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### Interview Rob Pardo - Diablo 3

So I'm Rob Pardo, I'm the executive vice-president of game design in Blizzard Entertainment and I'm also the executive producer of Diablo III.

We've been working on the game for quite a few years now because the game was originally been worked on up in Blizzard North, and when we closed the studio and move the projects down to Irvine, now we kind of did a big reboot on the projects so I guess it's probably been about three years I think since then and as far as we are announcing now well, It was just kind of the right time for the game, and the game is really far along, and it's really fun to play already, even though we're not... you know having a play rebuild here at the show, it's pretty far along and it's already a fun game to play so it felt just like it was the right time to announce the game, and a great place to, yeah. Often times in Blizzard's games, you know, we go down a path for like a year a year and a half on the game, and then once the game actually starts becoming playable we have like barely prototypes, we kind of stop, and look at the game and have a lot of other people within the company who look at the game, and we really decide "OK, where do we wanna go with it?" and that process has happened on Starcraft II and has happened on the first Starcraft, in Warcraft III it even happened on WoW so, so truly, nothing new, it's just, that was kind of the right time for us to move the project down here, the way we're gonna **take stalks**, look at the game was going and what we ultimately wanted to achieve this product.

As if today we have obviously both barbarian and witch doctor which are fully playable, and one of those things that was, yeah I know it's just a small thing to the world of RPGs but still kind of a cool thing in the Diablo universe you know we have gender on each the classes, so if you wanna play the witch doctor you can do a male or female. So we have male and female versions of both those classes, and we have to think of most of the other classes ~~se~~ are actually playable back off the office but I'm not gonna tell you about it today. And most of the kind of the first Act is also pretty playable, but we still have a long way to go, mainly on the content side now you know, kind of the moment the moment game play, the classes, the skills, we have also multiple players often running, but now it's really about generating content. The biggest thing that you can see from watching the demo today and one of the reasons why we've shown the barbarian is because we thought it would be great for people **build** kind of see a demo of the class that they have, kind of played with it before and see how... how not only is that class able of, but how was the game able since Diablo II, and one of those things we really try to bring with the game is making a much more immersive visceral experience and that's something that we really want to bring with this game, and we kind of play, you know, a lot of God of Wars, games like that and well totally different genres and different types of games but we really felt like we did kind of bring a lot of kind of and what's cool about a game like that in the Diablo Universe and I think that's ultimately what you'll see with the barbarian is, he is, you know, he obviously is gonna have a lot of new skills, he's gonna have some skills that will come over but even if the ones that you might be familiar with, you're not gonna be familiar with, you know just how cool they are, you know the different sort of death animations, and you know, the physics in the game, it's just such a cooler more immersive visceral experience than I think you've seen before.

There's definitely a lot of cool stuff that we are gonna be announcing more in the loot system, the armory system in the future, but the biggest thing I would say is we know we're bread-and-buttered in this licence and we totally understand that, you know, people really want to get the cool vibes, they wanna get the cool amory sets, they wanna build, to collect, cool loot, make the characters look cool be able to trade with other players online, so we're gonna deliver it on our lab. With World of Warcraft, we have all of different, you know realms. With smaller community of players, with Diablo III, we're not gonna, kind of relegate people often to those realm, concepts like we did, it's gonna be much more global. With any sort of, within any earth region, you know, like north America, you'd better play with any player, there, you don't have to find in what realm they're on and then transfer your character and things like that. So I think the biggest problem you see in WoW, is that this thing this match making, it's just kind of player populations, you know because, everyone is kind of segregated off, on like one of realm or two or three hundred different realms for whatever region they're in. So just imagine if all of those players were in one place and you can match against any of them. So, that's part of the biggest thing that we've learned from WoW, we kind of already learnt this lesson in Warcraft III which I think has a great match making system, so I think War III is a better example of what we might expect with Diablo III than WoW would be. And if you look on Diablo I and II they're very, I mean, they obviously had the gothic look to it, but they weren't very colourful games, and one of those challenges we wanted to take on Diablo III was "could we have colors, but still maintain that gothic darkfield?" You know, I think we wanted to take more dark like an emotion rather than an actual color or choice, and I think that is something that, you know, took a long to take to get to the point where we're at now that we prod on a least three different pretty major art direction shifts until we got to the point we are on stage, cause, I think it's really difficult to pull all that off, we are really happy of looking at the game right now. You know each game we make, in special we do sequels, we really kind of sit down in the side, "what it is that we want to accomplish with this game?", and with this particular game, we want it to be a true sequel, we want it to be very familiar, and some other things we really wanted to bring over was, you know, we wanted to have a great loot system, we wanted to have a real action best game play, we wanted to have you know all the cool monsters, the cool kind of hell vibes, but, there are so many new things we can do too, we really want to have much more action scenarios, we wanted to have much more visceral fields in the game, and we wanted to have a ..., at least another change or part of it, is having a more immersive interesting story experience, without taking away from the action pact field of the first couple Diablos and I think that's another challenge we've been really taking on is, trying to make it feel more like a more, kind of a traditional RPG but without taking away from the actual ones.

We've been sitting here talking about Diablo III, which is a game that we've just announced today at the Worldwide Invitational and since we are Blizzard, we are gonna go ahead and announce the release date of ill ship when it's ready.