Equipment** - Dual daggers, light armor



Origin stories

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Who are we?

GDC




Lots of cooks

GDC

- We discover that Source captured by purging devices can be retrieved from the purging devices. We can now use the devices to fuel our Source skills.
- We learn that the Divine Order has accepted a Godwoken; Alexandar! Everyone is relieved. He's been performing great miracles and it is but a matter of time before he will ascend to Divinity. But Alexandar is the head of the Divine Order - would he be hunting us because we are competition?
- We may encounter Alexandar inside the oilfields. He'll be surprised by our entrance and will escape, looking fairly weak. We find a living note here - it contains detailed instructions that lead to the hidden Raanaar structure under the oilfield.


6

- We learn that Arhu was kidnapped, probably by magisters. Our investigations (via driftwood questing) lead us to a secret location under an orphanage.
- Our journey to the orphanage brings us in contact with Dallis and a number of magisters. To our surprise Dallis doesn't attack us on sight. Instead she tells us "I can see what you are trying to accomplish. I have little hope you'll develop fast enough but who knows... Blessings of the seven upon you"
- Arriving in the orphanage, it is a grim place. All the kids seem to have died - there's been a massacre here. We don't find anything else but then we find a secret stairway to lower grounds. There we surprise black ring operatives working together with elite magisters ordering Sourcerer orphans about! Confronting them, we are told to surrender. If we don't, the children will die. We may or may not avoid a massacre. If we surrender, we are locked up (where Arhu is).
- Investigating deeper, we discover there is a Raanaar ruin here! Archeologists had found an entrance to an old Raanaar ruin under the orphanage and this apparently attracted the Black Ring and the magisters. Sourcerer children and silent monks are working here, clearly searching something.
- Progressing through the dig we discover that the black ring have infiltrated certain sections of the magisters. Dallis seems to be in command of these black ring magisters. We discover the ring is actively praying to Damian and is preparing for a great event.
- Inside the Raanaar structure, we find the wizard Arhu². He is beset by demonic mind maggots³. We save him from the infernal creatures and are relieved that he's not been consumed by them.

 charlene.putn...
4 May 2016

Resolve

This part is a bit odd: Everyone hates Sourcerers because we are bringing the Voidwoken ... but Alexandar is OK as leader because he is performing miracles. It seems like a level of hypocrisy that would not fly even with the thickest members of the general public.

 Jan Van Doss...
3 May 2016

Resolve

Looking for necrofire? Or is he in the area to hunt us down?

 Swen Vincke
3 May 2016


Resolve

How about looking for a Raanaar artefact? He knows there has to be one close on account of the necrofire's reaction. No-one else would know of course

 charlene.putney
4 May 2016

Resolve

How about he's looking for Arhu's living note that is there? Could be a great introduction to Arhu, Raanaar and the living notes in the Oilfield then?

 Unknown
3 May 2016

Resolve

As long as this isn't the first view of the opening antagonist (weakness isn't a good start/first impression).

 Stephen Rooney
3 May 2016

Resolve


He appears in Fort Joy, albeit briefly. But

- Arriving at Arhu's battle tower (our new hub where all the non-selected origin stories are present too and where plenty of talking animals roam) , Arhu tells us that the secrets of the origin stone and the answer to the one true question are scattered across Raanaar structures. Even among the Raanaar these things were a great secret. As far as Arhu could see, it took agreement among the different Raanaar elders to open the vault.

Arhu introduces us to his living notes, creatures & animate objects related to places of places of power that are somehow linked to Raanaar structures. It is his life's work. Arhu is convinced that if we explore these places and collect all clues, we'll discover the location of the origin stone and perhaps also the answers to the true question. But we'll need to persuade the living notes to talk to us first. Not all of them will be willing to tell us what we need to know immediately (level-gate, tag-gate etc... they'll warn us if we're not ready, they may be hostile towards us and require sub-questing, we may kill one to get the info from his spirit etc...)

Next we are given access to Arhu's dragon who'll take us anywhere we want. Because he only has one dragon and no favorite Godwoken, we'll all have to agree on our destination before the dragon will want to take off (this is the trick to force all players in the same maps)

- Before we can do that however, Alexandar and the magisters barge in. All the Godwoken in one place - what a present to one who hunts Godwoken! It's a veritable massacre. Arhu becomes one with the battle tower and activates its defences, but it's not enough. We'll only survive if we kill Alexandar himself...
- But Alexandar is too powerful. For someone who has been hunting Sourcerers, he seems to have quite the grasp over the Source and it rains down Source spells on the battle tower. This is not the weak man we met in the oilfields. What's changed?
- Depending on our powers & tactics, two things can happen now:
 - Version 1: Using Source powers & Source linking we manage to kill Alexandar. Dallis arrives on her dragon - we expect another fight, but much to our surprise - she addresses us: "Still not developed I see but making progress. But you will serve in the end..." (Reflection dialogue moment for expression of doubts).
 - Version 2: Just when all seems lost (i.e. if we all die at the hands of Alexandar), we get aid from an unexpected corner - Dallis barges in on her black dragon and attacks Alexandar. This comes completely unexpected to him. "I am your Divine..." he starts. Dallis doesn't even bother to reply as she kills him cold-bloodedly using dark waves of Void magic. Looking at his scorched body she says "You've served...". Next, before flying off she offers us some parting words: "Still not developed I see. But you will serve..." (Reflection dialogue moment for expression of doubts)
- The black and white dragon have a history it seems. There is an exchange between the two. If you pick up on it, you get a quest to find & kill the white dragon's purged mate to put it out of its misery. It didn't die as the white dragon expected.

 Unknown
3 May 2016

Resolve

Nice Damian insertion. Also, it distracts from Dallis by implying Damian hasn't taken any action yet/hasn't arrived.

 Unknown
3 May 2016


Resolve

Don't like this McGuffin. Would prefer knowledge of a ritual, location, test of faith that needs to be discovered (or some inner spiritual test).

 Swen Vincke
3 May 2016


Resolve

How about now?

 Unknown
3 May 2016

Resolve

Nice mystery.

 Unknown
3 May 2016

Resolve

Cool! Would love to have these introduced earlier without revealing their mystery. Very cool idea.

