

BEYOND TEST SERVERS

How For Honor Made Testing a Celebrated Player Experience

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A dramatic scene featuring three medieval warriors standing in a battlefield. The warrior on the left wears a blue and green tunic with a chainmail surcoat and a blue helmet. The central warrior is a large, muscular figure in a brown and red tunic with a fur-trimmed skirt, wearing a horned helmet and holding a large battle-axe. The warrior on the right wears a green and brown tunic with a chainmail surcoat and a horned helmet, holding a sword. They are positioned in front of three banners: a green banner with a yellow sun, a brown banner with a red cross, and a green banner with a white cross. The background shows a castle on a hill, flags, and a battlefield with fallen soldiers and weapons. The title "FOR HONOR" is written in large, metallic, 3D letters across the bottom.

FOR HONOR



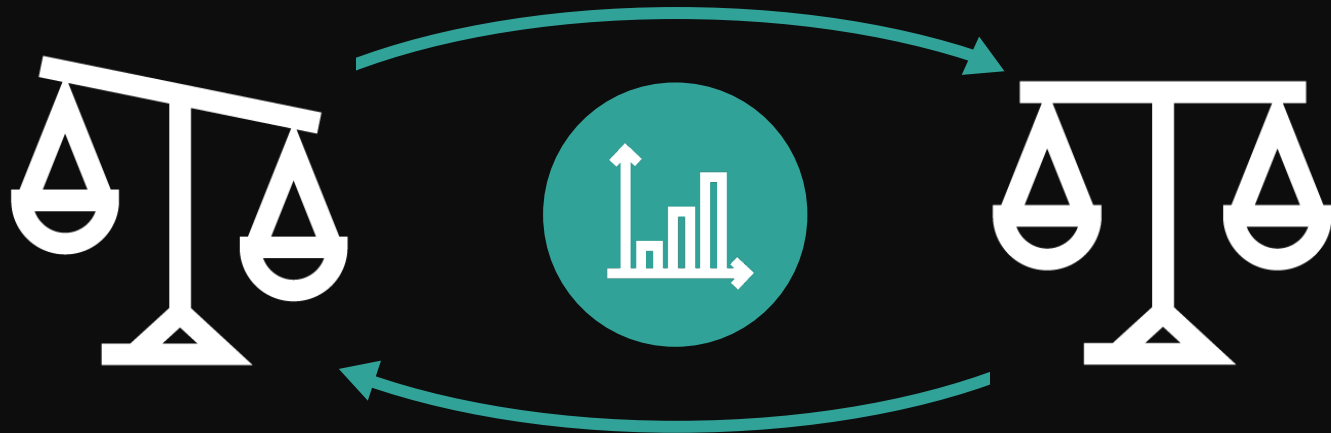


**HOW ARE WE GOING TO
HANDLE BALANCE?**

/ WHAT IS BALANCE

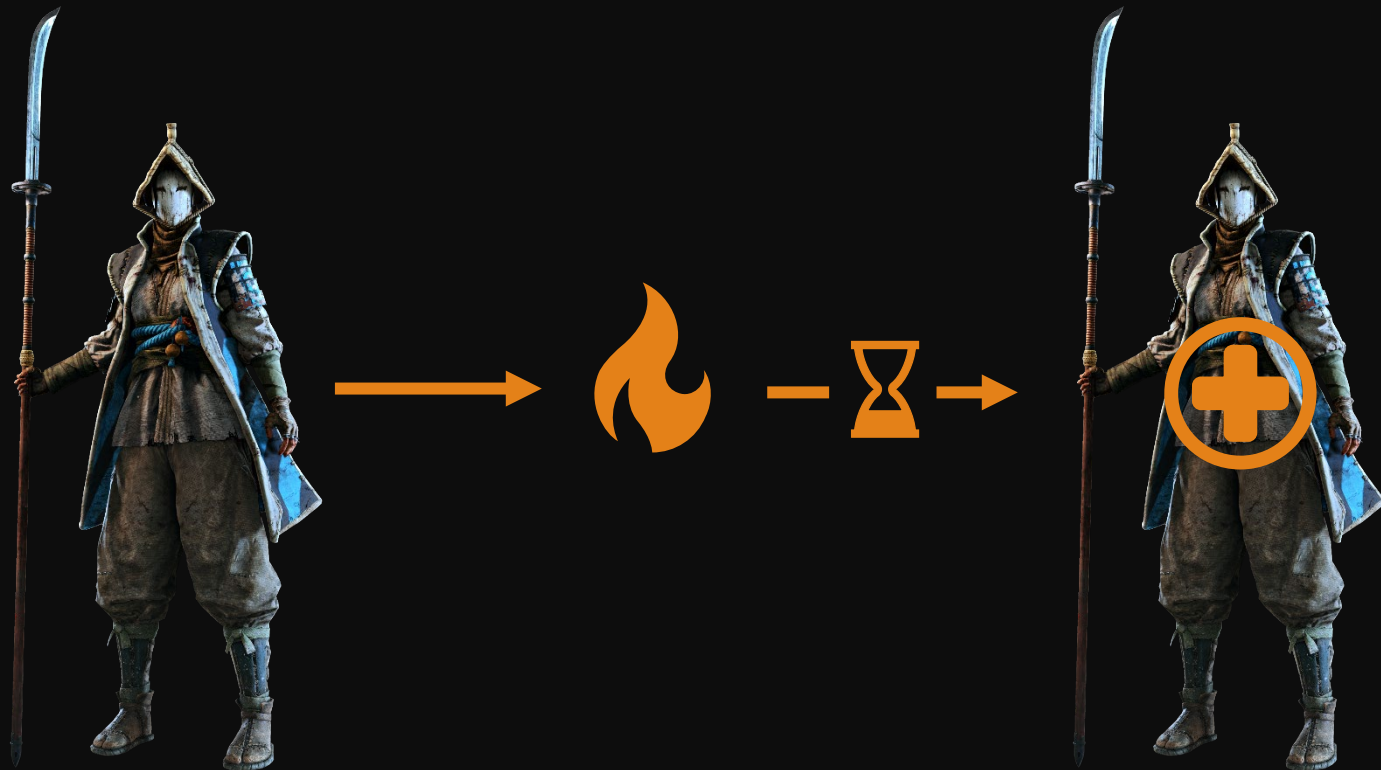


/ WHAT IS BALANCE

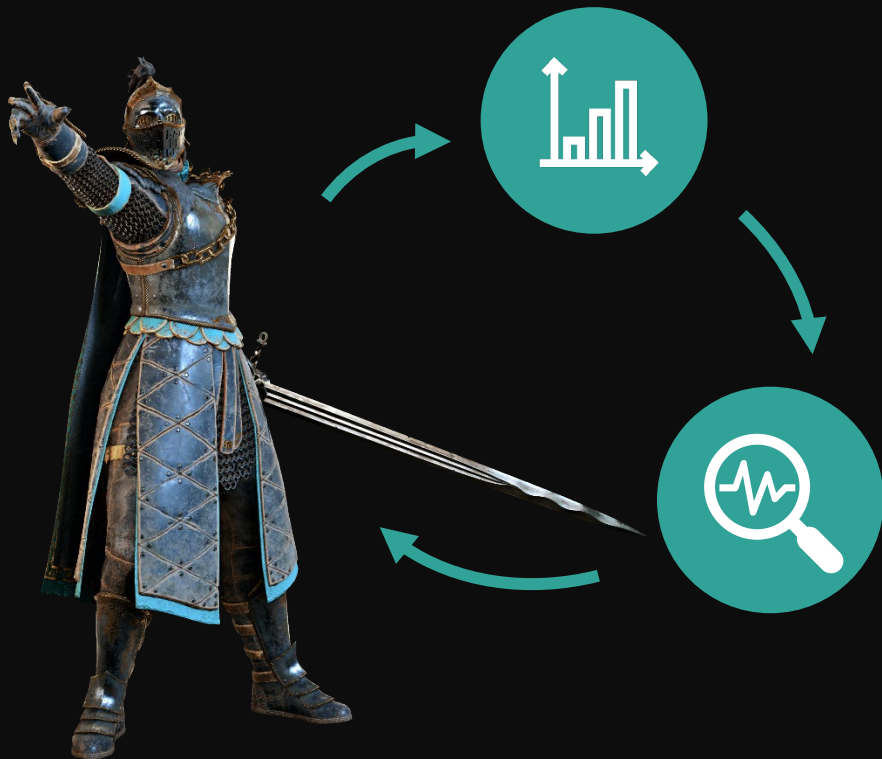


NEED A TOOL

/ REACTION FRAMEWORK



/ ITERATION TOOL



TEST SERVERS

/ IT WENT WRONG...

