

[Transcript] GameStar Podcast / Was ist bei Cyberpunk 2077 schiefgelaufen? - Wir sprechen mit CD Projekt

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I hope that's not as bad as Mal and Mal's CD Projekt told us really exciting things about the release of Cyberpunk 2077 about the problematic release and about what has been done in-game.

And now also in the add-on Phantom Liberty and in Cyberpunk 2.0 in the free upgrade will do. In this sense, apologies for the tone and hopefully a lot of fun anyway.

2019, do you remember the year 2019?

It came to me one day earlier than we had just been yesterday and on the other hand, as would that be the most distant past when we still had such powdery backpacks and phones that still had big pink pockets in them.

In 2019, we were last time on a community party of CD Projekt to broadcast together, of course, about Cyberpunk 2077 at the time.

And now we all know that Cyberpunk 2077 had a heavy release, but we are four years later back on your community party, on the community party of CD Projekt, back from the joyous release.

Because soon not only the first DLC with Phantom Liberty, but also Cyberpunk 2.0, a new and better Cyberpunk, what would I call it now, we will talk about it right away, what exactly that is, we will also talk about what exactly happened at that time and what also happened in the meantime in these four years since 2019, what was just yesterday.

For that, of course, the moderation capital, as I learned from the YouTube comments, Sheraleen Homan.

Hello.

Hello.

In 2019, it didn't even happen to me.

I've only materialized since I'm in your podcast team.

I've been materialized in the Game Store team since I was there in Anno 2020.

Yes.

And at that time, you saw this community talk round that we did in our Gamescom docu.

I saw that.

And it wasn't scared of.

No, I'm still here.

Okay, I'm proud of you.

With us here is of course the area of the undead, who was also involved in the Cyberpunk test at the time.

Hello, Maurice.

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Then you yourself were a little undead, but I don't think he's as undead as the fourth in our round.

Yes, every time I meet him, he has one more title.

He was last time, originally he was a level designer, then he was a senior level designer.

Now he is a level design acting lead.

I didn't have to read that right now.

No, that was so smart, Micha.

I'm so proud of you.

That was so good.

Yes, that was nothing to write.

I just had to fall into it.

It's nice that we see each other again.

I'm glad to be there.

I think it's where you just said that back then the technology was also much older.

I remember that.

Yes, that's a topic that I see through this whole thing.

The technology.

The technology.

Yes.

Destruction and, I don't know, outdated technology.

Yes, nothing works.

No, never heard of it.

The second reason for this fair is that people throw things at other people.

I can say it live here in the podcast.

Micha threw me on the fair with trash.

That's how far it has come, after I brought him a snack.

I agree with that.

That's true.

So it seems that every year on the Gamescom there is a new scandal.

After the story last year in Halle-Arzt, we have now also broken a wall again.

Yes, and now you're so sorry, but I heard that you, our boss David, hit glass with your hand, especially yesterday.

Strongly.

Yes, but obviously.

Yes, the mood is exciting.

Yes, yes.

You can see it.

It cooks everything.

Yes, it cooks.

Have you ever thought about it?

What would it be if criminals were unable to look into your head?

In Cyberpunk, something like that happens.

And I imagine it very ugly, because they would then know all my secrets.

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For example, that sometimes I secretly take scenes from Star Trek with a finger tip.

It's not that important now either.

Hacking heads is unfortunately still impossible.

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You can find the link of course in the show notes.

And now it goes on with the podcast.

But tell me, I mean, that's of course the question that drives us all.

Talking about Cyberpunk now, talking about the release back then,

talking about the conditions that came out on the consoles,

especially what went wrong, what happened back then?

That's the short story.

Please put it in one by one.

Yes, exactly.

So that we can clip a short video out of it.

Wow.

Yes, so I think through the laughter and the comments,

it's not an answer that you can just give.

That's a lot.

Somehow not as running as it should have been.

And it sounds like that without being beautiful now.

But it's absolutely not.

I also think that it was a really unhappy chain of events for us.

At the same time, of course, the launch date on the,

especially on the, how do you say, last-gen consoles already?

Yes, we sometimes say that too.

That's what you said now.

No, we loved them.

Yes.

The Xbox One.

At that time.

Yes, it's been a while now.

Yes, that's just really super heavy.

Because we originally had, to call it one factor,

we originally had the plan to publish the game

so that we wouldn't land there from this next-gen area.

