Building an MMO RPG Game

The Wrong Way

casual ❖ connect

CASUAL GAMES
ASSOCIATION

Hello!

Vitalik

Senior Unity3D Dev @ GetSocial

Sergiy

Senior Unity3D Dev @ Nravo

Lessons Learned

or don't make the same mistakes twice

Lesson #1
Don't start with MMO games

Team

team of experienced backend Java/Ruby developers start huge MMO game on Unity 3D - completely new technology

it's hard to apply existing enterprise experience, patterns and approaches in gamedev

Result

as a result, a lot of bad architectural solutions

much better idea is to start with small study project, familiarize with release lifecycle and game engine ecosystem

CASUAL GAMES ASSOCIATION

Lesson #2
Flat team structure is a myth

Flat team structure

VALVE ®

we tried to organize flat team structure, where each team member was equally responsible for end product

inspired by Valve

Missing something?

problems: 1) no unified product vision inside team 2) no single team member, who keep all project in his head

reasons: 1) no end product vision 2) not enough understanding what flat team structure imply
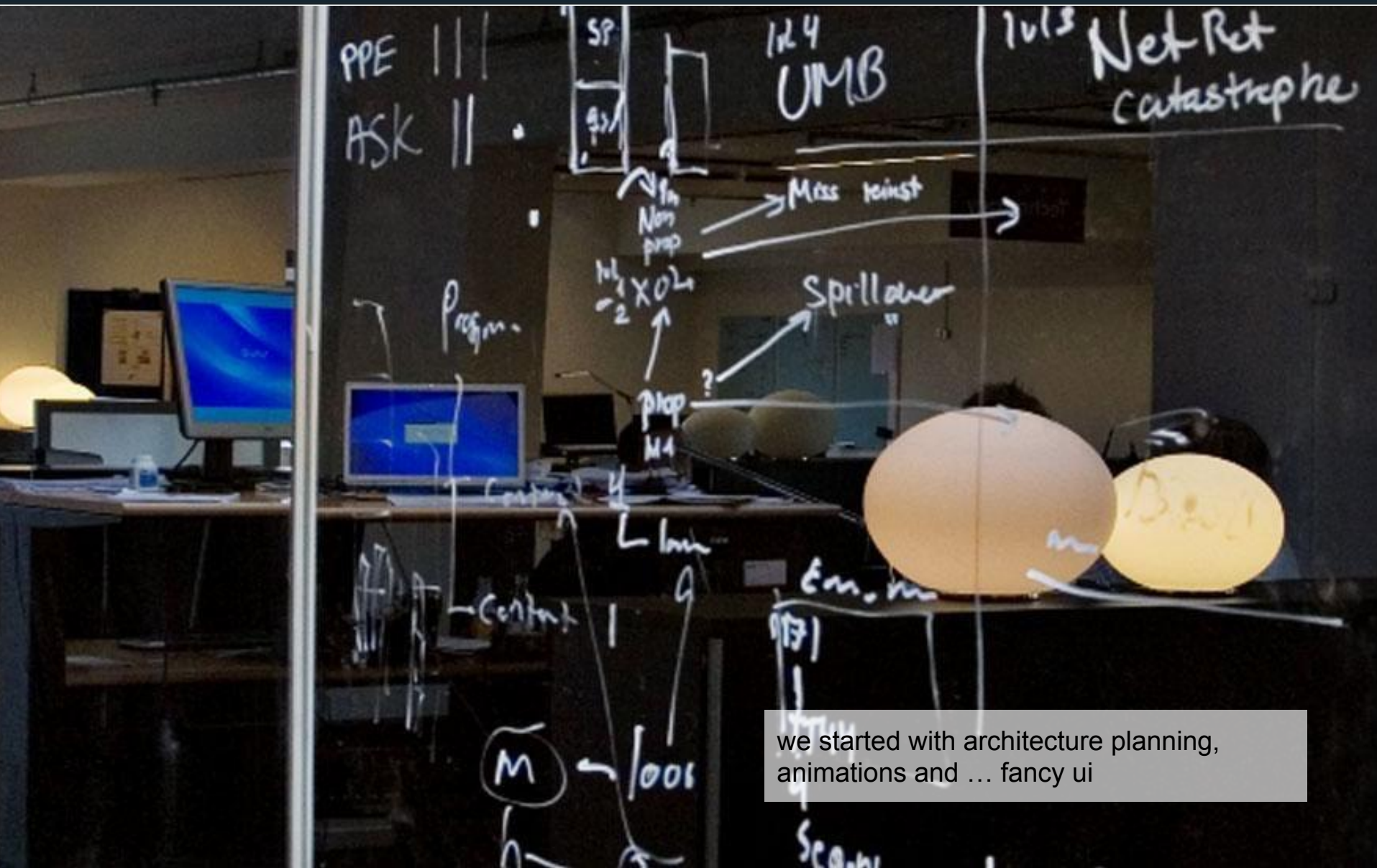
So, is it only a myth?