Balance & Tourneys

Fight Meta

Balance & Game Mode

Breach Game Mode

1.6%

/ IT WENT WRONG...



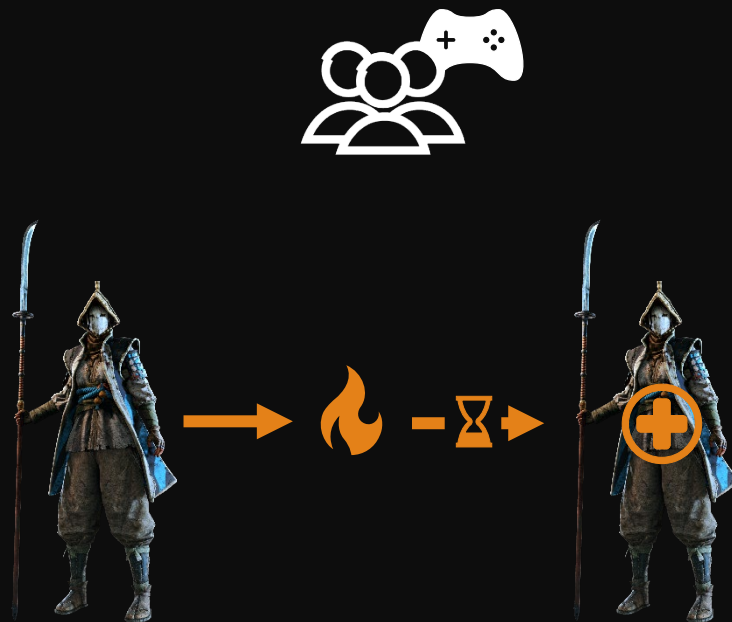
+



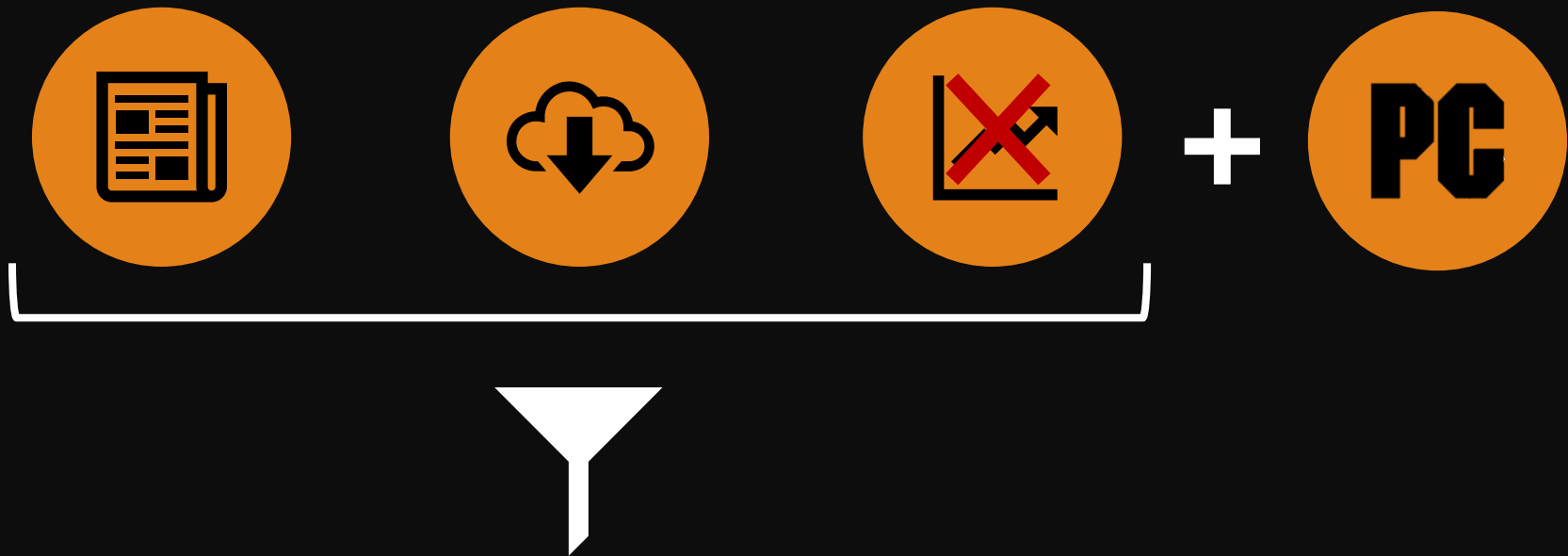
=

NO DATA

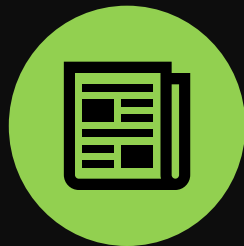
/ LOSE-LOSE



/ ATTENDANCE BARRIERS



/ BETTER TEST SERVERS?



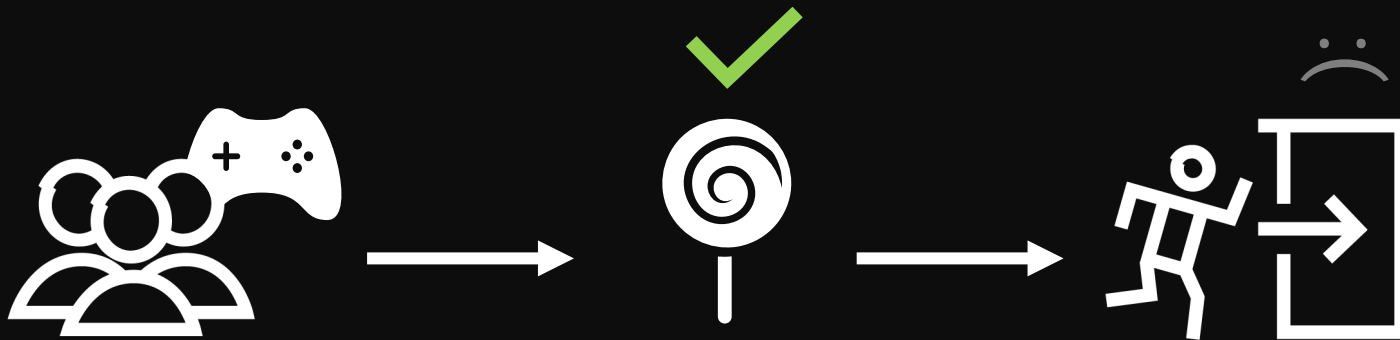
Test Servers (Average)

1.6%

Dedicated Servers

16.3%

/ YES BUT...



MITIGATED SUCCESS

/ HOW CAN WE DO EVEN BETTER?