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And we actually wanted to release it earlier.
And how I know that is the problem,
for example, that from a certain point of time you had moments
where the platform operators themselves then also wanted
that when the game came out, that at least with compatibility
then on the new consoles came out.
And unfortunately it's not like that, that it's just a switch
that you run like this and now it runs on the PS5.
Yes, PS5 on.
That's what you do then.
Nice verse.
Is it really an act?
Yes, exactly.
We know that.
And yes, that's the funny thing too.
There are also rules like, for example,
with Sony you can't play any game,
that's the same with Microsoft.
You can't play any game just for the PS5 Pro.
It also has to go for the base version.
And you can also understand why that's the case.
But to go into the complexity of it,
even there, where you would think it's one system,
the one has a bit more influx behind it,
but basically it's both PS4.
Now some things where you have such a bug,
it only exists on one of both platforms.
And still, implementation is all the same.
And then you really have a lot of energy
that flows in there to see where it comes from,
what can you do, is it code-based?
And of course there is a typical bug fixing process.
And now you have to imagine that through the delay,
actually the idea was to say,
okay, we want more time to solve the work that we have.
But unfortunately it was never that easy,
because in the end we got a bit more work.
And in the end I think we had between 8 and 9 platforms.
If we had PS4, PS4 Pro, PS5, all the Xbox consoles,
Stadia was also part of it, PC.
And if you think about it now,
the fact that bugs only occur on one platform
is already a huge burden on work.

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And then we are sometimes slipped into it,
because there is simply one obligation of the other,
and then you have to do that,
which of course is not an exception.
In the end it should be,
but the other thing that I also find very interesting,
because I'm not in the processes,
but of course I am aware as someone in the industry
that there are a lot of complex processes taking place.
Every time we open the door, the music is always louder.
Yes, this music, what does it do?
Well, in any case, it also depends on such a release,
a lot more than just saying,
now the game is coming out,
now you can download it,
then there are deals with publishing partners,
distributors, for example,
and then of course also brand deals,
and marketing campaigns that not only come from us,
but also from chains, for example,
GameStop or something like that,
everything is coordinated and timed.
And then also things like that,
CDs have to be pressed,
and then they have to be delivered all over the world.
And if you then have such a postponement,
then everything is thrown away.
So I think you can imagine without a great expert
that there is such a release,
so such a delay is really expensive.
Well, and you really have to survive five times
to do that, especially if you don't do it long enough.
And then there are also such specialties
with the Börsen situation in Poland,
is that taking it with a grain of salt,
because I am not a finance expert,
but there is a situation that everything that is important,
everything that is important,
everything that is important,
everything that can have an impact on the action course,
has to be communicated in public.
What does that mean, that if we have such a delay

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that we have to work with new release data
or something like that,
it has to be broadcast immediately.
We can't drag it around internally for long,
or something like that.
What then means that such a delay
is decided by a very, very small circle of people,
and then suddenly comes,
also for the developers.
And sometimes there are situations where you think,
you hope that, but you are still full on course.
And then the team meeting comes
and in the end you know that it will be delayed.
And then in five minutes,
or maybe even in the meeting,
the press department is already out.
I was actually there once, when it was postponed.
Was that the delay in December,
when I was with you in Berlin
and we played Cyberpunk?
Exactly.
And then you saw the mood,
how we all surprised each other,
very serious and so on.
So it's not just these things,
but that's how it goes on with the partner.
So also so briefly and these are,
yes, okay, so all the plans,
we also have to adjust everything.
And now imagine,
you have all these partners and a lot of money
and now you have to sit down
and make the decision.
Do we play it a fourth time?
Or do we bring it out now?
And where is the greater damage there?
And that's just a decision
that I would never want to make.
I thought you decided that.
Yes, very alone.
Now you've got me.
And just how many lives are there.
Because you have to think,

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okay, what impact does it have on the financial situation of the studio and all the heroes who are paid there and of course also on the morale of the team, who are already on the sprint.

And then you say, yes, we have to put the money a little further back.

And I think what's there is actually a negative calculation for us.

That we didn't say consequently for the first time or even for the second time, maybe even for the third time.

We take the data out for the first time and do it for the first time.

And these are things that are behind me, you can always say, obviously, but at the moment there is just so much together.

And then you have to take care of it.

So I can't call it a number.

But you just have to think about it.

You can probably calculate what the costs of something like that would have been from the fourth delay and how bad the backlash was and how bad the cost was.

So maybe as a developer, I got a lot of money and it was of course really bad, but it's just a question of how fast I live as an internet user and whether the costs would have been calculated.

Sometimes the worst storm, the worst.

We still have people who always came but then you really had a half-year storm and it was shit

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and then the people went on
and then the next
one came.

Wow.

There is someone, an old veteran
of the gaming industry,
who is cynical because of many fights.

Yes, yes.

And they are sitting on it.

Wow.

I'm not that old
and cynical yet.

You are not that old and cynical yet.

You see, the developers
are always like that
in the gaming industry.

At first

I made a video
where I broke a lamp
for ugly devs like you
and that's how I thought.

Yes, no, then I want to go
on the record.

All game developers are ugly scam artists
and this man is very special.

He was also alone,
sorry, to all the problems
also the Witcher 3 console versions
Cyberpunk,
actually to everyone.

Witcher 1 at the time.

I don't think you were there.

That's true, that's true.

But also Witcher 1 has some problems
that we want to leave to you.

Yes, that's true.

But still I have to say,
it was an impressive Maurice impression
of you.

Maurice is really great.

