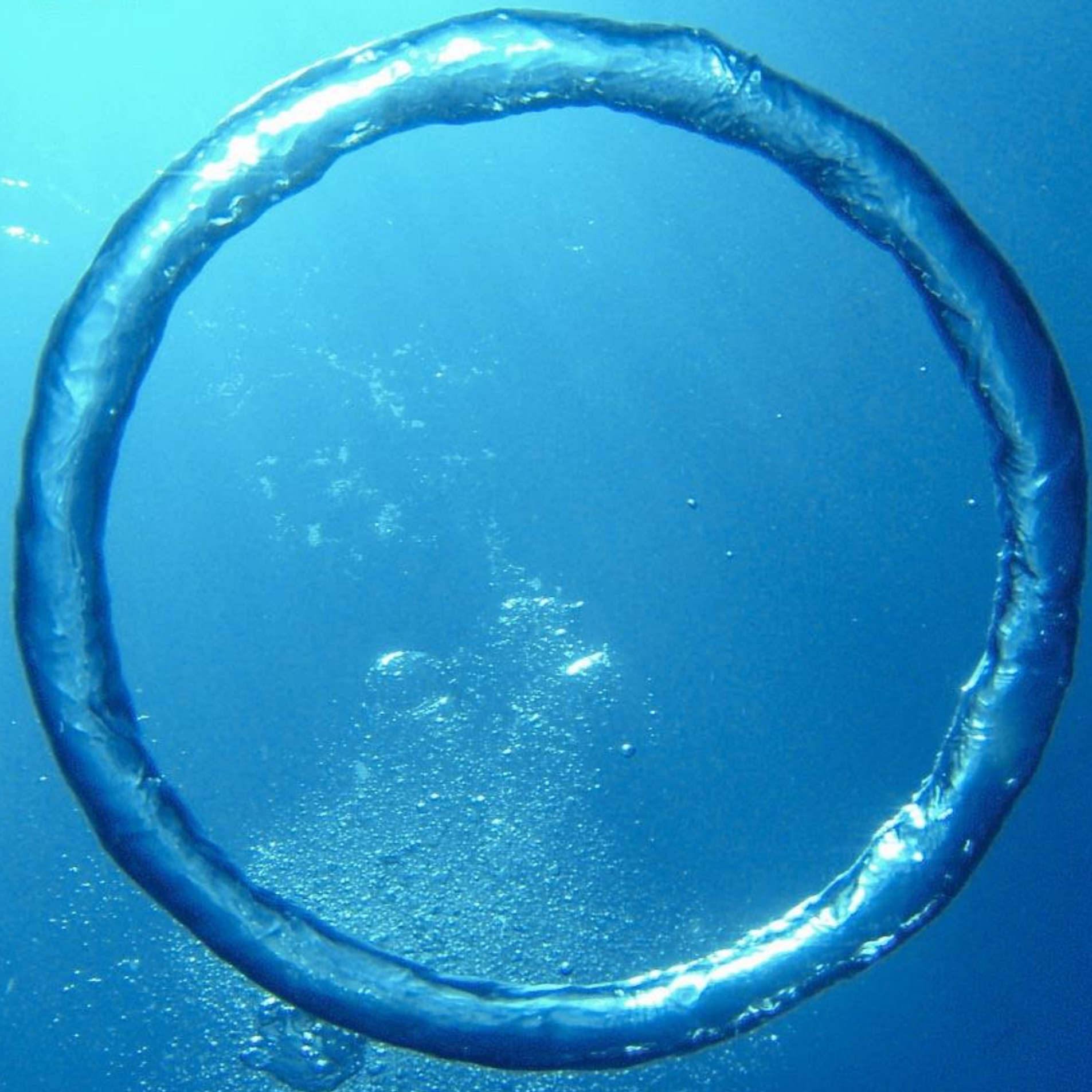




About Flow and Chaos

by Laurent Lavigne
founder of Elefantopia, inc.





Who?

Worked 17 years in Hollywood
(Matrix, MI3, Transformers etc...)

Left to make stuff.

Inspirations

Autobiography of a Yogi
The Alchemist

Both about journey to fulfil dreams
and about journey

In the beginning

there was Elefantopia, a building + farmville about
reviving a broken island
ancient civilizations
harmony
and magical elephant



Then a dream...