 Swen Vincke
3 May 2016

Resolve

Put one in the oilfield

 Unknown
3 May 2016

Resolve

Lot of dragons. :)

 Unknown
3 May 2016

Resolve

Feels a little cut-scene-y and lack of player agency.

Different views

Driftwood

Magister Checkpoint

Scripter: XX // Writer: XX

Status:

- As you arrive in Driftwood, two Magisters intercepts you
- They ask who you are and where you're from
 - There's origins options, aggressive options, peaceful options and dodgy options
 - If you tell them that you are a Sourcerer, they will try to collar you
 - You can tell them about the Caravan; they will ask you to seek the White Magister
- You can fight the two Magisters, but the Magister occupation in the village will make it a difficult fight
- If you walked in the village by avoiding in the checkpoint, they won't mind you

Abandoned House

Scripter: XX // Writer: XX

Status: TO BE APPROVED

- This is the house of some sad dwarf who was deported to Fort Joy
- A dwarven hobo is sleeping on the first floor, he doesn't mind the Player's presence
- There's a hidden cellar, along more well defended secrets downstairs
 - If the Player was sent by River to retrieve the cache, it's missing
 - Asking the hobo will inform the Player that some thugs picked the place clean as soon as its owner got taken away by the Magisters, a long time ago

Sick Cat

Scripter: XX // Writer: XX

Status:

- Pox the cat eats Void-tainted fishes
- You can drop void-tainted fishes nearby and he'll walk to it and eat it
 - Eventually the poison will kill him
- If you manage to give him enough fish and heal him a few times he'll be stuffed and will thank you
 - He'll give you a tip on some nearby secret

Dashing June

Scripter: XX // Writer: XX

Status:

- Dwarf rogue walking around Driftwood

Magister Checkpoint

THEMES and LORE:

Voidwoken!

The Magisters lack the weaponry to deal with the Voidwoken. Deliveries have not been arriving. The White Magister is about to take a ship and head to Fort Joy to get more weapons. Any other relevant theme/lore goes here.

- The Magisters (RC_DW_Checkpoint_Magister_000 and 001) are posted outside of the village; no direct visual contact from village.
 - Should you kill them without anyone noticing it, another Magister pair will walk in
 - This pair are the Idling Magisters
 - They will assume it was Voidwoken and they'll close the bridge for safety
 - Reopening the bridge will trigger a fight against them
 - If you walked in the village by avoiding checkpoint, they won't mind you.
- The two young Magisters at the lowered-bridge-gate will ask the player about the caravan you might have seen on your way to Driftwood.
 - They need to be talking about the Desertion problem in town, just like the guards in Cyseal were doing
- They will send us straight to their leader: the **White Magister**.
 - They tell us to hurry up because the White Magister is having his ship prepared for a voyage.
 - They have no idea this is just a line they've been fed - he's actually leaving them behind to fend for themselves.
- They are young and inexperienced. Newbies.
 - One of them is **aggressive** and prone to hostility.
 - The other one is **scared**. He is more careful and fears we may be Sourcerers; we look powerful anyway. He is determined to keep the peace.
- There are several things that can happen in the dialog depending on what route you take when you talk to them.
 - You can persuade that you are a simple traveller
 - You can tell them about the caravan, if you saw it
 - You can tell them who you truly are and fight them
- You cannot be blocked from passing the checkpoint - the Magisters let everyone in.

Voidwoken Chicks

see notes here: <https://goo.gl/TtIO2Q>

THEMES and LORE:

Voidwoken!

- Some chicken in the small barn near the checkpoint lost their eggs
 - The rooster is freaking out in the corner, he claims he saw them run away
- Player finds the eggs, they hatch VW