Yes, your Maurice is 10 out of 10.

That's a shame.

They are connected to me.

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Yes, it's a revolution.
I want to defend myself
but
if you have such friends,
it's also a strategy.
It's unfortunately an absolute truth.
It's much heavier to defend yourself
than just to attack someone else
and say,
okay, my politics
is maybe shit,
but if he is elected
then the hut will really burn.
Because he does
then he offers you your schnitzel.
That's true.
How okay is that now,
when we turn it into such a table here?
It's almost the same.
I mean, here were the people
who put this round table in here.
You know exactly what you're doing.
That always makes tableware,
but I can ask a very serious question.
You are at fault.
We would like to have four culls.
I have no chance anymore.
No, I'll just ask the serious question.
What interests me
especially in the context of Cyberpunk 2.0
how much time
would you have had or needed
when the release was
that you said
that would make you happy
if it was six months in one year.
Exactly, you have to
have a hard time.
You can't ask that
because they say
I'm sorry, I'm afraid.
What should I do?
I just had

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an interview with a developer
from Warhammer 3.

You asked him
if it doesn't feel like a whirlwind
after ten years,
part three.

Now we'll do a re-work again
because we already have three re-work
and nine more questions and he said
that's totally awesome for me as a game developer.

I can do so much iteration
over years.

Do you want unlimited time?

Do you have a question
from a questioner?

I'm trying all the time.

Go!

Do you know what
the room is rising to your head.

That's really...

Thank you all.

Do you watch it as well?

Yes.

As a practitioner.

No, it's

a very, very interesting question
because

especially in the background
we would like to have
unlimited time to develop
until it's done.

I personally don't think
it's good.

I don't know
how many of you
tend to have
perfectionism

because you always
find something to do.

If you don't have
then you always do something new
and start again.

I talked to

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Miko by our localization director
and
he said that
our voice cast
in the
expansion, the German voice cast
sounds much better
because sometimes more
experience has been collected
in the time.
What is your own language
in Leibach?
You already have it.
Everything is clicked here.
I like
Stammtisch-Muris.
Much better.
We just learned
how to develop
a voice model
in AI.
We then publish that
so that people
can hear the sounds
from the bass.
A dev with Leib und Szene.
Always new features.
We come back to the question.
New features
are also great.
When we look at
things to push
we do a lot with NVIDIA
the path tracing
when we are in the technological
area.
It's
a lot of fun.
Of course it's tough but if you
get the first toy
that no one else has
and then you can push
and set new standards

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then the developer's heart will open.

It's not just about technology
but also about design
and ideas.

We are now
in front of the question
of our current project.

What do we do next?

What do we do next?

What do we do next?

It's really hard to say

because

we could say

we needed almost 3 years

for the Aldi patches

and 2.0 and

the expansion

but it was

an open heart.

The game is already out

and that makes

the development much slower

than if we didn't

launch it.

Because you have to fight

with a lot of regression.

If you open up a system

and fix a bug

then there are

those things that you know

because you have a bug

and now you have 10 bugs.

It's not untypical

and there has to be

a lot of time and energy.

Our patch processes go into

the fight against regression

based on the original

and you always have to test it.

Is everything that was

still healing or do you have to

do something now?

Or was

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the engine
a special beast?
Last year
the message that you want to
continue with the Unreal Engine 5
was the red engine beast?
I wouldn't say that.
Of course
every proprietary tech
is out there.
We have one thing in common
that the developers
are
constantly working on a construction site.
What
has an advantage is that
you can of course make your own wishes
and then cut for yourself.
Not only on your
own work flows
but also on the games and
technologies that you want to do.
But the disadvantage is that
you also have to fight against
the fact that the thing is
unstable because new features are
being built or
there are always
Markels there.
The comparison is always
to make the developer like that
and that's not just for us.
In the worst case
you are on a railway
but you are in front of the rails.
That's how it feels sometimes.
The red engine
has a lot of technologies
that don't exist
in a different way.
Our open world streaming technology
our Realtime Global Illumination
I don't know

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if it's a wild project
but it doesn't have
a different studio.
There are technologies that are
really awesome and
we are now trying to
reproduce
in Unreal
but
but
I almost lost the question.
That's what I'm talking about.
Let's see if it's going to be late.
You just have to lie in front of the rails
while you talk.
That's what I'm talking about.
That's how I live
my life.
I'm on the Games now.
In any case
it's there
we have great technology
but it's also a huge
effort.
The bigger the effort
the more expensive it will be
for us.
The idea when we switch to Unreal
is that we could have
a solid base
which is stable
and all the resources
that we normally put in the rails
can be used
to improve the train.
These things
are special
especially for us
and
you can
put the resources in the rails.
Okay.
I would like to know

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what you anticipated
what would happen
at the launch.
How did you feel
when you thought
we had our best
and also the PS4 version
we already had
a little bit
you thought, oh god
they will all hate it completely.
I think developers often have
new rotors.
I just had a story with Fabian
how you showed him
that Fabian, we can
not bring Latent Wine out.
We had to shorten it so much.
It's way too small.
People will hate it.
What was the mood
for you and the team
at the launch?
To stay in Blallen Wine
it was really catastrophic
because
we had a day
where we had to cut
and rescope.
We thought
from our point of view
we cut 50% of the planned content.
And of course
there is a big expansion
and we had to think about it.
No, we had to cut it.
Look at you.
It was crazy
that he drove us.
If you put it in
and put it in
it feels quite catastrophic.
But we want our fans

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something good.
Sorry,
can you repeat the question again?