How do you turn
a dream into something tangible?

Travel!

Travel

September 2011
Flew from Tibet...

- Tibet
- Oxford
- Paris <- recorded music
- SE Asia
- USA





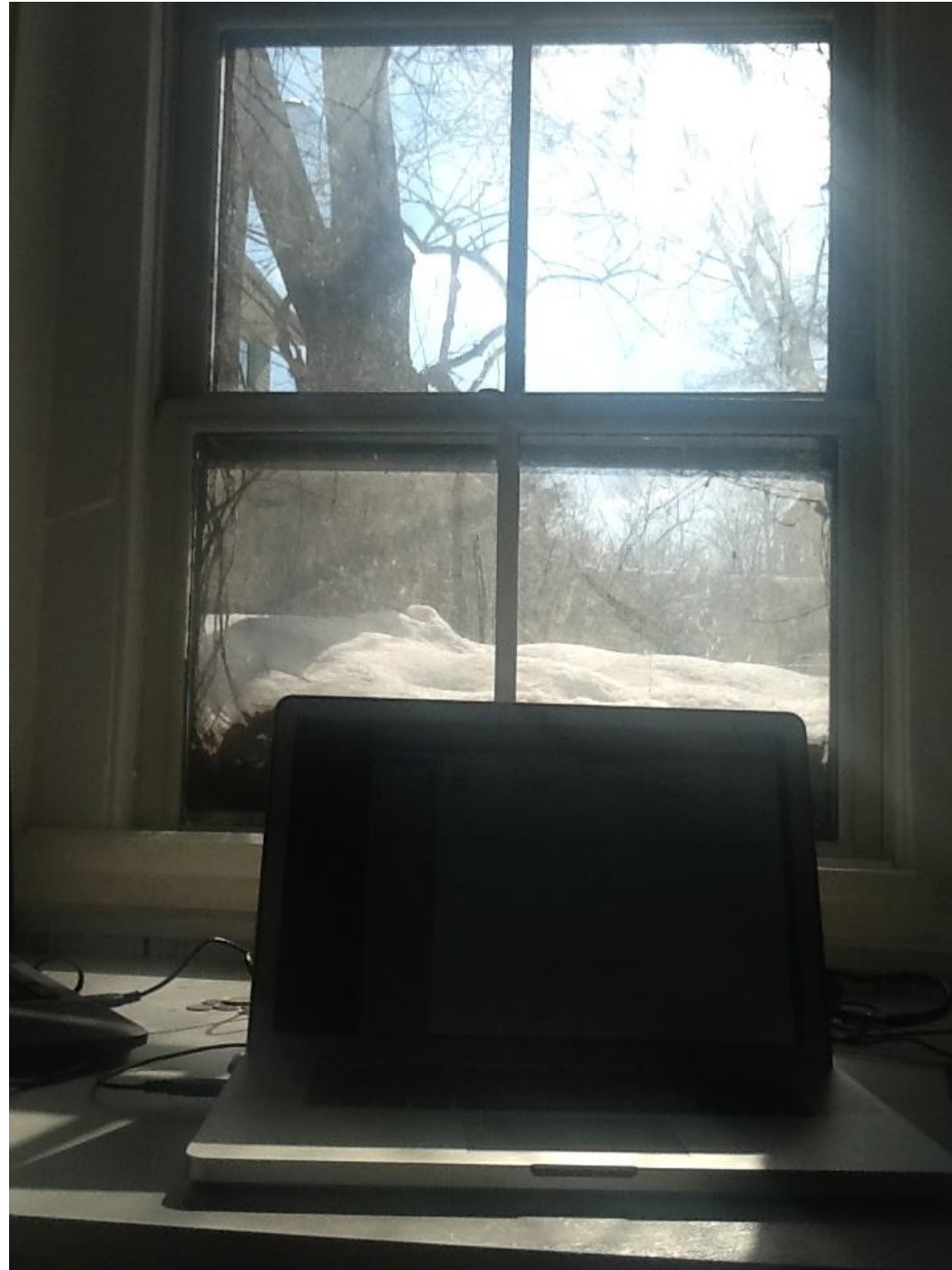