Feedback loops

GDC

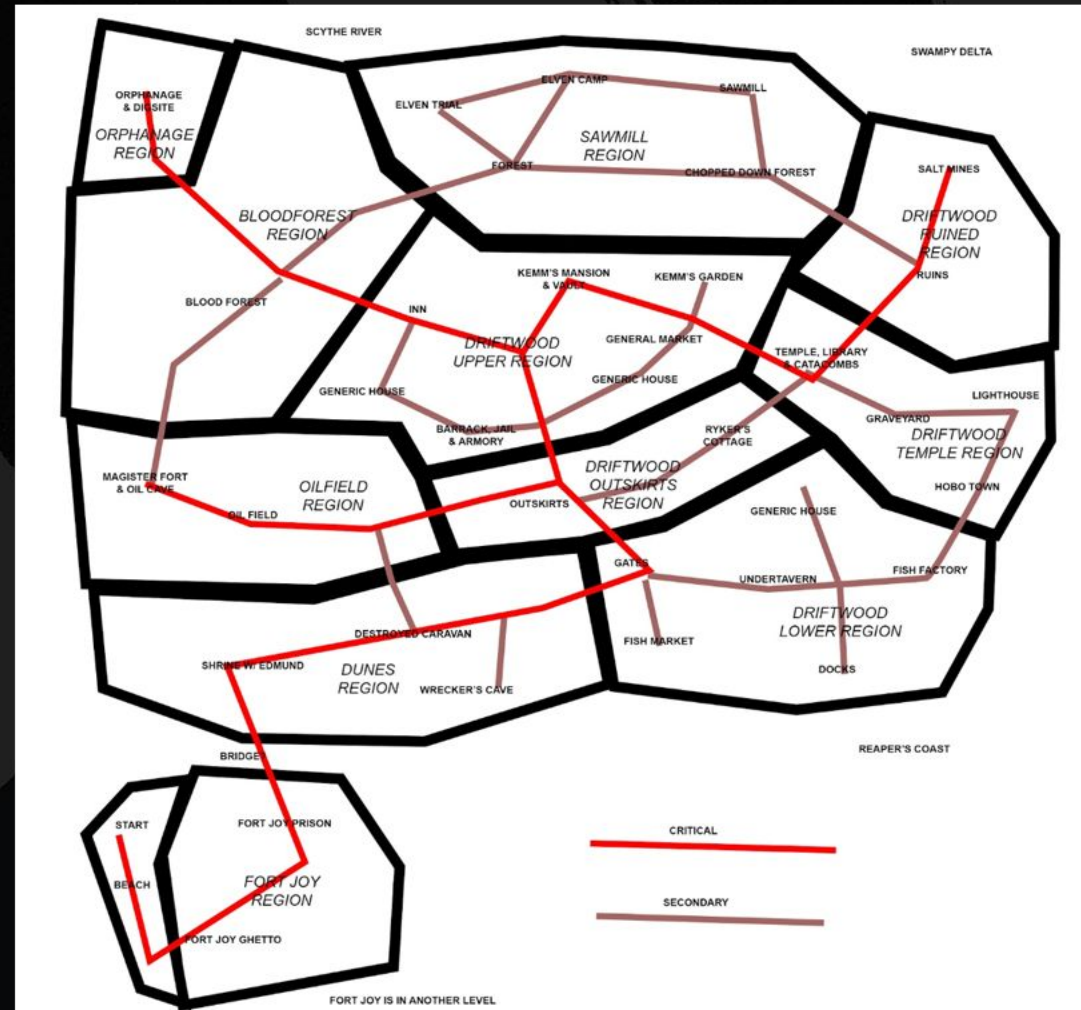


Cuts

GDC

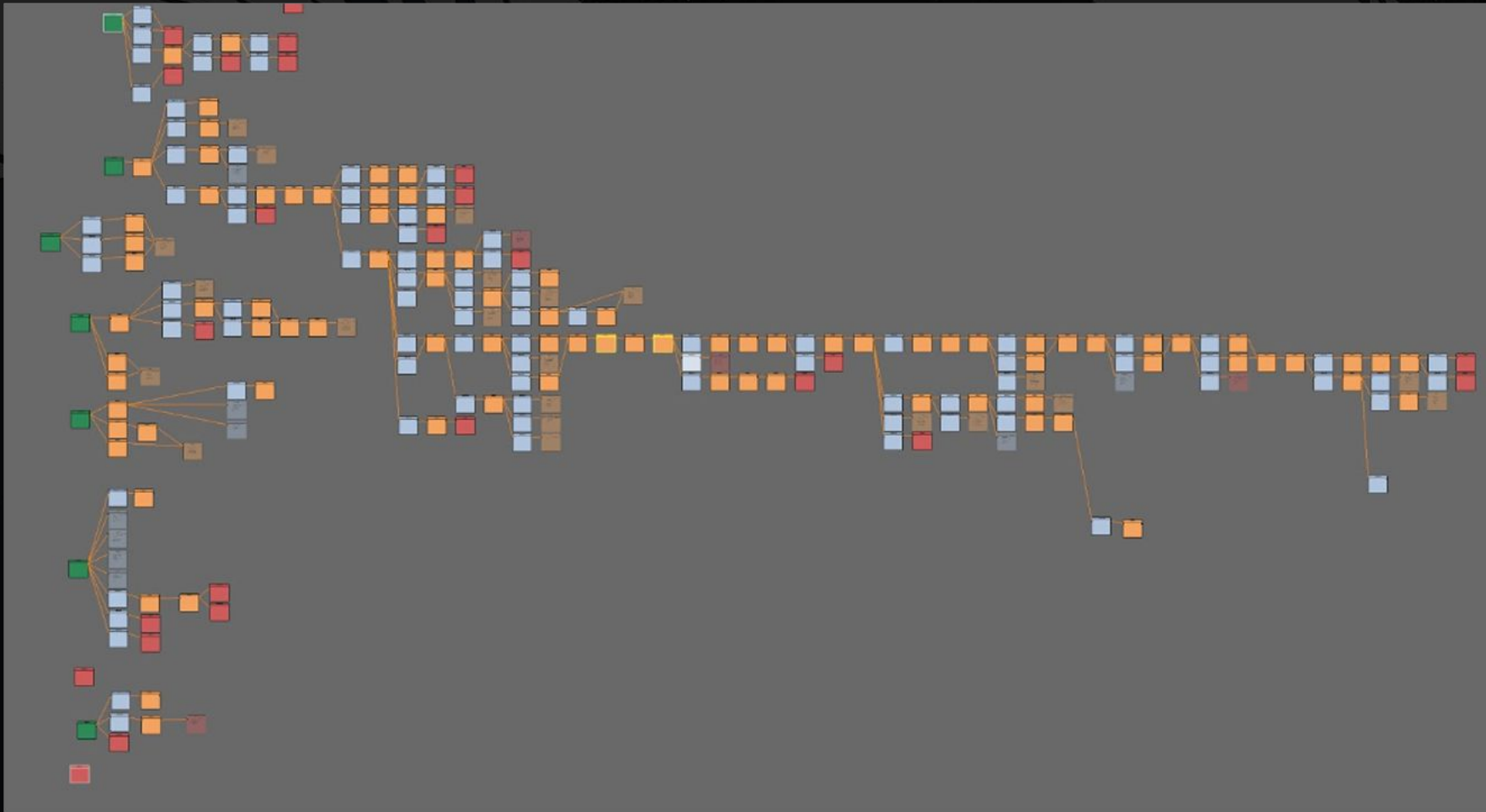


Cuts



Dialogs

GDC



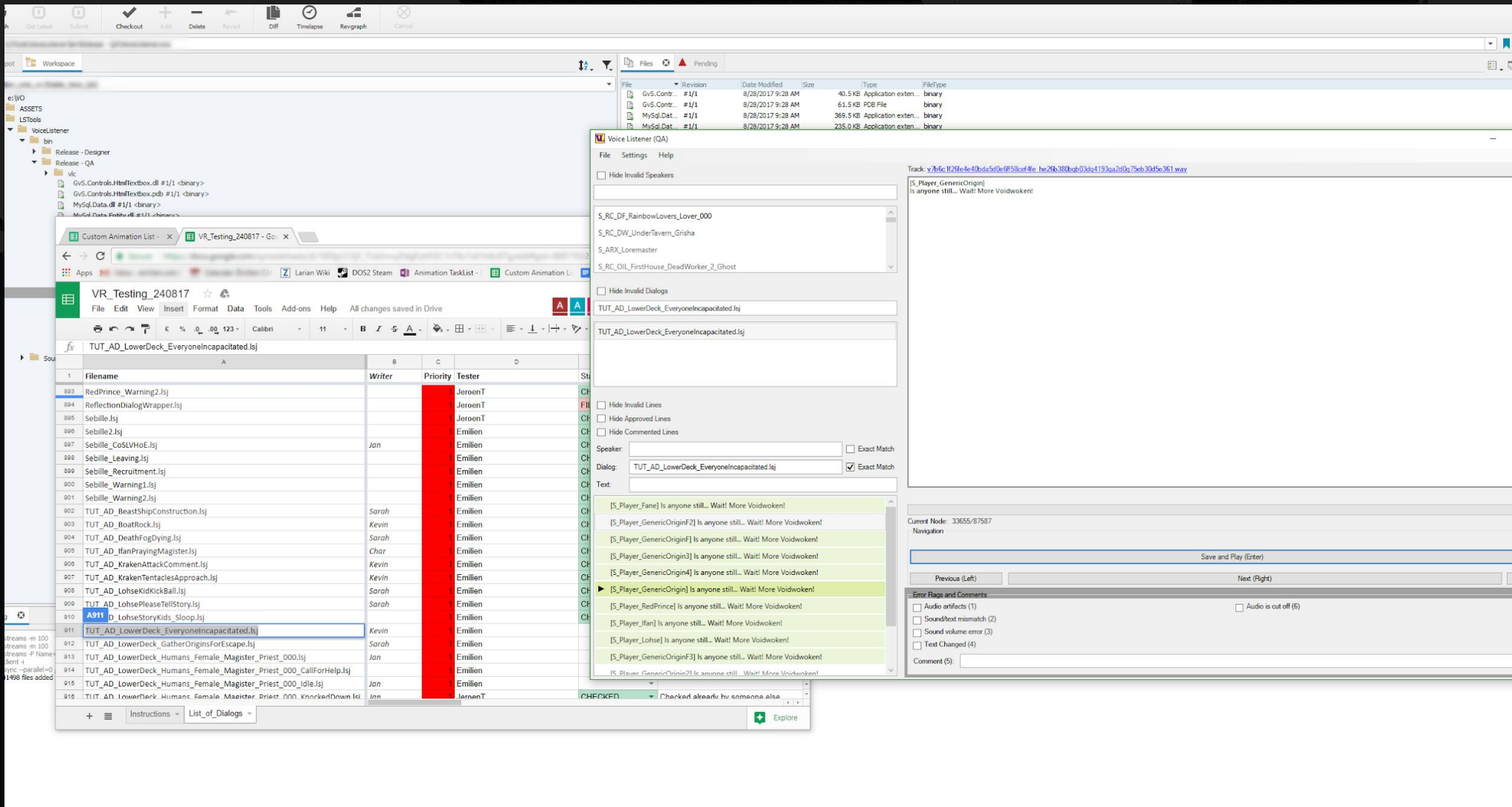
An important decision

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Voice script

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Text woes



"By the end of June, we will finish writing Act 2.

Currently, Act 2 stands at 20.000 lines, good for 300.000 words.