+



=



F2

Off-Season

Last Season: M

5



Next Battle: 05:31:59



BATTLE



BREACH

TESTING GROUNDS

F3

WAR MAP

F4

QUICKMATCH

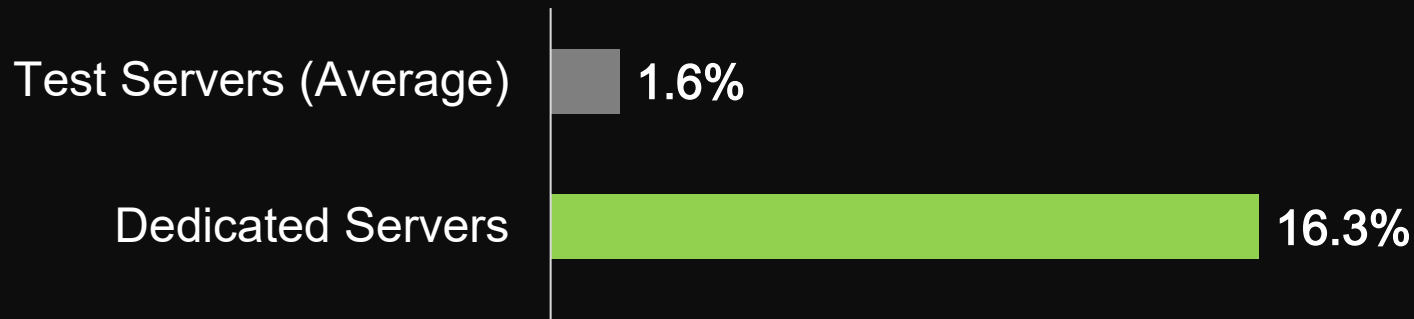
ESC

BACK





/ CENTURION TESTING GROUNDS



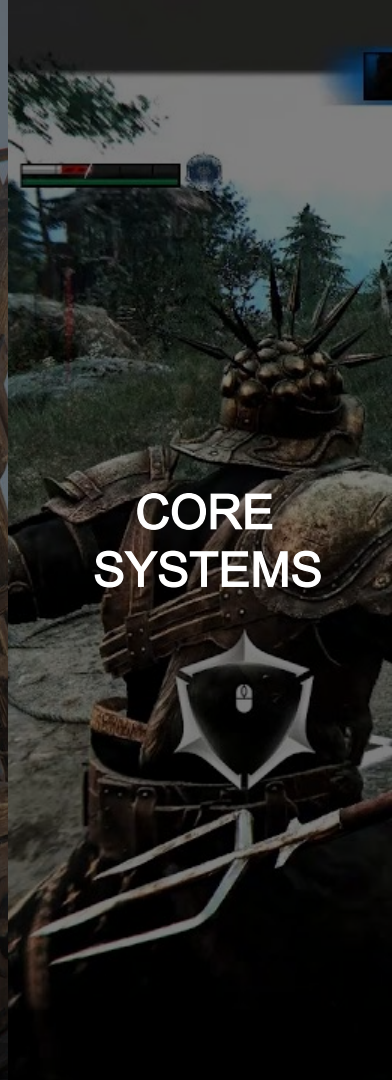
SUCCESS!!!!



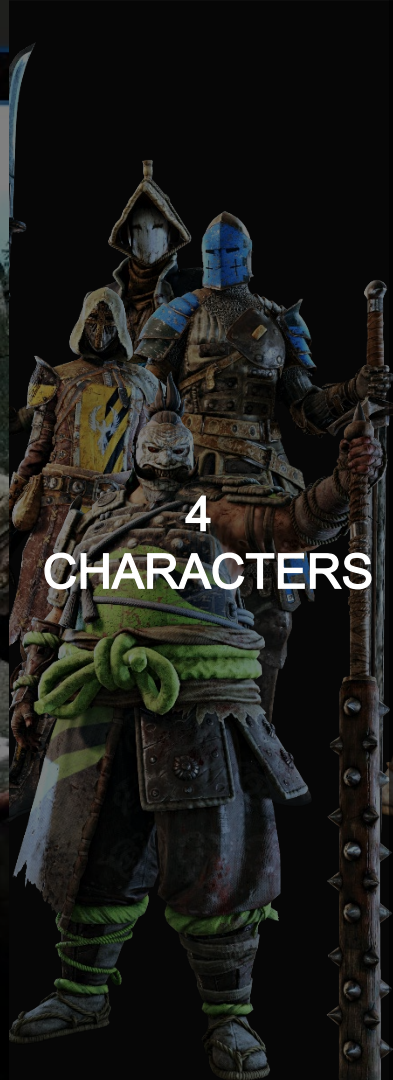
CENTURION



BREACH
GAME MODE



CORE
SYSTEMS



4
CHARACTERS



7
CHARACTERS

/ WAS IT JUST A FLUKE?



24%

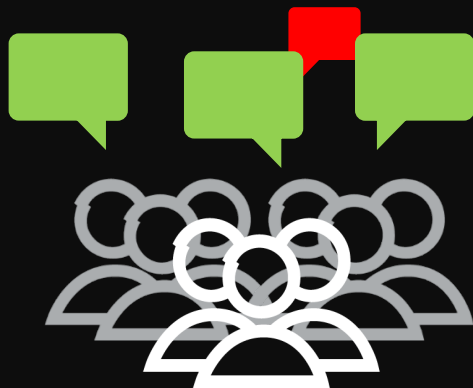
/ OBVIOUS BENEFIT: ITERATION



/ OBVIOUS BENEFIT: ITERATION



/ UNFORESEEN BENEFIT



**SEASONAL
EVENTS**

**TESTING
GROUPS**

FOR HONOR ROADMAP

MARCH - APRIL - MAY

1



TESTING GROUNDS

APR 1 - APR 8



TESTING GROUNDS CHALLENGE

APR 1 - APR 8



DOWN THE RABBIT HOLE *



8



EXTRA XP FEST

APR 8 - APR 15



THE MESSENGERS
OF DOOM *



9



RANKED SLAYER
CHALLENGE

APR 9 - APR 12



YEAR 5 SEASON 1
CAMPAIGN 3

15



THE TRUCE
BREAKERS *



16



VANQUISHER
CHALLENGE

APR 16 - APR 19



DOMINION
SERIES
REGISTRATION
OPENS

22



SEASONAL EVENT

APR 22 - MAY 13



FREE EVENT PASS

APR 22 - MAY 13



RYOSHI'S AWAKENING *



23



YEAR 5
SEASON 1
CAMPAIGN 4

29



THE LEADERS OF
WYVERNDALE *



30



EXTRA XP FEST

APR 30 - MAY 3



EXTRA
XP FEST

APR 30 - MAY 3

LEGEND



TESTING GROUNDS



SEASONAL EVENT



EVENT PLAYLIST



NEW CONTENT OF THE WEEK



EVENT ORDER / FESTS



FREE EVENT PASS



WEEKLY ARCADE QUEST *



/FORHONORGAME



/FORHONOR

*AVAILABLE FOR MARCHING FIRE OWNERS ONLY

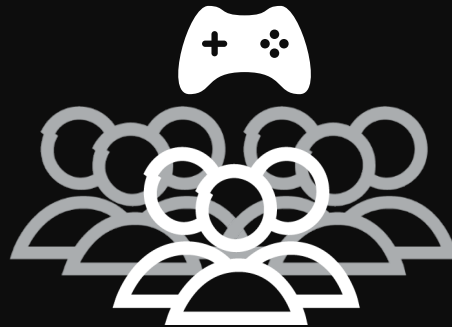
/ AND THIS IS WHY IT WORKED



TEST SERVERS



/ PLAYERS MUST BE PART OF THE JOURNEY



TRUST

TEST SERVERS

1.6%



TESTING GROUNDS

24%

/ HINDSIGHT IS 20/20

WE WERE
SCARED

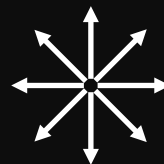


**WHY WERE WE SCARED
TO DO TESTING GROUND?**



FEAR OF TECH COMPLEXITY

“It’ll never work!”



IMPOSSIBLE!