PAX EAST

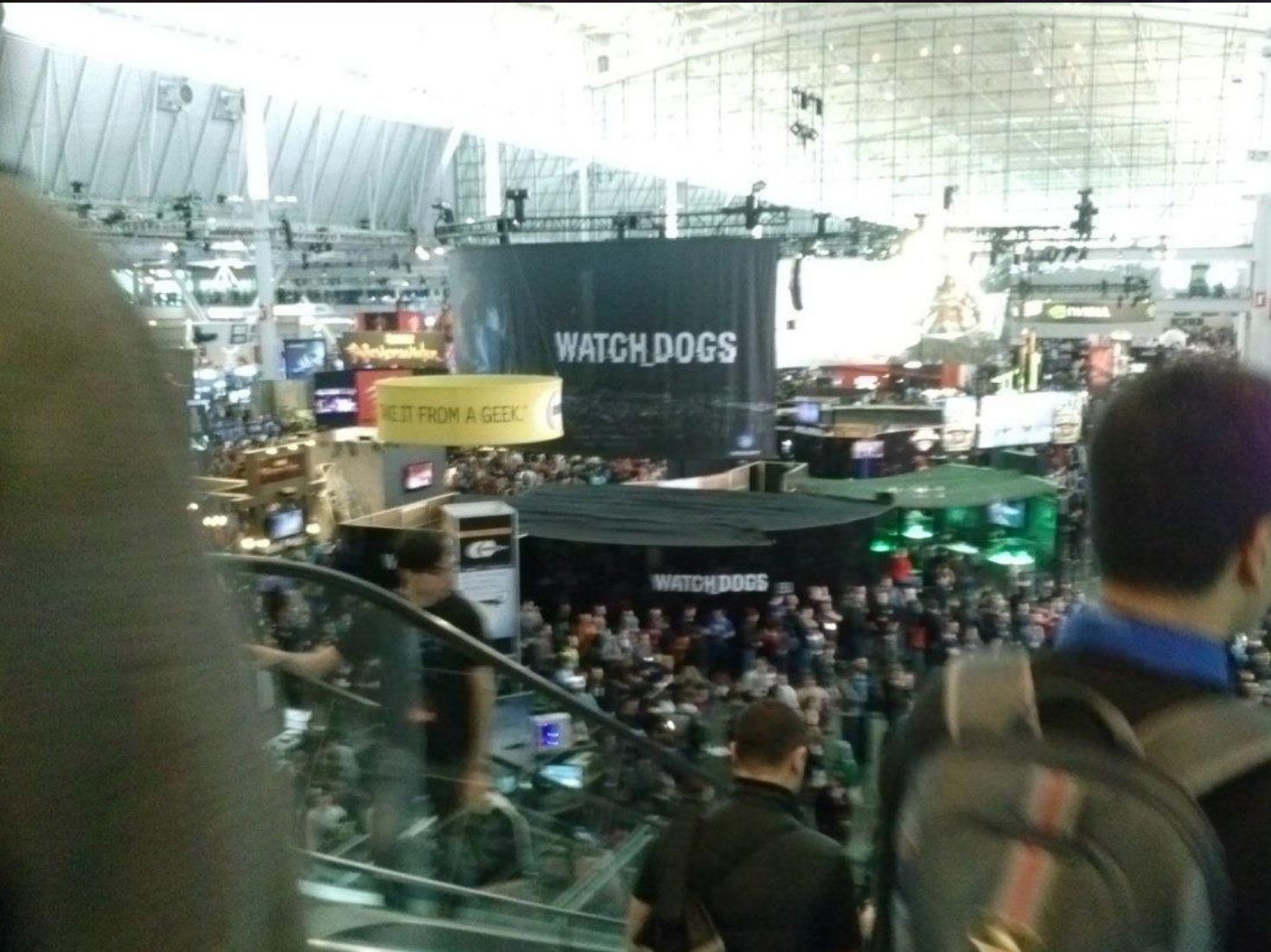
office



PAX EAST

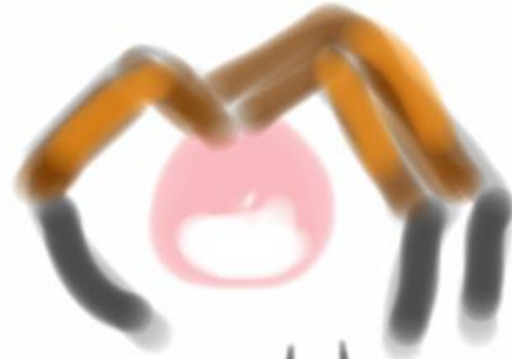
Preparations





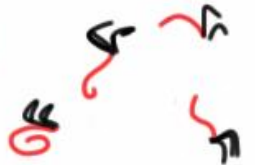


Many Δ
(changes)