By the end of July, we will finish writing Act 3.

Act 3 has been stub-written by scripters, and has 6.000 lines. At an average of 15 words per line, that'll be 90.000 words.

On top of that, we have 2 more origin characters coming, and based on other origin characters, those will introduce 300 lines each, i.e. 4500 words each. So for 2 origin characters: 9000 more words.

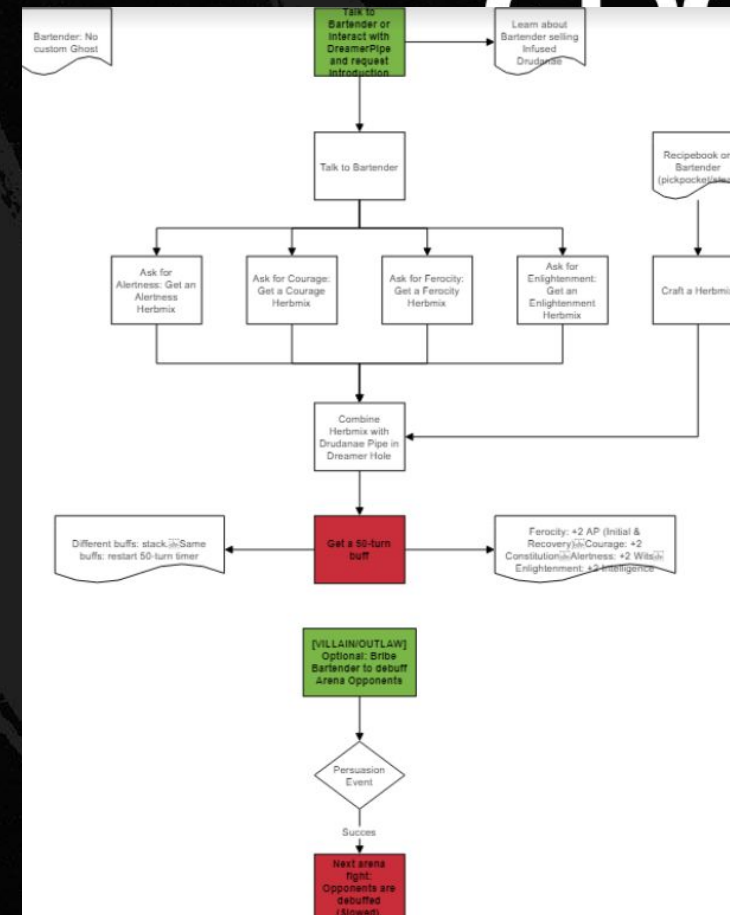
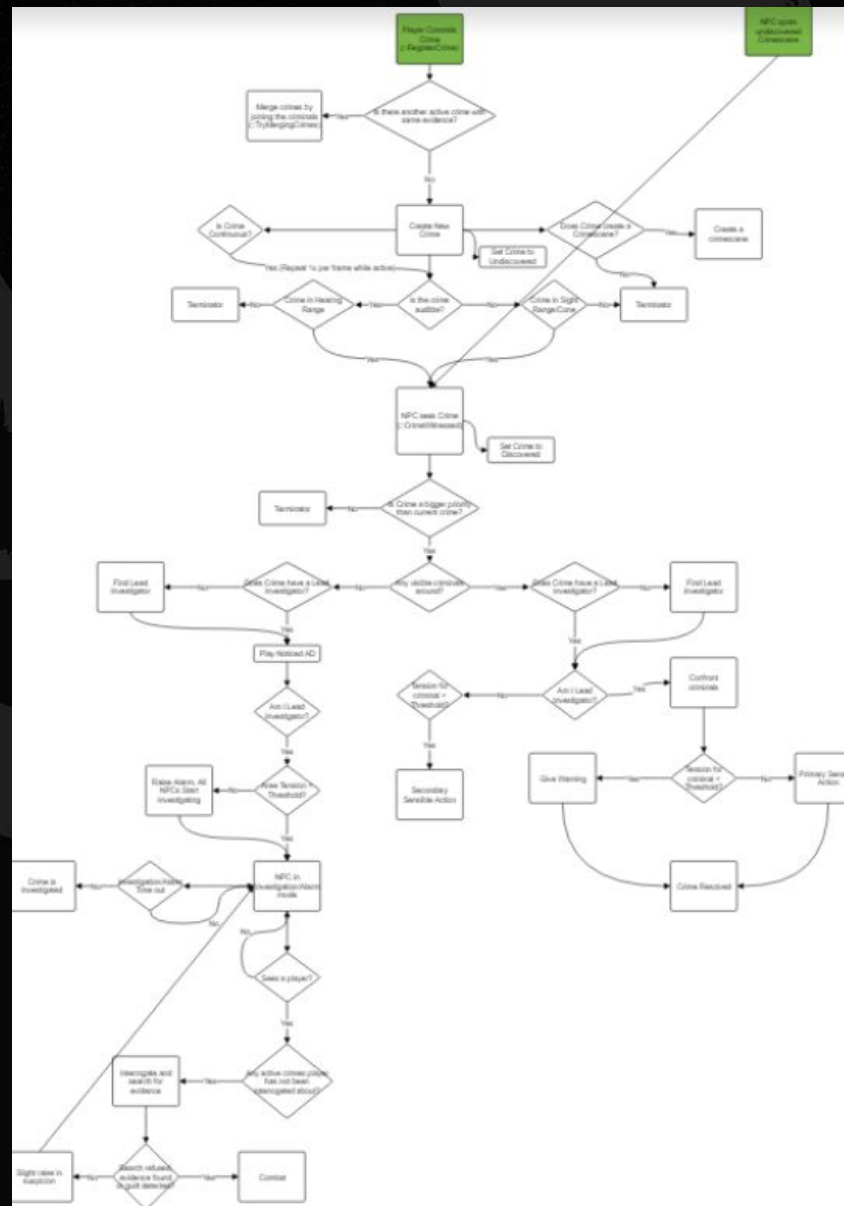
These origins will come in end of July too.