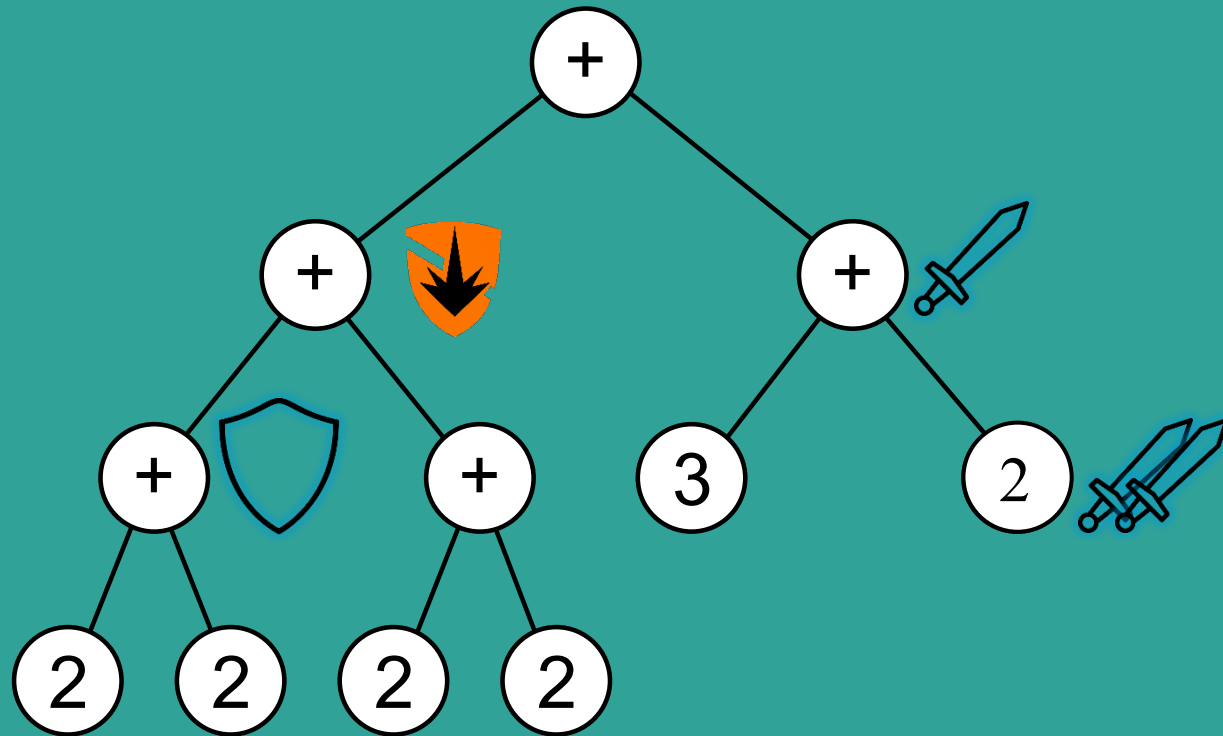


IMPOSSIBLE WHY?

FIRST, LET'S SEE WHERE THE FIGHT CHANGES ARE

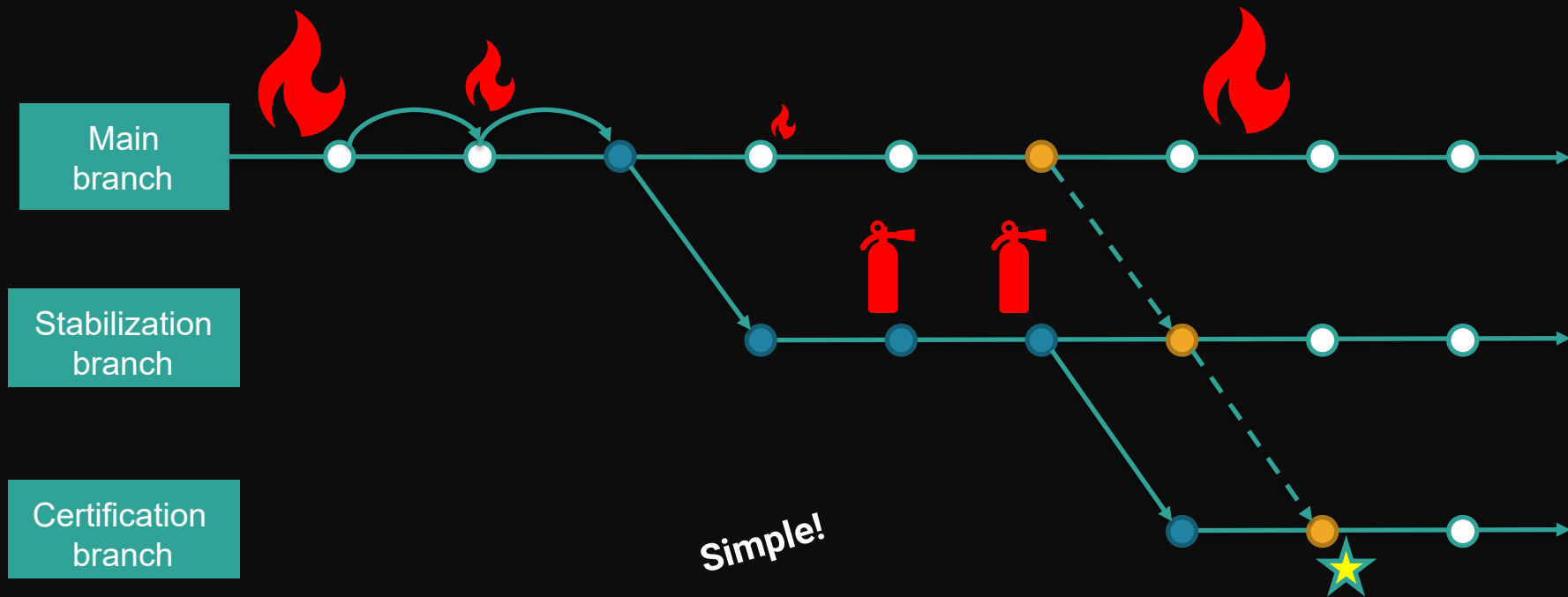
/ MOVE SET

Miserum!