in order to create successful team with flat structure, each team member should be carefully selected (e.g. T-shaped)
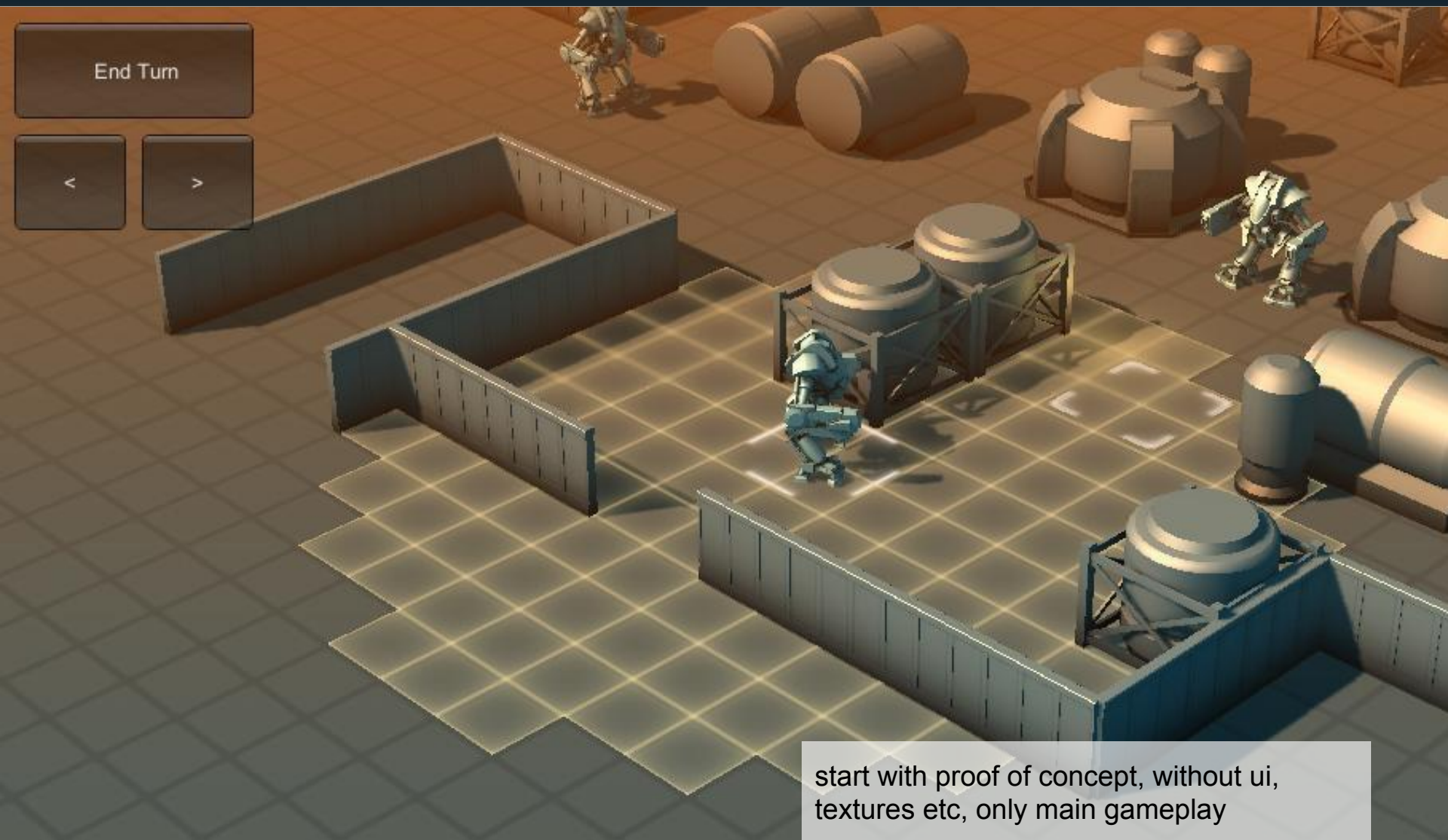
Lesson #3
Reach fun ASAP