SOLDIER

head

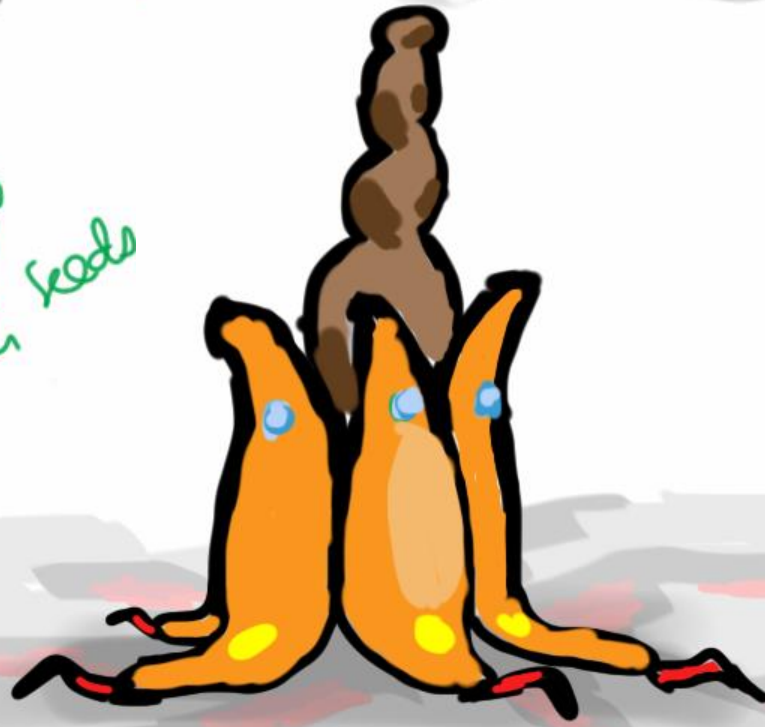


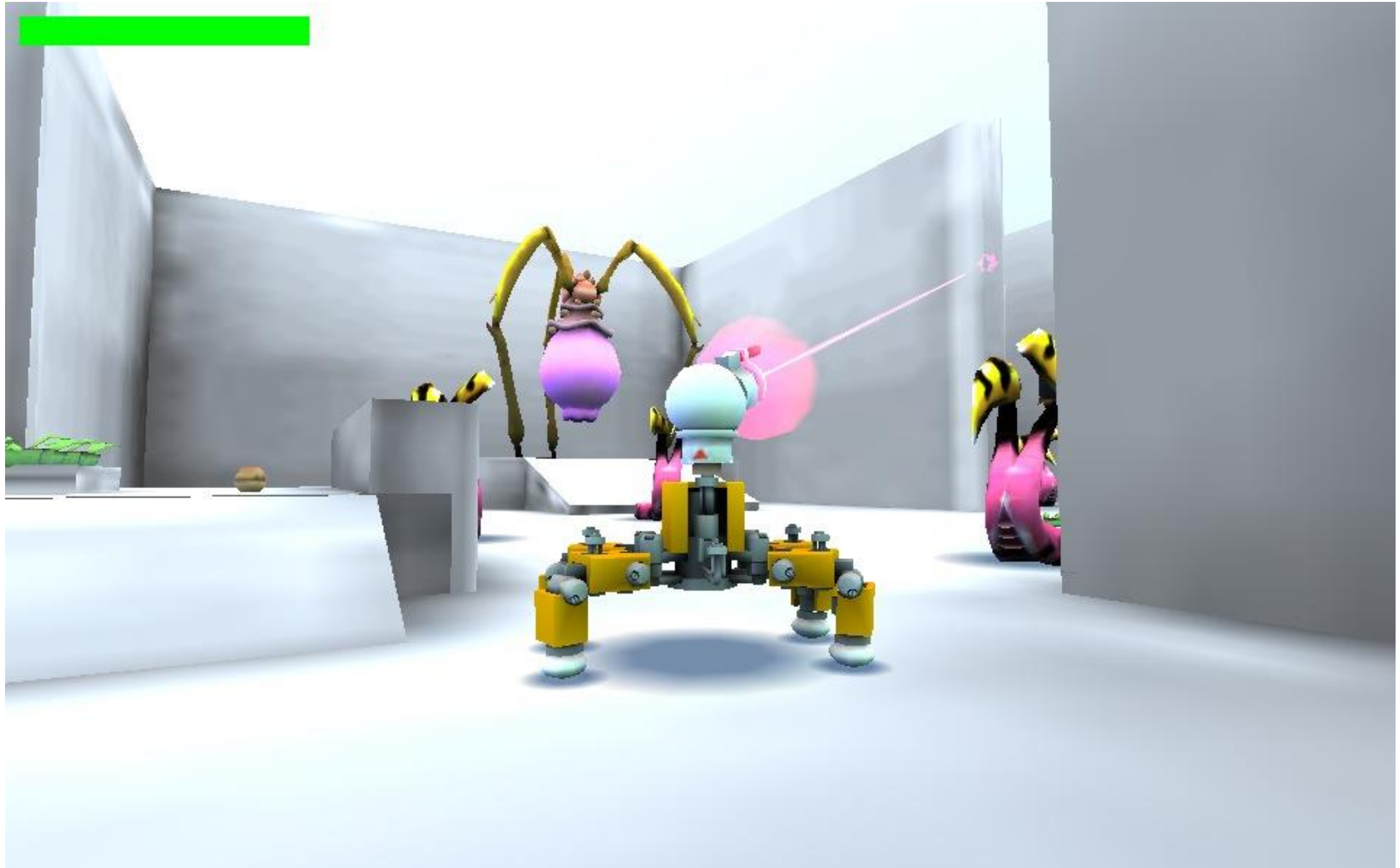
thief

mother



BRING seeds







Genre Δ

Genre #1

On January 5th we had Spider Garden
which was about planting things and zapping enemies

Genre #2

January 15th

Adventure game with farming/defence

Genre #3

January 29th

Action, Farming and Tower Defence

GUI Δ

GUI #2

3D
(April 2012)

LOGIN

TEMPORARY
GAME TITLE



CREDITS

ALPHA 0201204283

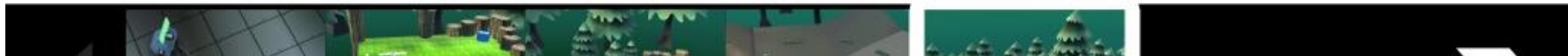
GUI #3

OnGUI
(May 2012)



All is not as easy as last time, we must recover my saucepan for without it, how am I going to cook you some breakfast ?!

Go on the other end of the land and find the unique apparatus.



GUI #4

NGUI

March 2013: "That'll take 1 month"