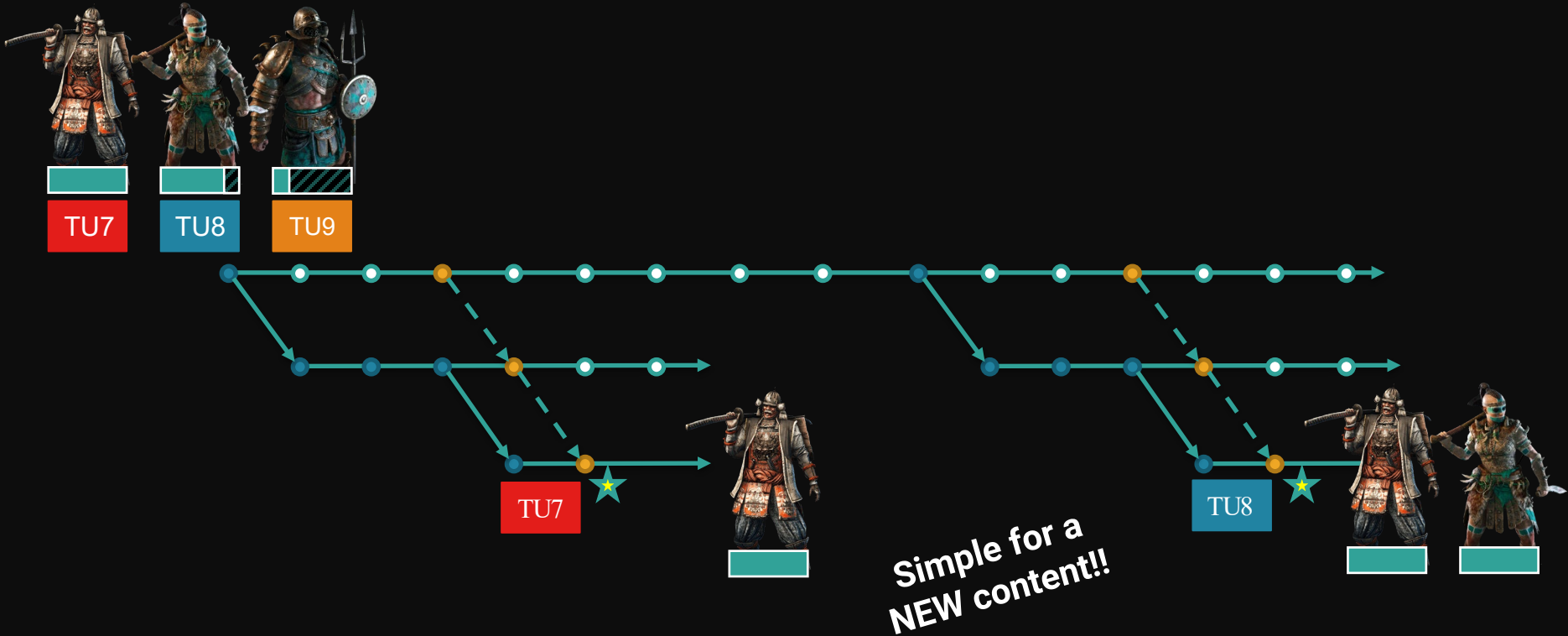


Code & Data

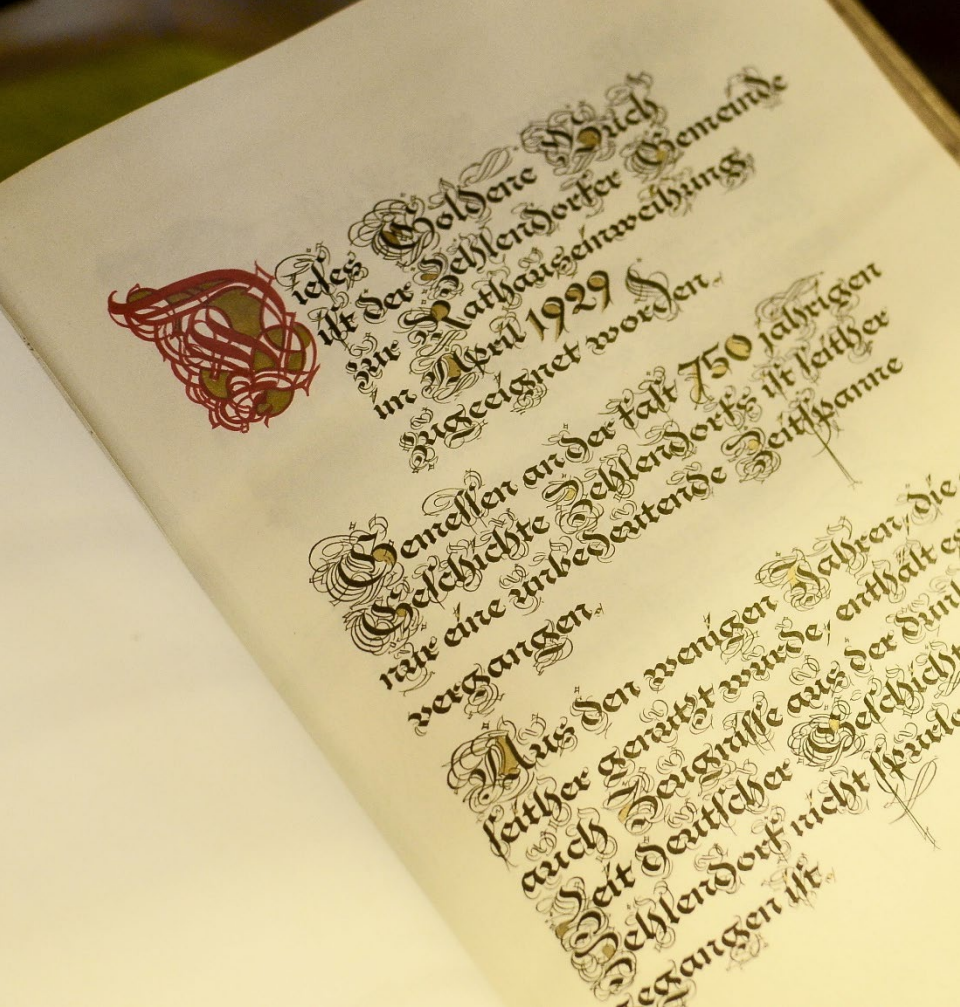
/ RELEASING FROM THE MAIN BRANCH



/ UPCOMING CONTENT IS TAGGED AND REMOVED



TU = Title Update



BRANCHES?

OR

FEATURE SWITCHES?