So we started...

we started with architecture planning, animations and … fancy ui

First Demo
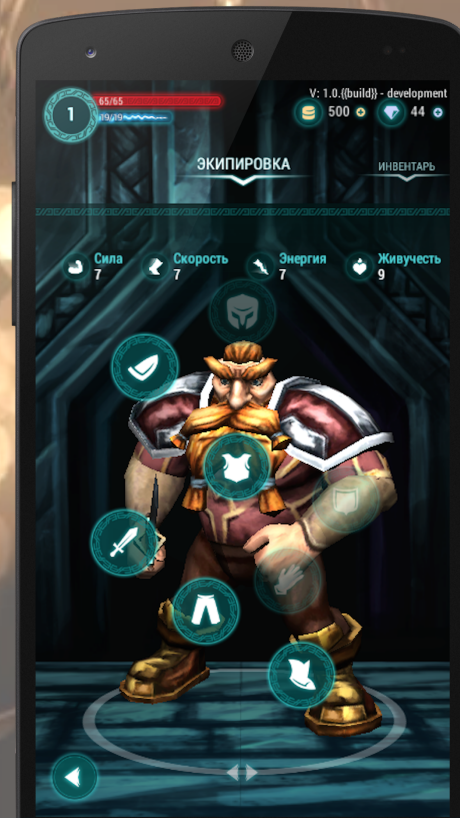
result: after 6 month of development we didn't know how should main gameplay (fight) look like

PoC

End Turn

<

>

start with proof of concept, without ui,
textures etc, only main gameplay

source: http://toasticusprime.tumblr.com/

CASUAL GAMES
ASSOCIATION

Lesson #4
Start with editors

Initial idea

Heim Admin Panel

http://admin.heim.com

Character
Items
Quests
Misc

Inventory

Wooden Helmet
Bots of Glory
Iron Sword
Fire Sword
Simple Shield
Heal Potion

Id
Name
Dwarf
Level   3

Add

Other options

- ◉ option 1 (selected)
- ○ option 2
- ⊖ option 3 (indeterminate)
- ○ option 4 (disabled)
- ◉ option 5 (disabled and selected)
- ⊖ option 6 (disabled indeterminate)

A row without a radio button

initial idea: all game content is populated through web interface, saved in db and loaded to client

Good old XML

data transfer in xml

problem: without web ui it's hard to populate large datasets and development of web ui takes a lot of time and effort

CASUAL GAMES
ASSOCIATION

Better way

better way: use Unity API to create game editors, for data storage - Unity assets

Lesson #5
CI for MMO is important

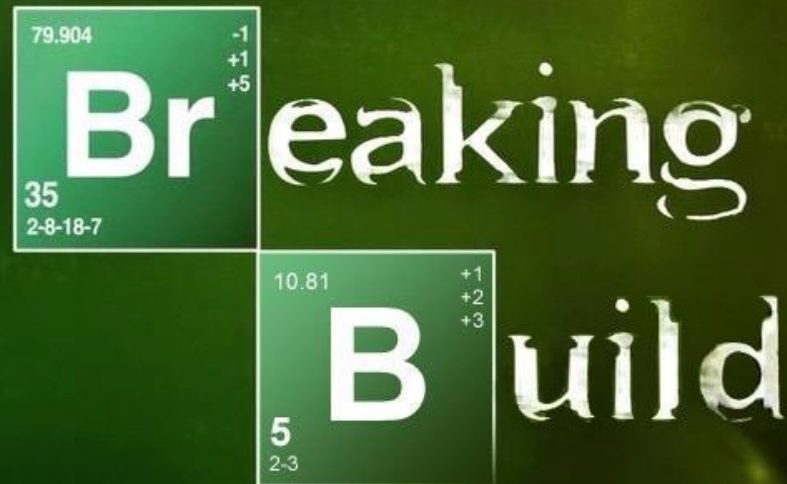we had all infrastructure set up, but at some point delivery become more important than testing

as a result, during last three months we were afraid to make event small changes, because no one know what could brake

Sum up

- vision at the beginning

- start with a small experienced team with PM

- start with PoC - reach fun ASAP

- get feedback

" *A man must be big enough to admit his mistakes, smart enough to profit from them, and strong enough to correct them.*

John C. Maxwell

CASUAL GAMES
ASSOCIATION

Thank you

Questions?

Presentation will be available at:
v.zasadnyy.com/slides/

- <u>Valve Handbook for New Employees</u>