These are estimates, and playthroughs and testing could introduce some more lines, but I tried to incorporate those additions in the above numbers."




```

graph TD
    Start([Player Talks to June]) --> Story[June gives you a sub story about losing a pouch of 250 gold]
    Story --> Talk[Talk to her]
    Story --> Leave[Leave her be]
    Story --> Insist[Insist on given her the gold]
    
    Talk --> Perception{Perception High}
    Note[Normal - 13 wits (2)  
Hard - 17 wits (3)  
Hard - 23 wits] --- Perception
    
    Perception -- No --> Steal[She steals some coins from you]
    Perception -- Yes --> Pickpocket[Notice she's trying to pickpocket you]
    
    Steal --> Leaves1[She Leaves to the Undertavern]
    
    Pickpocket --> React{React to it}
    React -- No --> Leaves1
    React -- Yes --> Breakdown[She will break down and tell you about her sister Butler]
    
    Breakdown --> MetButler{Met Butler}
    MetButler -- No --> GivesMoney[She Gives Money back]
    MetButler -- Yes --> Gloves[be nice and she will give you Gloves +2 to thievery and +1 wits]
    
    GivesMoney --> Leaves1
    Gloves --> Leaves1
    
    Insist --> Thanks[She thanks you and leaves to the Undertavern]
    Thanks --> TalksUndertavern([Player Talks to June in the undertavern])
    Leaves1 --> TalksUndertavern
    TalksUndertavern --> Responds[She responds according to your actions]
  
```



Situation reviews

GDC

Missing Wordcount fr		Missing Wordcount ger		Missing Wordcount ru	
arx	16586	arx	2015	arx	4822
code	71	code	218	code	465
companions	8748	companions	3767	companions	2
cos	3675	cos	1566	cos	1629
design	807	design	784	crimes	79
ftj	5	ftj	107	design	3666
journal	7236	journal	4620	dialogs	150
rc	6806	rc	1967	ftj	1514
				journal	7474
				rc	8953
	43934		15044		28754



