


Dying light campaign length

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The hype surrounding Dying Light 2 should not surprise anyone who played the first bet, in fact, as that game went well both critically and commercially. While Polish developer Techland made successful games, such as Dead Island and the Call of Juarez series, Dying Light was on another scale with over 18 million unique players on all platforms. The fan base is so vast that Techland still hosts events inside the game, such as the Zombie Hunt Event held last month in the context of celebrations for the sixth anniversary of the game. Of course, fans also have a lot of time for Dying Light 2 at this point. Announced for the first time at E3 2018, the sequel aims to be much more ambitious than the original as it adds a whole system of RPG based on choices and consequences. The launch of Dying Light 2 was scheduled for the beginning of the 2020's, but was not the best signal when Techland delayed indefinitely. Then the voices of development problems are followed, and the prospects on this long-awaited game has become even more nebulous. Today, finally, after a long silence (broken only by a short video update released at the beginning of this month and incorporated below), we can offer a long interview to the game developers that will affect virtually every aspect of it, from the technology used to build Dying Light 2 to the open world itself, from RPG elements to game length, and much more. Enjoy! What are the main technical improvements of the C-Engine on Chrome 6 Dying Light Engine? Tomasz Sza133ski, Rendering Director: From my point of view, this is a support for the new generation of consoles. And new technologies like ray tracing. The AI systems are also very extensive compared to CE6 and many other gaming systems. The whole is held together by the new welding system to components. We also have a new editor for the game world. C-Engine makes even better use of multi-core processors. Burdka, Senior Technology Programmer: We have updated almost all the core engine systems. The new Game Components system allows us to pack a large amount of objects in the levels. World Streaming technology allows players to explore our vast city without having to load screens. We have updated our physical engine at Bullet Physics present in some of the most famous open world blockbusters. The new animation and facial expressions system allows us to present realistic characters. Thanks to the new artificial intelligence system, they not only have an appearance but also a realistic behavior. The audio system has been upgraded to Wwise, which has led to a more engaging sound design and support for interactive music. The new Story System allows you to branch out narratives and changes on a large scale world that players can shape through their choices. How many infections can be viewed simultaneously in Morente Light 2? Will there really be hordes, like in Days Gone, for example? Andrzej P133ak, Game Engine Director: We have a different design than Days Gone. Our own has more different and complex behaviors, and their distribution is also different. Thanks to the new Crowd system, we can show more infected than in DL1, and using a larger LOD system, we have also increased the number of simulated IA. A recent report said that the complexity of using C-Engine was partly responsible for the delays in the game. Can you comment on that? 133rd; 129; ukasz: The switch to the C-motor has been superimposed to the pre-production phase of Dying 2 light. These changes were inevitable to create the detailed world of dying Light 2. Our developers needed time to adapt to the technology, and our engine department needed time to improve the user experience of the new editor. the initial phase of C-Engineer226; The expansion was a difficult time for our production, but it was necessary to meet Dying Light's ambitions 2. The map of Dying Light 2 was four times bigger than the original game. Still true? Were there any cuts from a technical point of view? 133rd; 129; ukasz: C-Engine does a great job in support of large open worlds. Thanks to World Streaming technology, it is not the technology that limits the size of the map. Tools like CityBuilder allow us to quickly cover vast areas with a realistic urban environment that can be made efficient in the game. What limits the size of the map is the time it takes to fill the city with unique gameplay challenges, memorable stories, and interesting exploration possibilities. There were no cuts due to technical reasons. The estimate that the map in Dying Light 2 is four times bigger than the original game is the most accurate estimate that we can provide. The map of Dying Light 2 is much more vertical and offers many more exploring opportunities, so the city feels even bigger than it is. How did the CityBuilder tool help you create the city? Has it allowed you to create a more varied environment than we are used to playing outdoors? The main reason we invested in the creation of CityBuilder was to give C-Engine users a tool to efficiently build large-scale urban environments. CityBuilder implements a top-down approach to create the game world. The user can draw an urban plan just like an urban architect would. You no longer need to place each wall manually on the map. CityBuilder automates the tedious repetitive parts of the map construction process and allows high-level artists and designers to focus on the most creative parts. It also increases iteration times. Changes in visual styles or building geometry can easily be spread throughout the city. Users maintain full control over the look and feel of the city and can invest their in creating memorable, unique places and opportunities to play while CityBuilder takes care of the rest. In this way we can create a more detailed, varied and unique environment in a regular production program. You have previously confirmed the ray tracing (and NVIDIA DLSS) for the PC version Dying light two. What will be the effects, in particular? Are you going to use other DirectX 12 Ultimate (VRS, Mesh Shaders, Sampler Feedback) features in Dying Light 2? Tomasz: All mentioned effects, i.e. shadows, AO and reflections of light, for example from the player's flashlight. We're also experimenting with Nvidia to expand the base of effects. Ray tracing is a great technology. We are exploring new possibilities related to DX12 Ultimate, such as VRS. Mesh shaders are rather a matter for