Where did you expect
what would happen at the launch of Cyberpunk?

To be honest,
I thought
it wouldn't be that bad.

It's because
as a level designer
I don't have
much insight
into the console style.

It's easy
because it's quite irrelevant
for my work.

I build my level and script
and my enemies
and the only thing I do
is to keep Red Engine
very designer friendly.

The only limit I had to
deal with was
an NPC limit.

That for active fighting NPCs.

It's not like
in the city we can render a lot
but people who are smart enough
to fight cost more
performance.

We had a limit of 16%
per fight.

It's good but
it couldn't be active.

That was the only limit
I had to deal with.

I had a few moments
where I really fought.

For example
now I'm sweating a bit
but I'll try to keep it short.

What are you talking about?

I don't know if it's difficult

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but this shopping center
has shown you a huge location
and the full effect
to keep this limit
was so hard
and there
a lot of
creative and active scripting
where NPCs
are switched off
from time to time.
There's a moment when the door is
behind you and you can't get out of it
and then it's like
everything you didn't kill
is despawned behind you
and you can't look back.
Especially because the location
was so bad.
In any case
I didn't have much
to do with the console version.
On the press events we had
we always had the PC version
because it's the best version.
You want to promote it.
The console version
of course I wasn't aware that they were not so good
but I was
absolutely aware of how bad they were
and it was like
I had this naive hope
that the people
who were responsible for it
will be able to handle it
because I know that they are good and they are.
Second,
Witcher 3 wasn't that good
at the launch
but it was like that.
And
there was the hope
and it was really...

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I'm really at the evening
we had this launch event
because it was digital
because of the pandemic.
I went to bed
and I was happy
to read the feedback
on Twitch or Twitter.
I woke up the next morning
and I saw my DMs
and it was
something different.
It wasn't what I expected.
I was really excited
about Fabian
and I was like
what's going on?
But
she wasn't good at it.
What are you doing?
You sit down
and say
I didn't...
It was really mixed
and very disappointing.
It wasn't unbelievable
but I was really
surprised that
it was approved
without knowing
but
the first thing you see
is so emotional
you don't think rationally
and
one thing
in the frame
it's
really unhealthy.
You read everything
and you see everything.
That's
really dangerous.

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Anyway
I got a code
and looked at the PS4
and
it wasn't a good experience
to see it.
I saw the console
and it was
the PS4 Pro
and the next-gen
compatibility
and it was cool.
But
I don't want to
experience it again.
What's
changing now?
What has changed?
What was
the first thing you noticed
in the studio?
When you found yourself together
what's next?
A lot of work
was created.
It was
a bizarre time.
We had
a lot to do with the internal leaks.
It was a good time
for the studio
to have
reliable e-mails
and so on.
They were well-meaned
where you have to
travel again and say
let's do it again.
And then
there were
a lot of delays
and
a long e-mail spread

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started to
reverse the leaks
and how many developers
started to
say
it's like shit
and there was a huge break
between the
management
and the developers.
But
it won't get better
by having reliable information
and so on.
It will get better
by giving
everything to me.
And
the developers
said let's
travel again
and not
continue to travel.
And
the result
is that we are
not done yet.
We will probably
be able to
evaluate
our games
and
especially
in terms of crunch.
The whole overtime
topic
is not only mental
but also physical.
So
I don't know how long it is
because we are now
from Waterfall.
We are now

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completely focused
on agile work.
But for us
it makes a lot of sense
because the core
that came out of it
is that
there is a lot more
autonomy
and ownership
is the word
in which the developer
is influenced.
Nowadays, we work
less in large teams
that work
in larger content blocks
but rather in smaller groups
that have smaller chances of playing.
For example, if we look at the expansion
it has several main quests
and every main quest
has a relatively small
multidisciplinary team
that can
work almost completely
autonomously
that works
by having
our writers
we know where we want to go
but then the team
says
you have to implement this part
before we
implement it
and then the director
and the leads
take a
accompanying role
because the job
is good and fits
in the overall vision