Finished in August 2013

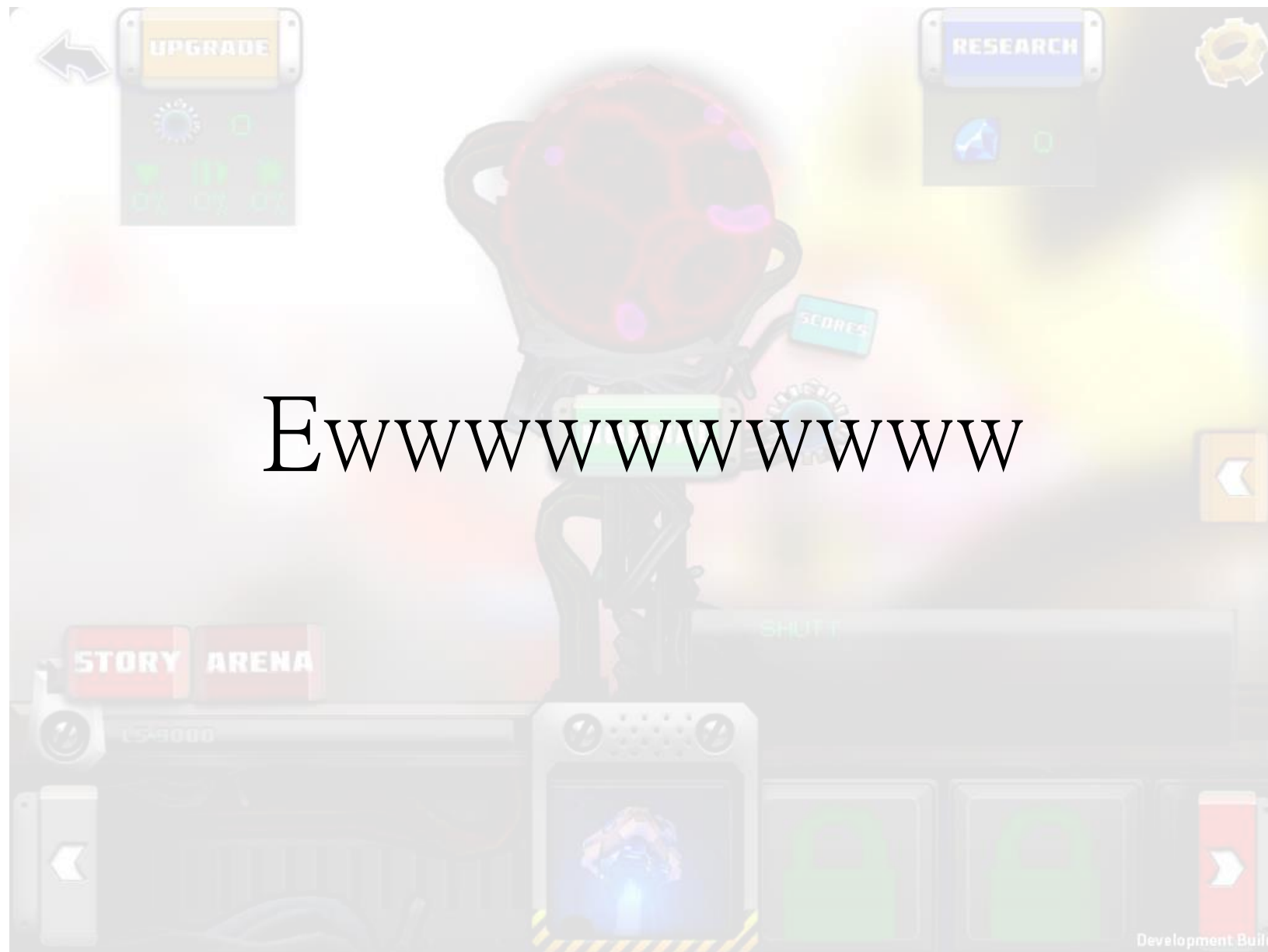
GUI #4

NGUI



GUI #4

NGUI

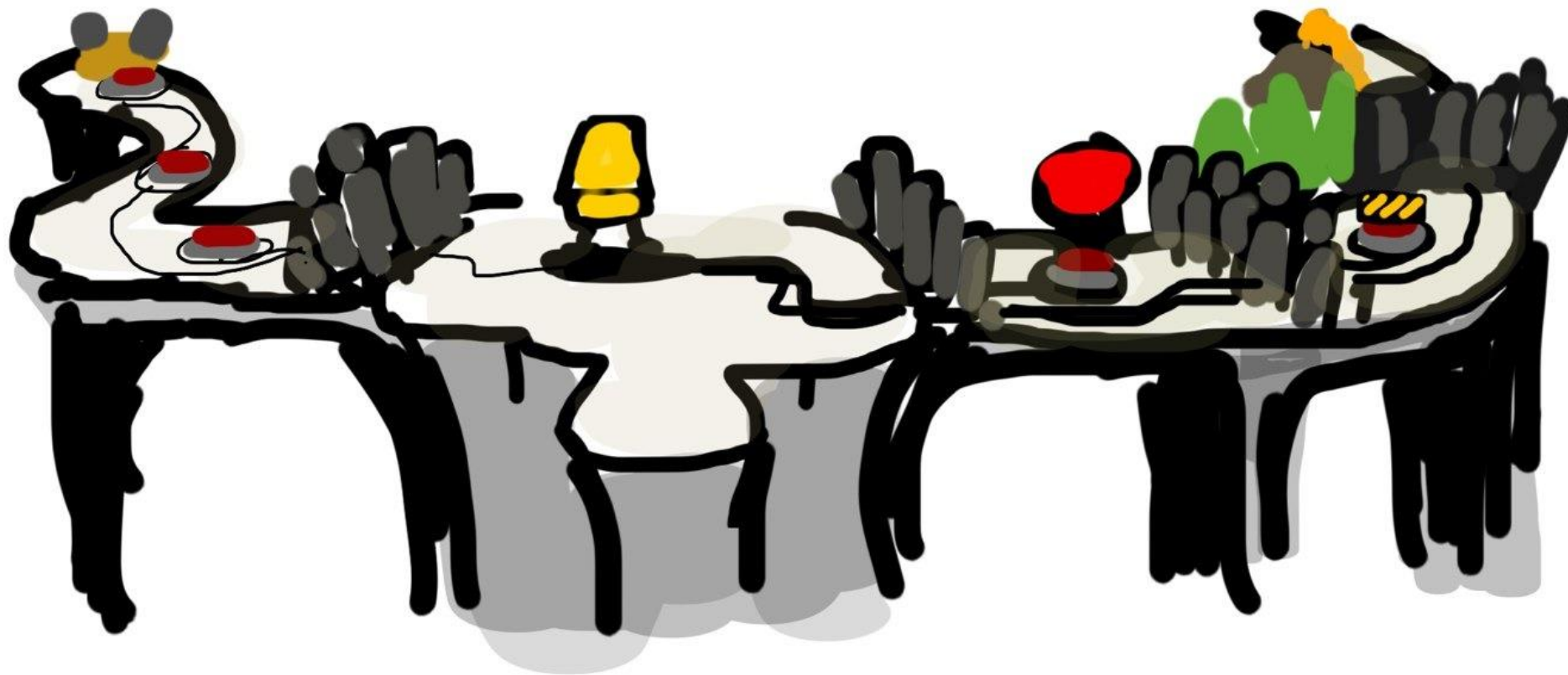


GUI #5

August 2014,
The gnawing feeling that the UI is ugly
overcomes laziness

GUI #5

Island Level Selector™



GUI #5

July 2014,

The gnawing feeling that the UI is ugly overcomes lazyness



FEATURES Δ

QA August 2012

4 players, paid, video taped
Observed silently like scientists

QA August 2012

4 players, paid, video taped
Observed silently like scientists

- unclear mechanic
- very hard
- the music sucks
- "it would be great with multi player"

QA August 2012

4 players, paid, video taped
Observed silently like scientists

- unclear mechanic -> added UI cues
- very hard -> balanced
- the music sucks -> recorded in Paris
- "it would be great with multi player"

NOOOOOOO



PAX 2013

Thousands of players
Competition

PAX 2013

Thousands of players
Competition

- 11 yo teaching others
- could use more "heart"

PAX 2013

Thousands of players
Competition

- 11 yo teaching others = the game is fun, YAY!
- could use more "heart" -> added story and dialogue

IN MY
BELLY!!



SENDING FTL DIAL
TONE FEET BEEP BOOP
RING RIIIIING

TIME TO GO HOME
SHUTTLE, CALL THEM



Dialogues

April 2014

"No voice over, that would be crazy!"

Dialogues

April 2014

"No voice over, that would be crazy!"

June 2014

seeing kids skipping the dialogues...

Dialogues

April 2014

"No voice over, that would be crazy!"

June 2014

seeing kids skipping the dialogues...

"we clearly need voice over"

Dialogues

April 2014

"No voice over, that would be crazy!"

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seeing kids skipping the dialogues...

"we clearly need voice over"