CON: 〰_(ツ)_〰



CON: IMPOSSIBLE



BRANCHES

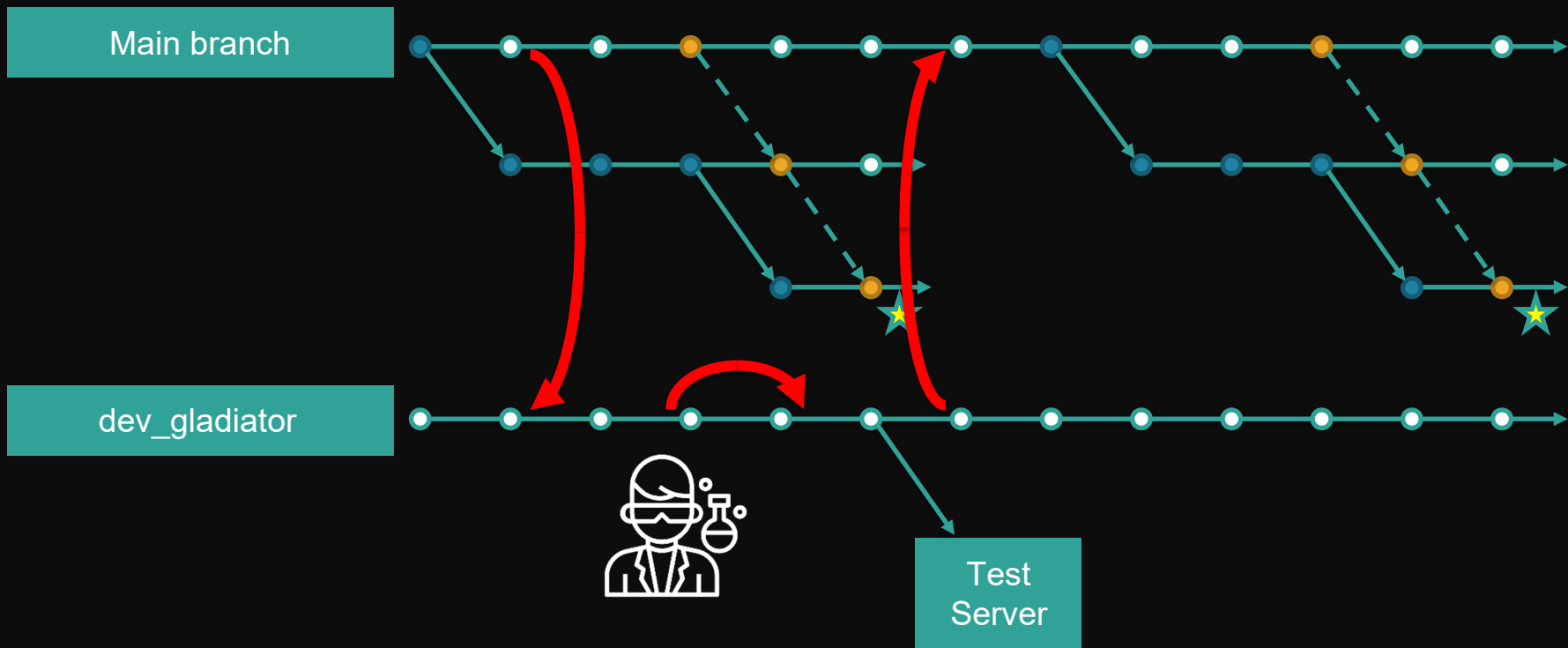


TEST SERVERS

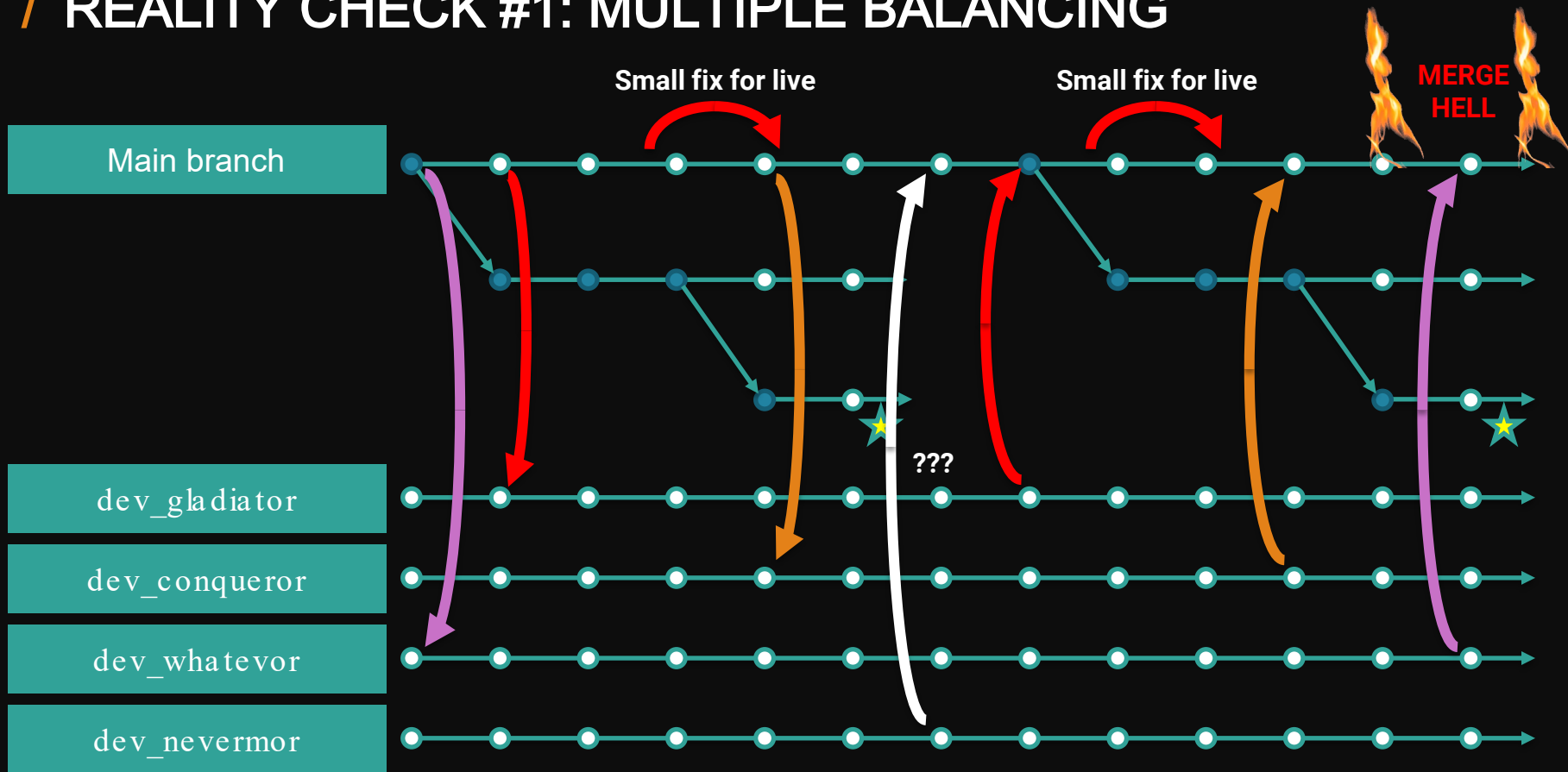


EASY

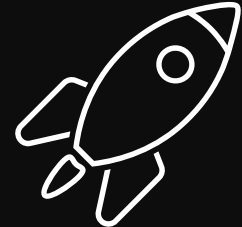
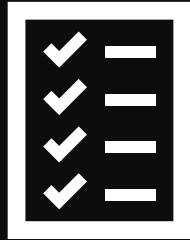
/ BALANCING IN THEORY



/ REALITY CHECK #1: MULTIPLE BALANCING



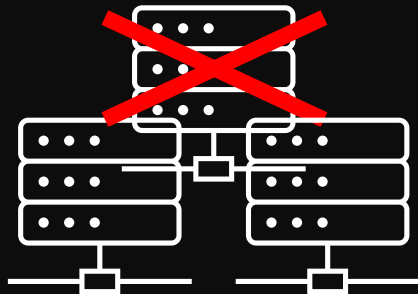
/ REALITY CHECK #2: TEST SERVER DEPLOYMENT



A dark, stylized illustration of a burning castle in a forest. The castle is on a hill, engulfed in flames and smoke, with a bright red sky in the background. In the foreground, several warriors in traditional armor are visible, some holding weapons like swords and spears. The scene is framed by dark, silhouetted trees.

**TEST SERVERS
ARE NOT EASY**

/ TO BE EFFICIENT AT BALANCING, WE WANTED TO



BRANCHES

OR

FEATURE
SWITCHES





HOW TO DO
FEATURE
SWITCHES THEN?

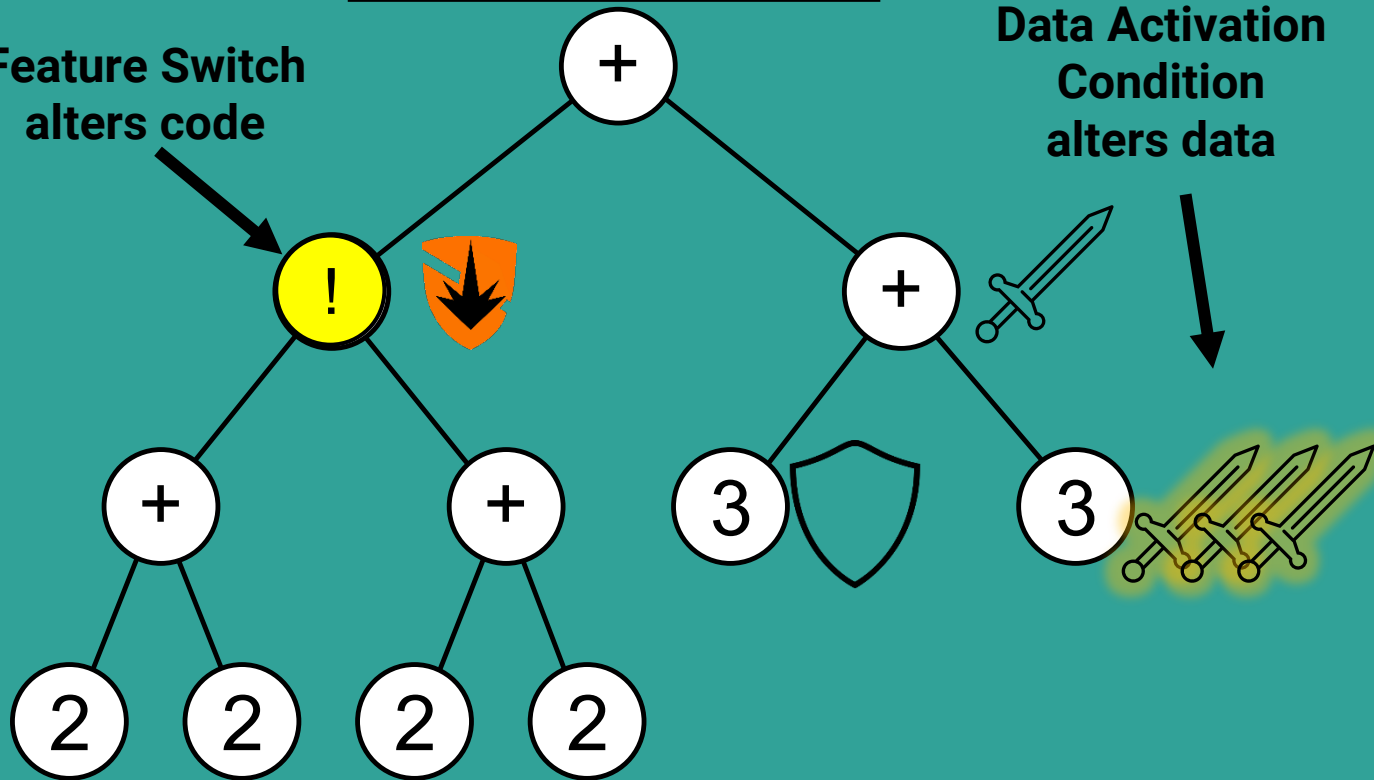
/ ADDRESSING THE FEAR: TECH WORK AMOUNT



```
warden.Rework = true;
```