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but
it's a pity that the thing is not out yet
because you would like to
talk about the content
but we have
I worked on one quest
that we would have
never been able to do
under the old Red Zone
and it is also a complete novel
for our games
I'm looking forward to it
I really don't want to
take away the surprise
and we are very proud of that
we also have to fight a lot
especially because it is so different
but the team comes there
because
we show you that it works
the crew works together
how to pitch it
what exactly they have to implement
so that it comes over
which elements you have to work on
and
therefore also from the developers
we have these huge milestone planning
processes
where it was before
to give the director
what has to be done
and now it is
that the director
set relatively vague goals
we want the game
in this state
is to the point that
it should be completely playable
when we develop the quest
and
the teams themselves
think about what we have to do

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to achieve that
which work steps are exactly
and we will then
accurately determine
how much time this work effort
would cost
and then we give it back to our director
and say
can we do it in the time frame
or can we not do it
the team will not make the decision
ok, watch out
if you want to have all of this
then you either have to extend the time frame
because it does not fit
or you have to decide for less
here we make the decisions
we work with the outcome
but there is this exchange
and that works very well
for us, the expansion is completely established
we are in such a situation
crunch
to complete
to avoid
to not have
and
we also have very bad processes
that
make it difficult to do
that was sometimes a bit too harsh
in that sense
if
you always have a situation
where one is really excited about it
or is just in his flow
and he would like to use an hour
or something like that
and even that we could not do for a long time
because we are so focused
that it is very difficult
we have so many
if you want to do an hour

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you have to
we have a tool for it
you have to find a request
for the exact hours
and reasons why
and then as a lead
I get this notification
and then I have to do it
when I do it
this information goes
I have such an overview
how many hours it would be
how long you do something like that
then goes to
my boss
who actually sees that Miles has an overview
and if there are too many
there is also a limit
then I will be responsible
because there is too much
and so far
I had to request
I think only once
because
then really
and I know it myself
sometimes you have to be so crazy
but
we try to
always say to Miles
maybe it is not so important
maybe we can do it differently
and then
when these tracked hours are not only paid
or paid out
but also as
close to time
as holiday days
and I think that is
a relatively healthy means
that we have now found
it was really at the beginning
that if we had an overview

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before we had this request tool
then you have it directly
from your lead
from the producer, from HR
and so you were contacted directly
and said hey nice
very very good
so to speak
it is definitely
the scale is
the scale
all these
the
the terrible situations
it is now
that there was never a better time
in our studio
to be there
and remote office we do
also complete
so it is
the perks
that you have as a CD project
you also work on great projects
and as a developer
of course it is also fun
to get the money
and also to get the time
then something like the 2.0 update
to be used
and also so much time
so you have to think about it
we are working on the expansion for almost three years now
so Witcher
two expansions have been launched in a year
but that was also under great crunch
crazy
when the plan was created
for this update 2.0
so you started to think
ok we want to
like before the enhanced editions
with the Witcher games

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we want to put
such a last milestone
and what comes in
when did it start
I think the Elan
was always pretty early
I think what really helped
is that we saw
that the first bigger patches
that we got out
that every patch
improved a little bit
and I had
I don't even know who told me
because I told you
that we really almost fanatically
look at all our metrics
for example the Steam User Reviews
and every percent
point of the upgrade
is now very, very positive
and
it's like Maurice at YouTube Likes
yes
it's really like that
of course
to see and watch
and to notice that the work
that you put in there is so worth it
all like Micha Graf
I have a YouTube channel
that is completely gone
in the sense that I'm not like that
Maurice is like that
I'm just for art
we do that
we can be
super rewarding
super positive
or if it doesn't go well
but if it goes up
that's when you see the effect
of hard work

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that's important
because when you sit and work hard
and you have a release
or you have a different feeling
that doesn't bring me on
that doesn't bring us here
that's very bad
and then we have to
have to
we have to
have to
have to
have to
have to be better
so that we can deliver
our content to the quality
because you want to improve
the base game
and I hope you can see that
because you said that
I had a police chase
in Phantom Lover Tree
with this Bargast Söldner
who takes over the police
role
but they drove into cars
and shot at me
and I can shoot back from the window
what is that for a game?
a better game
but honestly
that's a thing
where I think
it doesn't really need it
because Cyberpunk 2077
even without the police chase
it's a great game
a great experience
but it was one of the things
that got a lot of requests
from people who always said
hey you drive through a city
that's a very strong GTA

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and we are used to
being able to teach this anarchy
from the police chase
was it really a thought
to say we want to fulfill this wish
for the people?
and the other thing
that we said
we really need to work on some systems
so that we can have it
in the expansion
and stuff like that
and then we thought
if we open it now
how do we
give it to people
just as expansion content
or whatever it is
of course we will make it
more expensive
and now it will cost
as I said
as much as it costs
and then you get a really
awesome version of what's up there
but that was also too stupid
and also before the background
that we are the ones who have something to prove
we said hey cool
then just let us update
and then
really here
how do we say we have a butter at the fish
and just a little
and then we really started
really active there I say
to find out what you do
read a lot of community feedback
where do you press
and there I say
this expansion just increased
and I'm really happy
that it worked like that