the next project. DL2 will continue to be developed for a long time, so the results of our research will be visible even after the release of the game if they significantly affect the quality of the game. The first Dying Light game was originally programmed to hit PlayStation 3 and Xbox 360 before deciding to do it just for the next-gen. Is this also the case for Dying Light 2, or will you keep PlayStation 4 and Xbox One versions around? If so, can you assure fans that you have tested the game extensively on older consoles? Tomasz: The consoles have long been our priority. We make every effort to ensure that the quality of the game on PS4 or XBO is at the highest level. We started testing the consoles of the old generation long before in other projects. This was linked to the scale of the engine changes and ambitious plans to create an even bigger and more complex game than DL1. What do you think of the capabilities of Xbox Series X and PlayStation 5, having worked on them for a while? Tomasz: The new consoles are excellent equipment. Much progress has been made in the area of CPU performance and IO bandwidth. The new GPU capabilities and speed are also impressive. I think, like any new generation, it takes a while to learn how to make the best use of hardware. Will the dying light be equipped with an option "60 FPS" or "Performance" on XSX and PS5? Also, will there be a mode that supports ray tracing on these next generation consoles? Tomasz: Yes. We offer you the option of choosing: Quality (including traceability of rays), Performance (60+ FPS) and 4K. As we are working hard on performance, I cannot give any further details at this point. Let's get as far into the next gens as we can. How is Dying Light 2's open world distinguished from the myriad open world games now available on the market? Tymon Smekta197a, Lead Game Designer: We have a lot of respect for other developers working on open world games and the226 games; 128? Each of them brings something new to the table, some unique twist or mechanic. For me, the most important aspect of the dying Light as a series is how vertical and truly open our world is. Of course, there are great outdoor games that offer players same freedom, but ours is unique in that we are a 11 seen from a perspective of first person to, that really brings diving on a heel. With Dying Light 2, we introduce an additional element- the ability to change the open world, gameplay gameplay through your choices. By making different decisions, different game mechanisms are introduced to the game- e.g., car booby traps or other crazy gadgets. That way, you really shaped the world around you, and that's really a feeling of power. Are there random, dynamic meetings or events, as in titles like Red Dead Redemption Two? Absolutely, yes! There are a lot of stories in Dying Light 2am. We were holding back on this aspect of the game, as we wanted to use it as a cherry on the storybook cake of the main story. We introduced them relatively recently, about in the second half of last year, and we added a lot of life and vitality to our world. Is Dying Light 2 still heavily structured around the selection system and consequently RPG, or have there been changes? Tymon: Absolutely, it is another cornerstone of the project. But as we have already explained several times, narrative-based choices are just one of the ways in which players can express their agency. Another is the City alignment system, which is the main system that allows players to make changes to the city. Can you talk to Aiden Caldwell a little bit about the lead, since we know so little about his past? Tymon: The thing about Aiden is that it's hard to talk about him without spoiler, and when it comes to his storm, we still want to keep the cards close to our chest, just a little longer. He is a good guy who knows his stuff and is looking for someone (or something) in the city. It enters this place with only one goal in view, but of course, everything becomes complicated when it meets some invisible individuals fighting for control of the city. History is important enough for us and we dont want to spoil too much about it too soon. Will there be any NPC partner who can be recruited to Dying Light 2? How about courting some NPCs? Tymon: You will meet a lot of interesting characters and some of them will accompany you on various missions. There are also times when NPCs join your side during the game in an emergent and systemic way, but therefore it is. is not a mechanic to recruit any NPC to your crew. Me too, 128; It's an idea i like very much, so maybe in one of the DLCs? Who knows? Overall, how many hours of play can players expect to find in the game between the main campaign and the side content? If you access it, you should be able to finish the story in about twenty hours. But to see all this, it should take twice as long as this. Our opening zone alone can last more than seven to eight hours if you want to explore every corner and crack, so it's absolutely a lot to play here. There's been a lot of personnel changes in Techland lately, that had fans worried about the progress of Dying's development. 2. Can you allay those fears? Tymon: I understand perfectly why © players feel curious or impatient, but it's rather a norm in the world of the game industry that highly talented specialists are constantly for new creative adventures. We lose some people, we feel the lack, but at the same time a lot of new energy joins our team, and it is an opportunity for the whole company to learn new methods and approaches. In fact, for us, it is more stressful to read relationships like these - not many people understand it, but these relationships are overwhelming for the study team, for the hundreds of people who engage with all their heart to offer players the best possible game. When do we see any new gameplay? Is the release really coming soon as mentioned on the Steam page? Tymon: We plan to restart our communications very, very soon, but some gameplay has already been released. We shared a small fragment of the game with the community already in honor of their interest and dedication. We realize that players want to know more about Dying Light 2 (it's the number one game in the Wish List after all), but we really needed time to make sure we don't start talking about the game too soon. Let me assure you that we have heard the pressure of the community very strong, so I hope it will be easier for everyone. Thank you for your time.