Feature Switch
alters code

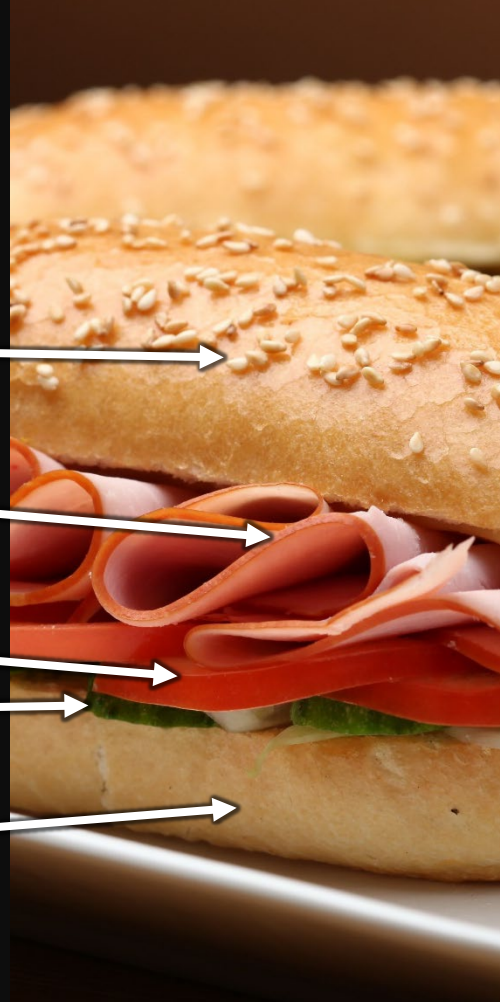
Data Activation
Condition
alters data



/ ADDRESSING THE FEAR: INSTABILITY

SWITCHES SANDWICH

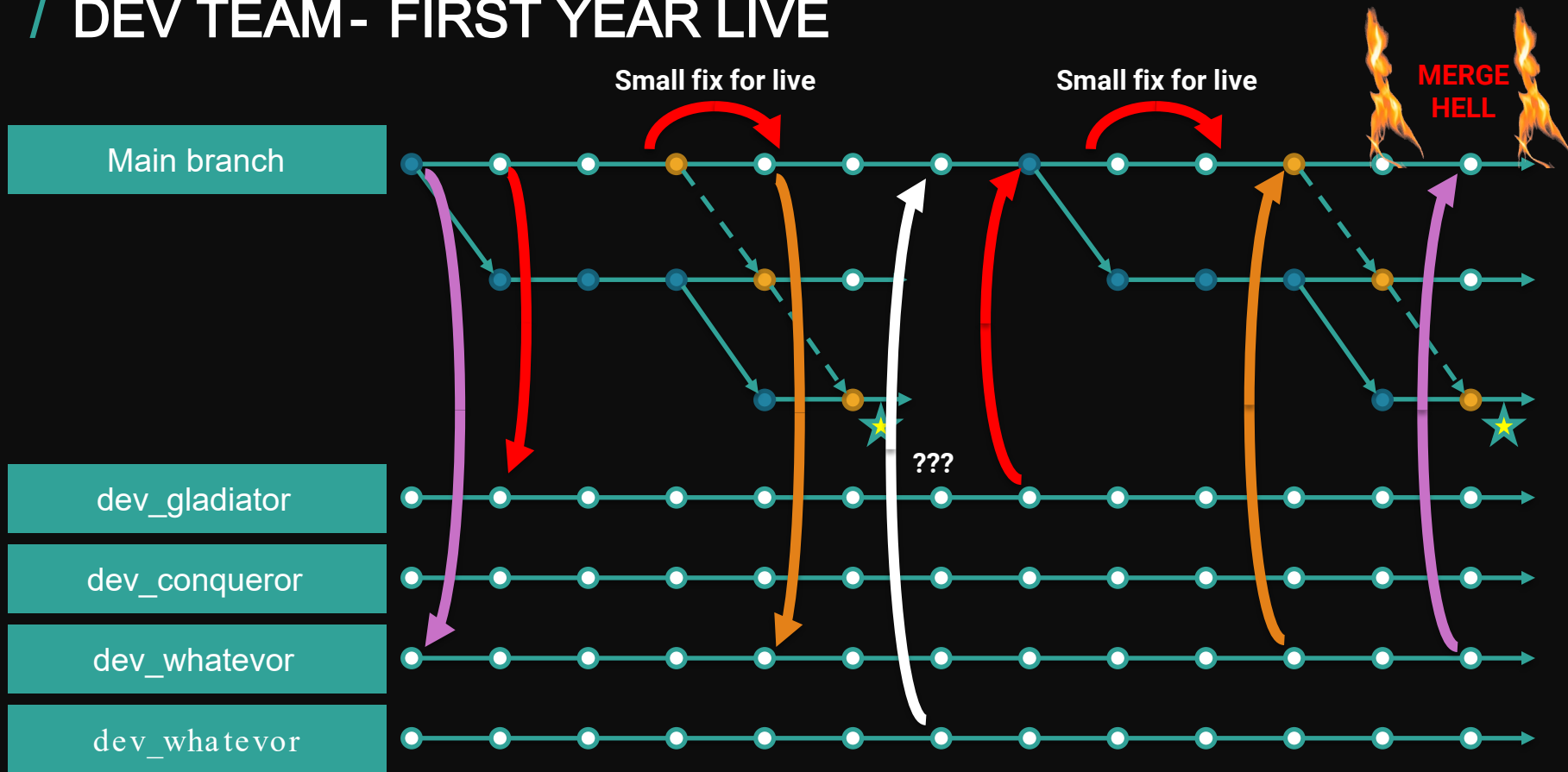
- 5. LiveOps workflow
- 4. Data activation conditions
(Secret sauce)
- 3. Online override
- 2. Local overrides
- 1. Engine feature switches with defaults