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because some things have
as typically with us
or maybe even in life in general
thought we have a few things
a little easier to imagine
that is never
what we thought it would be easy
but there are
moments where we thought
that is a thing
which we haven't really calculated
that we have to take care of
because for example what do you do
when you play the basic game
and the police trigger
while the
I'm spoiling a little bit of the basic game
while the follow up
after the parade
and now you have to
what do we do there
in that case we even have
the whole quest
in the autonome in this system
but
then there are so many presidents
we have to take care of
when you talk to an NPC
and then the police tell you how it is covered
when Jackie is standing there
waiting with his noodles
and then something happens
so we had to make a whole pass
and then really
to see that it doesn't break
through our good community
and
then you have to say
but when we have these
vehicle hunting
then the traffic has to react better
because that doesn't work
if the people don't go out

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and so on
there was a patch
so small updates
but now we have to take care
they also have to cover themselves
when there is such a car
and you see
there is such a chain of features
that then just like oh shit now we have to do that
we have to do that too
now we can also call it 2.0
or something like that
what I wanted to ask there
that fits to this whole topic
vehicle chase hunting and police and so on
I imagine that it has played a huge role
for you that you just
were not at home in the setting
so you had a lot of time
to get used to medieval fantasy
and modern settings like cyberpunk
and cities work completely differently
so alone something like how cars work
in the world, how mini maps work
in the city differently
than just driving
in such a fantasy village
it has played a huge role for you
or that you just couldn't use
the experience from which you were
absolutely, so that has
also it was exciting
also for the first person
so the change
level design is much more complex
there we are
probably with such a certain naivety
because we just thought a little bit
hey people, we actually
want to build on the success
of the Witcher, we know how to do RPGs
we know how to do Open World
we basically do that

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setting and cooler
and then we make a new dialogue system
and build some other things and we push
every feature just further than it was in Witcher
and
from that point of view, you can
maybe understand a little bit why we
decided to not really build a police system
because in Witcher 3 we also didn't really need it
we have such a very basic
so how do you stand, then you can
box a weapon and then it was somehow like that
and we said from that point of view
yes, the focus is not on
the story and the quest
and we actually didn't want
sandbox armor to run here
because it wouldn't fit the character
it's not indescribable
and
we got annoyed
but it also
is a bit
the progress in the game development
in itself, because
with additional time
the standards and
the expectations, the minimum expectations
and no one expects nowadays that
the loading screens
will always be raised
and
there will be a time when you
are still playing as a game that you have a loading screen
and you think
why do you have loading screens
and so it is
with the feature that
at some point you
expect a certain degree
of realism and simulation
how we have determined painfully
and

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yes
the cool thing
is that
we couldn't
use special features from Witcher
or there the experience
but generally the direction
for example the
cinematic or film approach
to the dialogue system
that is based on the experiences we
did with Witcher
the
what else was there
generally how we write
romances and what roles
the relationships are not only romantic
but also have to other characters
again on a different level
compared to Witcher 3
and that was
a tragedy for me at the launch
as a designer
who has something to do with performance
that is
if you look at it
from our point of view how we looked at it
then you can say objectively
that actually every single feature
has done a
evolution
the crowds are
better than in Witcher 3
we have more people who have
reactions, Witcher 3 was
much more primitive, the dialogue system
of course
generally
we have a character
that you can create
you can create the clothing system
and everything in comparison to Witcher 3
so much more

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RPG options
much more than in
Witcher 3
but then the game comes
in a broken state
on the base console and
nobody talks about it
it took a really long time until we
saw that people
talked about the designs and the quests
the qualities of the game
and that is where
really the passion
as a level designer, quest designer
game designer is
because there are so many thoughts
and
that probably
was the thing that pulled me down
most of the time
which quests are particularly cool
which moments were great
and of course you always hope
taxi, element taxi
dude, I learned something today
yeah
then you had to ask Miko Eimer
later
dude, yeah
I learned something there
yeah, well, the...
can Miko Eimer talk about it later
ask him about the Delavane
Taxi Quest
I found out that
I went from the same
expectations
in my expectations as you
in the original development
and I think that's why I wanted
despite some critical points
more than
because also regardless of the technical

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there were some
critical points, partly very loud
disappointed expectations
and me, as someone who is
much more a Witcher fan, as a GTA fan
they just went on like
hey, what? Police, I don't care
I wanted a Witcher in a cyberpunk
universe and in better
and that was actually a lot more
you don't even need the GTA frame
a simple person with a simple dimension
just one of the best
APGs ever in a more complex setting
in better
I didn't want more and this simple
task you delivered
in a way
thank you for saying that
as a real observation
I would also underline that
especially for our fans
who come from Witcher
I would also
observe that the people who
instead of playing with the Witcher
or because they played Witcher 3
they really came
to their costs
of course we also try to
expand our audience
because it's the people who
didn't play Witcher before
the first game and then
expected GTA
they of course were disappointed
but then you have to say
of course we are always warned
we can go back to Fabian
Fabian is there, where is he?
back there
but
we didn't have the claim