More and more features

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Situation reviews

GDC

Unfinished Lines 08_08_2017_OLD										
File Edit View Insert Format Data Tools Add-ons Help Last edit was made on August 9, 2017 by Stephen Rooney										
StringHandle										
1	File	String	Approv	Pending	NUKE	Done	ToDo	dig lines	to do dli	Done
82	ARX_CathedralDistrict_Elf_03.Isj	[ELF,Not SEBILLE,not HasMet,MotherTree is not Dead,Rooted,Saheila dead Saheila says sebillle will save us all!]		1				0	22	22 WRITTE
83	ARX_CathedralDistrict_Elf_03.Isj	[SEBILLE,not HasMet,MotherTree is not Dead,Rooted,Saheila dead not-Saheila says you'll save us all!]		1				0	22	22 WRITTE
84	ARX_CathedralDistrict_Elf_03.Isj	[ELF,Not SEBILLE,not HasMet,MotherTree is Dead,Roote,Saheila deadd Not-Saheila says mother appointed her heir]		1				0	22	22 WRITTE
85	ARX_CathedralDistrict_Elf_03.Isj	[SEBILLE,not HasMet,MotherTree is not Dead,Rooted,Saheila alive Saheila says you'll save us all!]		1				0	22	22 WRITTE
86	ARX_CathedralDistrict_Elf_03.Isj	[SEBILLE,not HasMet,MotherTree is Dead,not Rooted,Saheila alive Saheila says We are free - rejoice]		1				0	22	22 WRITTE
87	ARX_CathedralDistrict_Elf_03.Isj	[ELF,Not SEBILLE,not HasMet,MotherTree is Dead,Roote,Saheila alive Saheila says mother appointed her heir]		1				0	22	22 WRITTE
88	ARX_CathedralDistrict_Elf_03.Isj	[ELF,Not SEBILLE,not HasMet,MotherTree is not Dead,Rooted,Saheila dead not-Saheila says sebillle will save us all!] 		1				0	22	22 WRITTE
89	ARX_CathedralDistrict_Elf_03.Isj	[not HasMet, No ELF Greeting]		1				0	22	22 WRITTE
90	ARX_CathedralDistrict_Elf_03.Isj	[SEBILLE,not HasMet,MotherTree has not Met,Saheila dead non-saheila says you hurt our mother... why!]		1				0	22	22 WRITTE
91	ARX_CathedralDistrict_Elf_03.Isj	[ELF,not SEBILLE,not HasMet,MotherTree has not Met,Saheila dead non-saheila says the mother suffers, but we'll prevail!]		1				0	22	22 WRITTE
92	ARX_CathedralDistrict_Elf_04.Isj	[The elf is in deep meditation]		1				0	2	2 WRITTE
93	ARX_CathedralDistrict_Elf_04.Isj	[Still, the elf is in deep meditation]		1				0	2	2 WRITTE
145	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	*Beast's whiskers stand on end like a porcupine's quills, ready to pierce whomever might stray too close.*	1	0				0	17	10 WRITTE
146	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	Why, Isbeil, advisor to Queen Justina, of course. A truly powerful agent of the Black Ring. You do not suppose Her Majesty has acted of her own accord, do you?	1	0				0	17	10 WRITTE
147	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	*Ask who he means. What enemy?*	1	0				0	17	10 WRITTE
148	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	We would both see Isbeil dead and the Black Ring scattered to the winds. Let us seal our partnership and put an end to the God King, Beast. Or is it... Marcus?	1	0				0	17	10 WRITTE
149	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	I do not bargain with the likes of <i>you!</i>	1					0	17	10 WRITTE
150	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	*Beast's fearful rage consumes him. He unsheathes his weapon with a roar and charges toward the Doctor, who grins at the sight - then takes a defensive stance.*	1	1				0	17	10 WRITTE
151	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	*Ask if he means the queen and her advisor.*	1	1				0	17	10 WRITTE
152	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	Beast. Your invitation arrived as scheduled, I see. Most excellent.	1	1				0	17	10 WRITTE
153	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	You must wonder why I've requested an audience with you. As it happens, we have a common enemy.	1					0	17	10 WRITTE
154	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	*Note Beast's rising discomfort, and tell The Doctor he'll be talking to you, not Beast.*	1	1				0	17	10 WRITTE
155	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	*Intervene. If he's talking about Justina and Isbeil, they've been handled.*	1	1				0	17	10 WRITTE
156	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	Handled? Well, in that case, I must apologise for wasting your time - though there <i>is</i> something you might do for me...	1	1				0	17	10 WRITTE
157	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	Oh, goodness. Don't answer that, Beast - I shall assume you possess the proper wisdom to know the God King himself had gained your cousin's ear. The truth might rather disappoint me, you see.	1	1				0	17	10 WRITTE
158	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	*The Doctor flicks his wrist dismissively.*	1					0	17	10 WRITTE
159	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	Ah - then you know we would both see Isbeil dead and the Black Ring scattered to the winds. Let us seal our partnership, then, and put an end to the God King, Beast. Or is it... Marcus?	1	1				0	17	10 WRITTE
160	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	Very well. Approach.	1	1				0	17	10 WRITTE
161	ARX_DoctorsHouse_TheDoctor_COM_Beast.Isj	...Die.	1	1				0	17	10 WRITTE
528	ARX_IV_Gareth.Isj	[are you ok there, old man?]		1				0	34	34 WRITTE
529	ARX_IV_Gareth.Isj	[Gareth opens his eyes, rubbing his forehead in pain and stands up]		1				0	34	34 WRITTE
530	ARX_IV_Gareth.Isj	[Gareth looks around him, trying to scan the area - his face darkens as he sees Malady's dead body]		1				0	34	34 WRITTE



Unsung heroes

GDC



QA

GDC



The armor system

GDC

Can we get a developer comment on Armor System?

30/09/17 06:40 PM #624137

OP The fact of the matter is that the system requires changes, it is poorly designed and there are many reasons on why is this, many people have said it in many posts, it is not up for debate.

The only thing i now want to know is if the developers acknowledge this or they will be oblivious to critique?, if they will just ignore and behave like typical mainstream developers and just listen to fanboys praise.

I am seriously not having fun with the game and the thing is i can't refund it because i already clocked more than 2 hours long time ago, the armor problem doesn't really become evident until you have really more than 2 hours playing and you think: "well, maybe it will get better in Act 2", well it doesn't.

It is truly pathetic that the only game strategy that works now is go full damage and only one type of damage either physical or magical but not both or you will gimp your party and then don't engage in battle normally but rather cheese the AI somehow to prevent all the enemies gang bang on your party and obliterate you, BECAUSE you can't CC you can't control the battlefield anymore so you are really stupid if you try to engage in a battle without cheesing it, the method that always works is to provoke the battle with 1 character and then run away as far as you can were your other team mates wait for the enemy to come 1 by one or the least amount possible so you can kill them without them grouping on you and kick your ass.

THIS IS NOT FUN PERIOD.

There is no "tactics" that is a lie, combat just became a 1 trick pony, there is not thinking anymore you just spam damaging abilities and stack damage to get rid of the 3 health bars ASAP.

I want a developer to say to me if they acknowledge this and they will do something about it or they will not.

I don't want to use mods since they disable achievements but i am seriously considering it now because i am not having fun with the game, it is not an enjoyable experience it is tedious and frustrating, i am tired of it and if i could refund i would do it.

Realize that i could just have pirated your game but i decided to support your company because i trusted you since the first game was really an amazing game, but this is a complete disappointment and i am gonna be honest with you, if you choose to not listen to critique like most developers and just take the fanboys into consideration this will be the last time i spend money on a game you make and i mean it.