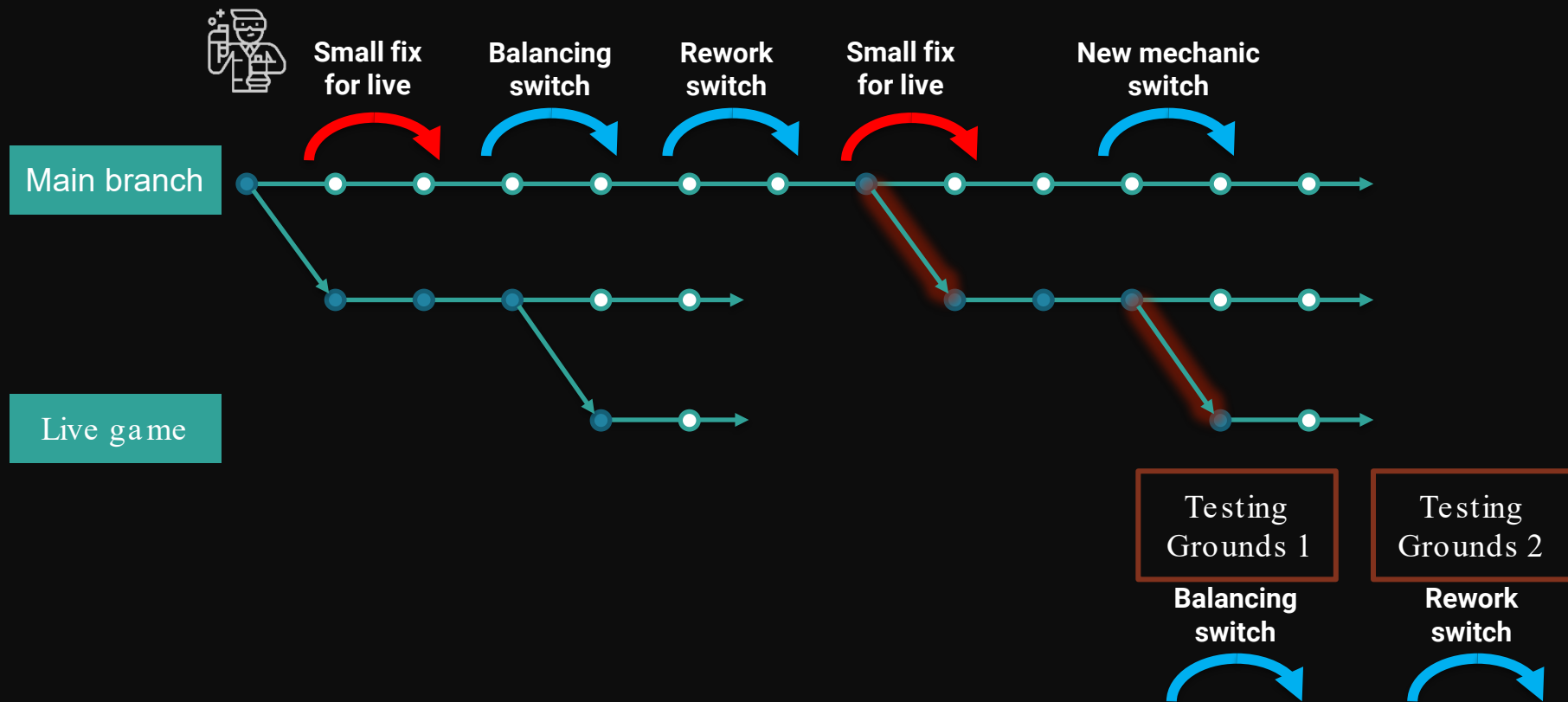
/ ADDRESSING THE FEAR: WORKFLOW



/ DEV TEAM- FIRST YEAR LIVE



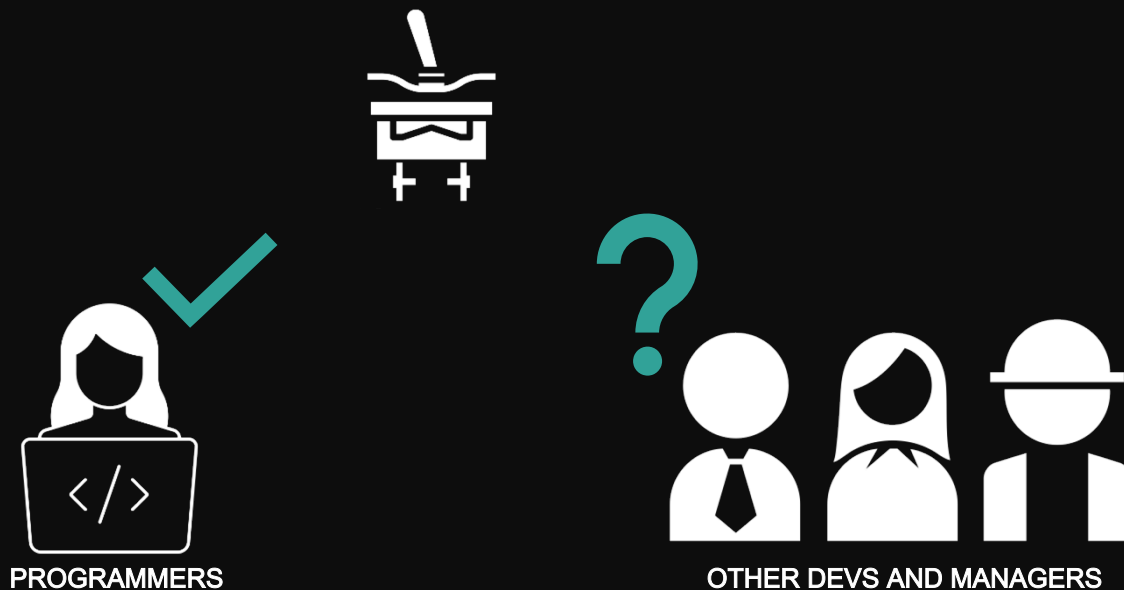
/ DEV TEAM- NOW



A cinematic image of a warrior, likely from the game God of War, holding a large mallet high above their head. The warrior is bald with blue markings on their face and wears ornate armor. They stand on a rocky shore with waves crashing in the background under a dark, stormy sky with rain falling. A semi-transparent black rectangle is centered over the image, containing the word "BONUS" in large, white, sans-serif capital letters.

BONUS

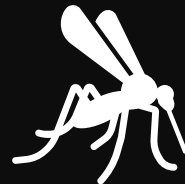
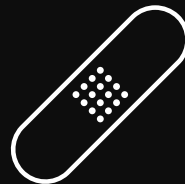
/ BROKE THE BRANCHING HABIT





FEAR OF PLAYER PERCEPTION

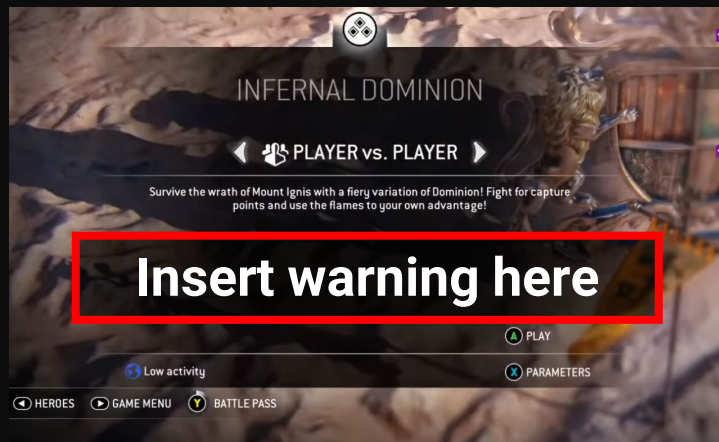
“Unfinished content in a
AAA game?!”



/ ADDRESSING THE FEAR: PLAYER PERCEPTION

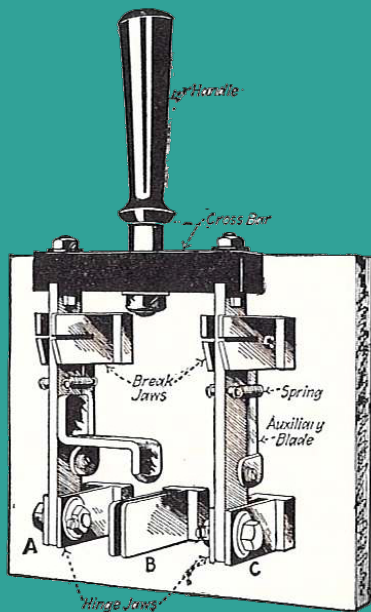
CLEAR COMMUNICATION TO PLAYERS

Before you play



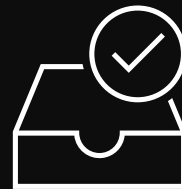
While you play





Ceci n'est pas une switch

WE CHANGED BECAUSE WE
WERE CORNERED.





THANK YOU



UBISOFT

Photos from Pexels
Mati Mango
Skylar Kang
Johannes Plenio
cottonbro

Icons from The Noun Project
guarantee by Chattapat
Toggle switch by Template
Scientist by Start Up Graphic Design
Supply Chain by Jim Slatton
Stability Control by LAFS
Branch by Noël Rasendrason
game console by Eucalyp
test by DinosoftLab
Exclude by Chanut is Industries
programmer by Phạm Thanh Lộc
people by Reza Mostmand