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as a developer
to do that
how was it for you as a developer
did you observe
oh shit
either for self-employment
or even the other departments
selling something that we don't
do in that sense
I hook up and do my Witcher quests
and Fabian
hooks up and turns the people into GTA
so I can't develop
was there this kind of disconnect?
imagine
that you
put your heart and blood
into one thing
and really burns
and realizes that the whole world
finds that cool
and wants to play that
and really has the value
that the whole world is hyped for
so I think
if you try to
put yourself in the position
then you can probably
understand what I hope
when I say no, you're screwed
it's hard
to keep the ground
so
you have to say that
so you walk around
and that's
God's will again
but you walk
you were
there in E3 2018
when we were at Keanu Reeves
and you meet Keanu Reeves
but that too

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and then
the snake on the E3
you can't imagine that
people in the world
who never had anything to do
they tried to
get into our presentation
and you walk with a cyberpunk t-shirt
from Hideo Kojima
who wants to take a picture with you
and you sit there and say
okay, I'll start to understand
how you can lift something up
and you sit there with the colleagues
and the game is like
it's not a bad game
and you have a bus show
and all that
it was also fun
he had a lot with the community
and
there were also great things
and
but
especially from the point of view
that the area where you work
you know what goes in there
how much energy flows in there
and that it's really paid attention to
because the quests weren't
or even the levels
they weren't necessarily
then
you can easily say
I think that's really good
I wouldn't say
that they walk around and say
fuck yeah, best game ever
we have a video of you
that's why I'm too much a developer
because you can see
the mistakes on your own
everyone who draws will know that

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so I would
I think
it's always a bit
we've seen it in other games
it's always this
there can be
a lot of expectations
depending on what you show
and how you show
where people start
to wish
to play things they already know
like a GTA
when you say
there's a city
I'm waiting for a city simulation
or you say
as I said
we collected community questions
because there were some
in which I was asked
if this game really
is a
anatomically correct
survival simulation
in which I have to eat and
go to the toilet
I never asked this question in an interview
but those were things where people
saw this
that it's independent
in this game everyone gets wishes
and projects that you could have
the generation of the game
we always get there
who wants to go to the toilet
who wants to
did you confirm that
before your next game
but
I would also say
we had this interruption
with these 1000 NPC routines

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in one podcast
where a
community member said
that it was meant well
we won't be able to build
1000 NPC routines
because we now have 12 million NPCs
so it won't be
handcrafted
for the English language
so we wanted to translate
how did you do that
because of Google Translate
and there
we had 1000 NPCs
and
once on the internet
where the main character is
that
flies away
and there is still
me
that was
Philipp
I was written
that you are the guy who said
that you are 1000 NPCs
but that's not true
we have
even more German devs
I have already drawn
and he didn't want to leak anything
I don't think that's okay
especially the person
who translated it
has also tried
to correct
the thread
but
the correction didn't work
Reddit
if Reddit
is bad

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then you can't do anything
Twitter
especially
I don't know
because
we have to be careful
I can't read anything
because I only make video content
you can read a video description
that's true
are they still handwritten from you
or have you already picked them up?
they are all handwritten
I even add my discord link
but really
when we talked about the video
it was really cool
we also talked about it
I think it's always good
if you
want to reach one
to see that
it's not as black and white as our stories
but
everything is really complicated
the devs are always bad
and
in this discussion about the Baldur's Gate
and the devs are all scared
you can see that
it was a
very self-sufficient
discussion
that one of the devs said
that every studio can make a Baldur's Gate
which is a really correct statement
and
I think the problem was
that one of Diablo 4 answered
and said yes, that's true
and Diablo 4 is
in the public perception
and then it was made

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look at it, finally Blizzard
said we don't want to
put in so much effort
because a private dev
made the narrative
and the devs were scared of Baldur's Gate
and I don't want to say
that I'm the biggest pro here
in the development mindset
but you just have to
talk to a game
and you know that
oh, a great art work
and a game has success
that's bad for me
because every dev
that I know
and I was just talking
to one of the devs
who said
Baldur's Gate is what we all want to do
a game that has a vision
that is brave
that deviates from the standard
and is really celebrated
and I did that as a video
but no, the devs are not like that
there are
industry-proof forces
please don't innovate
please be sure
but that's not the level designer
that's not the quest designer
who then thinks
oh shit, now the devs want to make good quests
like in Baldur's Gate
oh man
but it's a bit like the start picture
of Sabapunk and the other discussion
about that
ok, ok, ok, another question
last time I was on Twitter
because I really said