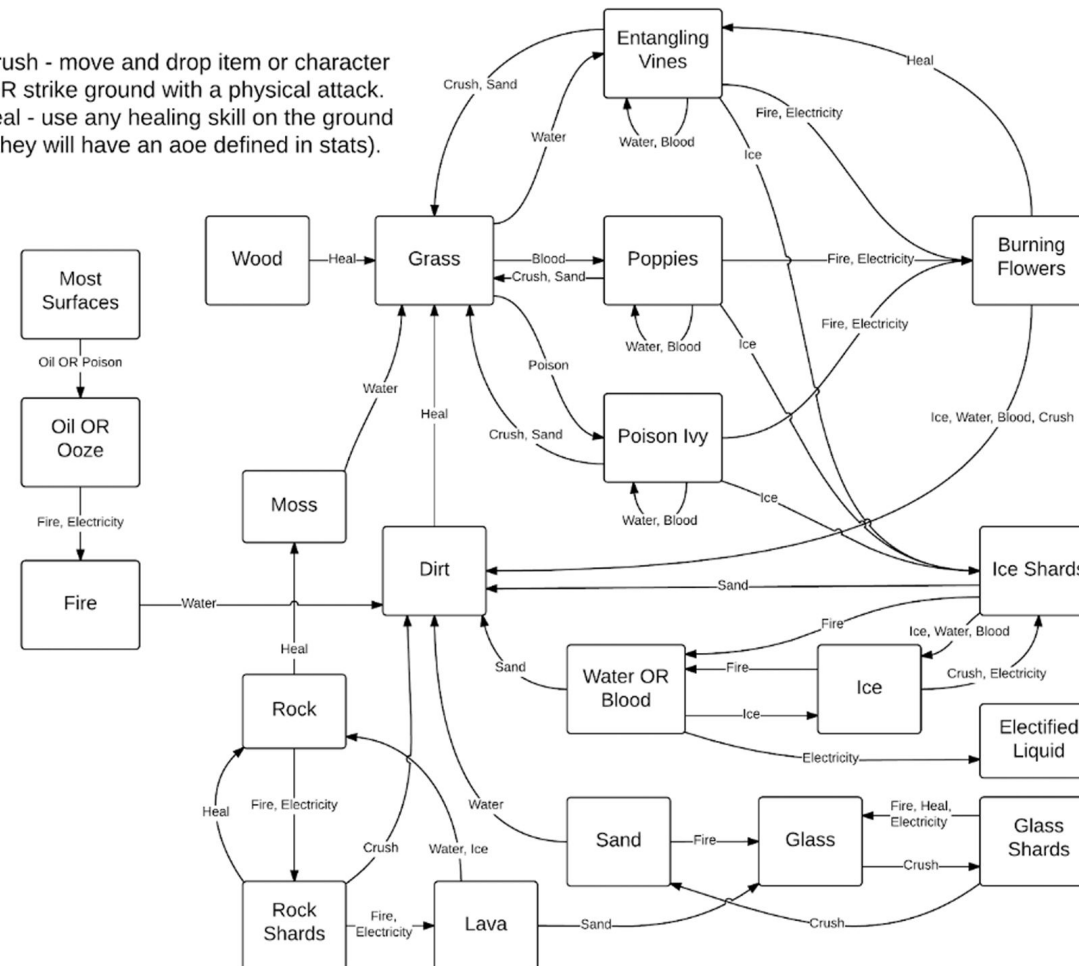
THIS IS NOT FUN PERIOD.



New surfaces

Our surface interaction

Crush - move and drop item or character
OR strike ground with a physical attack.
Heal - use any healing skill on the ground
(they will have an aoe defined in stats).



