



Q & A:

To Benoît Galarneau (Project Manager)

BIOGRAPHY OF BENOIT GALARNEAU

NAME:	BENOIT GALARNEAU
AGE:	28
CAREER WITH UBI SOFT:	3 YEARS AS PROJECT MANAGER WITH UBISOFT, MONTREAL, CANADA.
STUDIES:	BA IN INFORMATION TECHNOLOGIES AT HEC MONTREAL.

Benoit Galarneau joined the Ubi Soft studios in Montreal 3 years ago when the Canadian office was first opened. His first job was as Project Manager for PLAYMOBIL® *Hype: The Time Quest* before taking over the same role for **DISNEY'S DONALD DUCK: QUACK ATTACK**. Benoit is 28 years old and has a BA in Information Technologies at HEC Montreal. He also studied in England.

PRODUCT DEVELOPMENT

How was the development organised?

This project is quite unique because all platforms have been developed in parallel on the four continents:

- PS2 in Montreal
- PSX in China
- N64 & DC in Morocco
- GBC in Italy
- PC is developed in Morocco and will be published by Disney Interactive

In Montreal, the conception team (lead designer, art director, scriptwriter and project manager) met with the lead designers and project managers from all the platforms involved to work together on the game concept and share ideas.

Later on, the design was set and all project managers were able to «adapt and optimise» the design to their platform, taking into account the technical specifications of the machine and the targeted age

group. After the graphic kit was ready, it was used by everyone to insure visual consistency across the platforms.

As the different teams worked on their project, some enhancements could be implemented platform by platform, but always true to the same philosophy: the game must always depict the humour and personality of Donald.

For example, for the PS2, extra animations were possible: Donald performs funky acrobatic moves. On the other platforms, where there were more technical constraints, we had to come up with other enhancements: we added a new world on GBC and new challenging mini-games on PC, PSX & N64.

The main objective was to bring the same Donald experience to all.

What is innovating in this game? / What makes it more than a classic platform game?

- 1- The gameplay is based on Donald's explosive and hilarious temper
- 2- Disney's Donald Duck: Quack Attack has lots of «mini games» inside a level. On N64 and PC you have to complete the nephew's special moves challenges to gain access to bonus worlds and collect golden threads in hidden areas to dress Donald in cool outfits. On PS2, you can make Donald do funny special moves.
- 3- The characters are all well known: Donald, Daisy, the nephews, Gladstone, Gyro and Merlock all come from the rich Disney universe. This, I believe, will attract a wide target.

Are there differences between platforms?

The mini games (PS2: special moves, secret area to discover; PC/PSX/ N64: collect outfits, find the Nephews' toys) + graphics capability of the platform (PS 2 enhancements).

CREATING DONALD IN 3D

Why did you choose to represent Donald in 3D? What did 3D design bring to the game?

Creating and animating a 3D Donald was very challenging as the character has never been seen before in 3D. We really had to re-create one of Disney's most famous and beloved characters which was both exciting and a bit scary too!

However 3D is now mandatory to meet today's gamers expectations and besides, it is a lot more fun to do. Having a 3D Donald also allows the player to do whatever he wants and still have a great view of the character.

How did you create the Donald video game character? (How did you define his temper, his different moves, weapons, enemies,...)

The main focus of the game design is to focus very much on the Donald character and his famous moods and humour. Looking at the character, there are some characteristics we couldn't miss and one in particular: his hot-headed and explosive temper! The player will feel those emotions in the game thanks to the "mood system". Donald is also a great protagonist who accepts risk in order to rescue someone he cares for and this aspect of Donald is present in the story line.

Donald is also someone who likes to show off and he never keeps his feelings inside. During the game, the player will see Donald throw his hat on the ground "completely exasperated". Donald can also be really proud if he manages to succeed at doing something tricky. He will then dance and move as the player wants, thanks to the "special moves".

Donald doesn't use weapons against his enemies; he can strike or kick them but his funniest way to get rid of the "annoyances" is to jump and land on them. It is all about fast pace action.

How did you create the scenario? Why did you choose those different worlds?

We started with strong characters that would make Donald react. Daisy is one of them. She gets into trouble but that is because she's daring. Donald can't stand this situation so he leaves to rescue her but he's not alone.

The locations of the games were selected according to the villains we chose. Others were selected based on the different environments where Donald has acted in his extensive cartoon career. The conception team and I have been watching so many Donald cartoons. The selected environments, all with a strong Disney style, had a lot of influence on the secondary characters Donald will face.

Can you describe the different steps of the 3D modelling of Donald?

We had a lot of documentation on the character but obviously no 3D model, as none existed before the game. Disney provided guidebooks and a lot of the shorts starring Donald. We also studied the more modern Donald as he appears in the new cartoons. It was easy to set Donald's proportions but the most difficult part was to create a model that could be animated to recreate the 2D typical posing of Donald.

With all the still material we had, we noticed that in the 2D-cartoon world, it is possible to stretch and scale Donald and show him in ways that are hard to recreate in 3D. For instance, the positions of the legs on the butt of Donald change depending on the pose he takes. Also, when we tried to copy some typical posing, we noticed that the pose could only be viewed from one point of view because otherwise, the model was deformed.

PLAYSTATION 2 VERSION OF DONALD DUCK: QUACK ATTACK

What are the main differences between the PS 2 version and the other platforms?

- special moves
- the number of polygons which will really give the impression of playing in a cartoon

How will Donald Duck benefit from the extra-performance brought by the PS2? In terms of Gameplay? Regarding the Graphics? Up to what extent did you use the capacity of the PS2?

The Gameplay concept of Disney's Donald Duck: Quack Attack is the "Donald Attitude". The PS2 version will enhance and deepen this concept with an additional gameplay element:

- **Donald is proud and happy: the special move.**

=>As Donald collects letters of the word "special", he receives the ability to perform special moves. He can execute those after jumping on 3 enemies in a row. He is then very proud of himself and he can perform a special move. These let the player enter a key combination so that a special animation of Donald is played. We then see Donald up close in a black surrounding while he interprets his version of: the soccer chop or the Yoga bound etc... Mainly, all of these are a mix between dance and sports. There are 16 special moves in the game. After that, the player retakes control of the character who is then invincible for 5 to 10 seconds.

IN CONCLUSION

- Why are you developing Donald on all platforms?

Donald has a universal appeal and we wanted to share the game with as many people as possible.