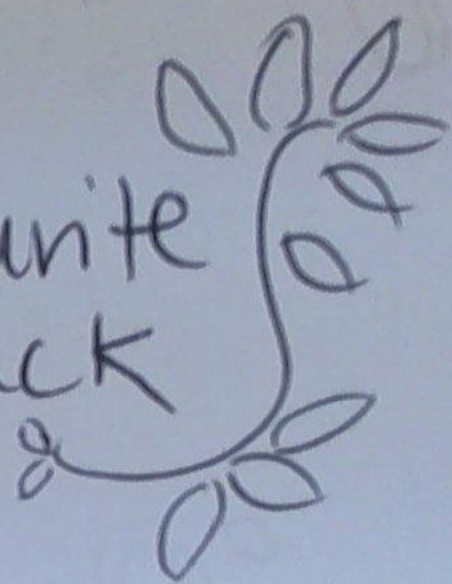
July 2014

Recording actors

RESULT



My Favourite
Ball sack



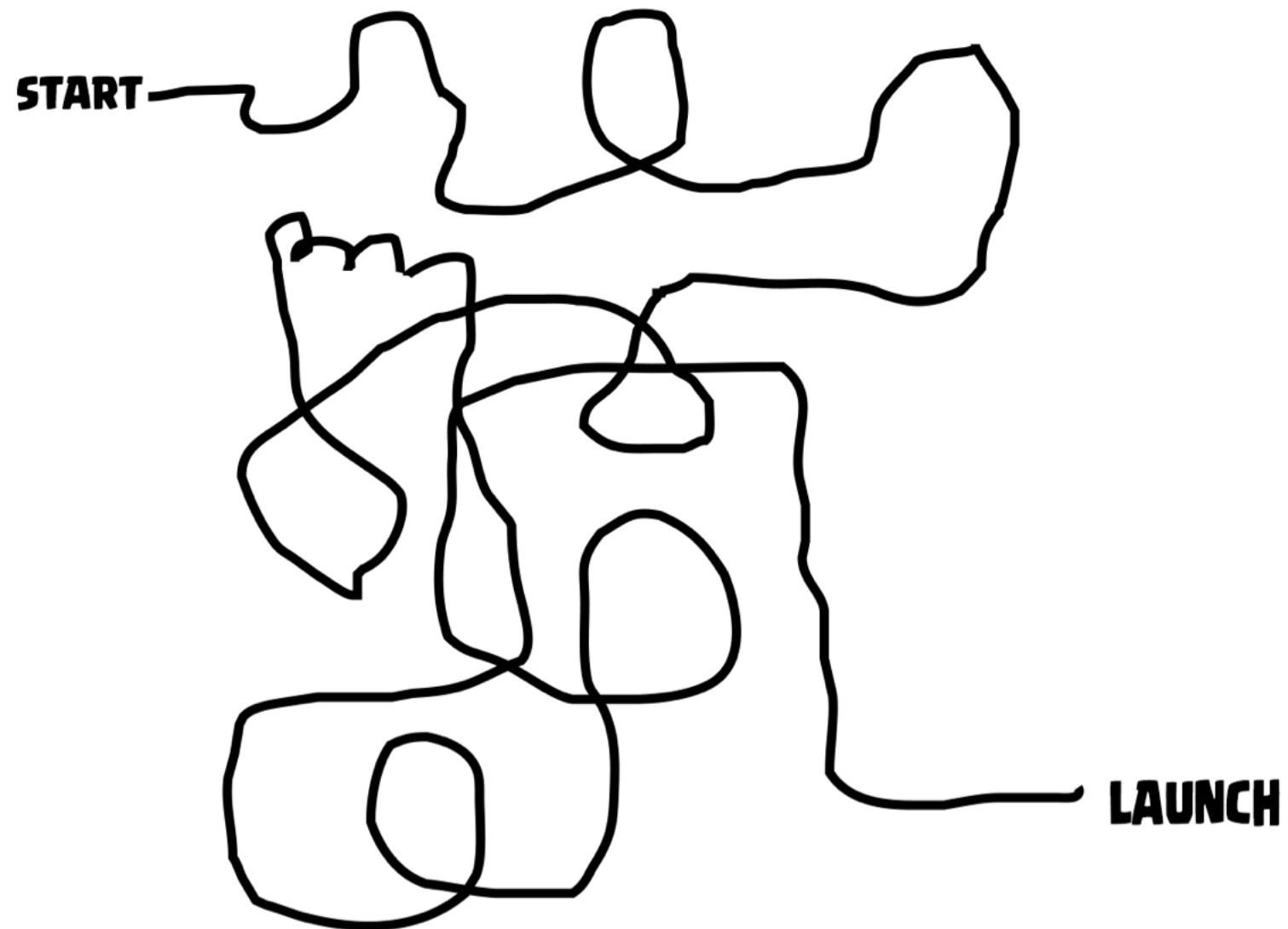


MCDROID





SUMMARY



version 1

finding the right balance

- Making something out of nothing is Amazing!
- Gained various rational Expertise
- Better sense of boundaries and self
- More centered
- Recognise the difference between Intuition and Excitement