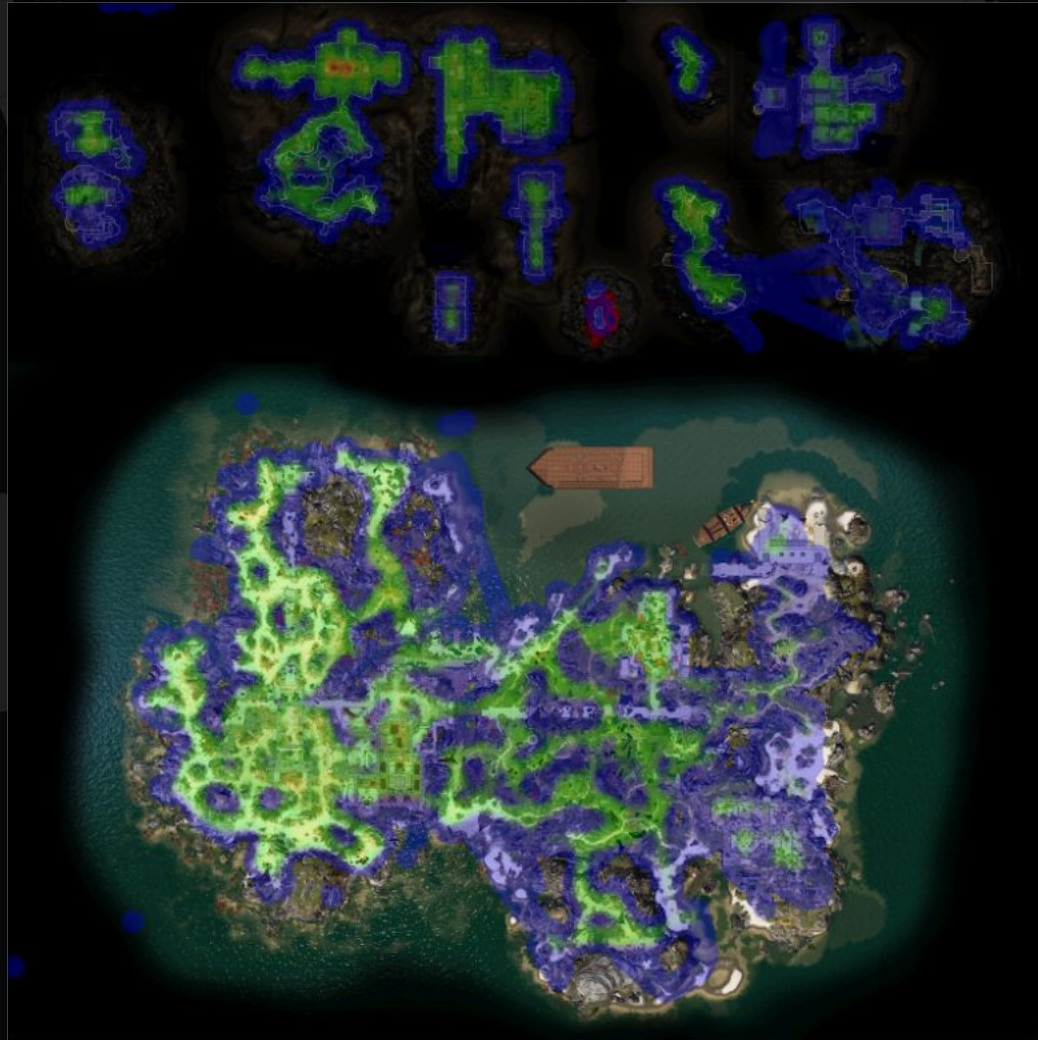
Tracking players

GDC



Tracking players

GDC



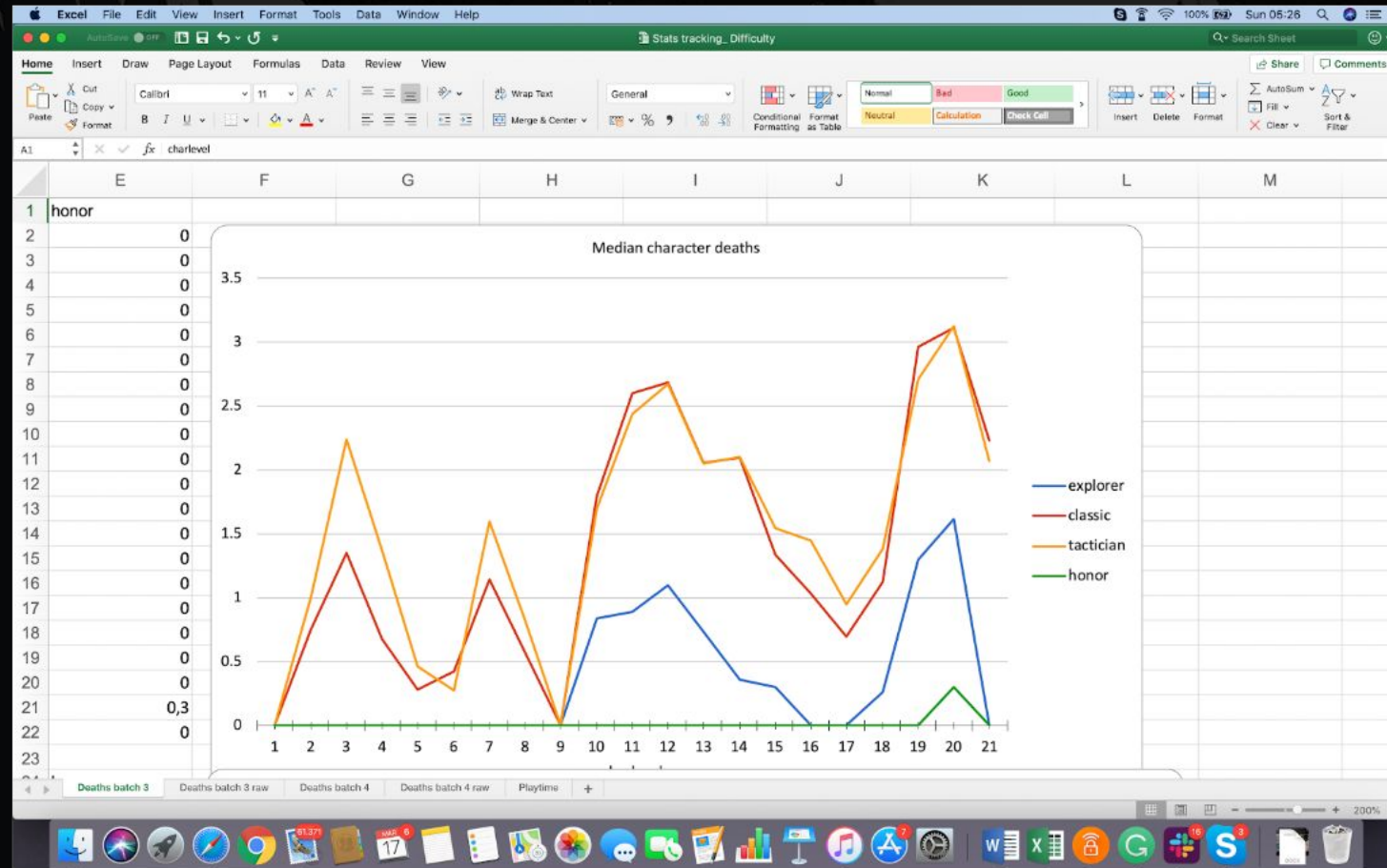
Tracking players

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Incomplete data

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AI changes

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Five release days

GDC

 **Swen Vincke** 6:55 AM
<https://www.vrt.be/vrtnws/nl/2017/09/14/groot-deel-van-gent-zit-zonder-elektriciteit/>

vrtnws.be

Grote stroomonderbreking in Gent: 200 straten zonder elektriciteit, 1.500 klanten getroffen

Hoe lang de problemen gaan duren, is nog niet duidelijk.

Sep 14th, 2017 (4 MB) ▼



Our office is hit by this and there is no ETA

Power outage in Ghent is completely over

After the fire in a transformer station in Ghent, the electricity supply in all 500 affected streets was restored. Thousands of people from Ghent were without electricity for most of the day. The last streets were reconnected shortly after 8 PM.

Divinity: Original Sin 2 claims top spot on Steam despite a very unlucky launch day

By **Andy Chalk** September 15, 2017

The long-awaited RPG has topped PUBG and Dishonored: Death of the Outsider.



Five release days

GDC

Hello everyone !

Some of our players from Germany, France, and Russia have asked us to release the localized version of DOS2 now instead of waiting until September 21st. We heard you. As a result, we will be releasing beta localized versions of the game in the coming hours and we will definitely update them next week. We will keep you informed.

👍 1,925

👍 Rate up

👎

Share

You can see the negative reviews added and subtracted the next day on Steamspy



Things that went right

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So what did we learn from this?

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Documentation balance

White boxing

Automation

Make sure processes are built for iteration

Beware too many cooks.

Invest in feedback loops

Test against real world circumstances

Listen to your players and never stop improving

Iteration takes time

Visualize key numbers