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that there will be a hint after the other one
and then
I post the thing
and then 5 minutes later
the discussion begins
about the start picture
and I was like, what's going on?
you have to be like that
as a developer
but it's much more nuanced
and much more complicated
and I find it interesting
there is actually one fear
that's always the fear
in front of the other fat game
that might take place in your release time
that's the only thing
I can imagine
for us it was
of course it's a theme
when we look at Phantom Liberty
there was also a bit of thinking
ok, when do they want to publish it?
and how do we put ourselves in there?
I can imagine that all the games
that all the developers
use Dying Day
when they see you
in a similar genre
or in a setting
try to get as far as possible
I can also imagine
that some devs
very, I don't know,
angry, sad or something
that they already put their game
in front of Starfield
and then a very spontaneous Baldur's Gate comes
and says, we're coming too
and then it turns out
that Baldur's Gate is much bigger
than anyone else
everyone knew it

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there will be a audience
it will probably be successful
but not one of the most successful games
on Steam ever level
and I'm really sorry
with all the developers
I don't know how Shadow Game is
it's a great game
I can imagine it very well
because it's also a top-down tactic
what Baldur's Gate is
in a certain way
that a lot of people say
especially in Act 1
after two weeks
I don't need any other game
I can imagine that
one game where
every studio has
absolute dreams
is of course GTA 6
nobody wants to
when it comes out
the speculations
that I know
because we always talked a lot about cyberpunk
when Shadow comes out
I can imagine that
I can imagine that
absolutely not, we shouldn't
strain this old room
rather than in October
and then you have the Call of Duty
in October and you're like
shit, you won't do it
that's a thing that
the developers do a lot
and the absolute super-gau is
when your release time is cool
but one of these games is destroyed
exactly, in Elden Ring
and that's why Horizon
was added

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that's really...
some of the developers at Guerilla Games
and they were already at
Zero Dawn
with Breath of the Wild
they took it apart
it's a really good game
that's in the shadows of a better game
and this time
but also really what's bad about it
because
you really have to be really good
to update Horizon
and that you really
both times
we have a really fat 90's
but unfortunately
an absolute decadent title
now exactly on us
you could play less
you could completely destroy Horizon
but then it's
Breath of the Wild
and Elden Ring
exactly in the genre
and I really know
the developers
just because
Horizon
here, connected West
is in every area
better than the previous one
and you can really see
that people really thought
like, hey, how do we do this
cooler and better than the previous one
and they really wanted to prove something
and they also
didn't really listen to it
you have to say again
the internet debate
and I think that's what
you think

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that you can't
express your opinions anymore
because there was this debate
oh, look, some designers have said
the Elden Ring user interface
is not perfect
and sorry, it's not perfect
this weird soul thing
I really like the Elden Ring
but this weird soul thing, which I think
everything in Soulslikes is perfect
the camera management is flawless
it's never wrong
that's why it's good
the interface is always super intuitive
to work with
if you target it, you're really good
that's not true
the real Soulsfans, to whom I also count
hate everything about the camera management
and playing Souls
if you're really a Souls fan
it's a cut-off
that says on the second level
Souls games are perfect
Souls games have the worst
and worst hitboxes I've ever experienced
the camera is absolutely
terrible and I hate everything
next round
especially every time you make a boss
who's too big
but then the internet
was usually called Horizon
as an example
that's how you play shit
look
here's the Elden Ring
here's Horizon
everything is stupid
and bad and repetitive
and sadly Ubisoftic
in the game design

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and I thought
what the fuck
just because I compare a 90s game
with a 95s game
that's so bad for Horizon
it's really difficult
because I'd like to be more open
about the whole process
and talk more about it
and give this context
in such formats
if possible
because
you can't tell us
about the polarisation
on social media
when I say
this Baldur's Gate
is exactly the topic
some people tried to
talk about it and bring the nuance
but it was like
you think Baldur's Gate is shit
or something like that
or you just don't know
how to play a game
that's not true
that's something like that
if
as a person
we could
talk a bit more
about it
then we would be able to learn
more about each other
I would say
this is an appeal to
local movies
but
it's not a beer
but it's really
who would like to be
roasted away

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except you
and it's really like
if I have to be afraid
because I give a bit of context
there's a big scandal
it's a matter of condition
but at the same time
you also have problems
because no one wants to talk about crunch
because
this is also a
nuance topic
I already mentioned it
the people who are
in flow
or who are
excited about their work
that they want to get it done
and
if you can't
talk about it
then you don't hear about it
and then nobody talks about it
because
the other side doesn't know what to say
and the topic is
twice as complicated
because it's always like
if you think about
controversial issues in the game industry
you might want to work with other games
and then you look at it
and it's like
it can be a problem
complicated
I would like to
appreciate more in this context
maybe as a conclusion
that I really admire it
and I think it's nice that you
gather as a team and say
although everything was hard
after the release

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and you probably had to do a lot
on a private level
but that you gather and say
we want to close it well
we want to get something out
we want to find a nice final
with 2.0 and addon
and we want to get something out
and I really think
it's a nice end for Cyberpunk
and a nice final
let's hope it's going to be good
it's just nice
I want half of the game
the party is already there
it's just nice
you also write
meta critic reviews
it's just 0 and 10
these are the last two questions
is it the end
for Cyberpunk 2077
could there be anything else
if Phantom Liberty is successful
or do you say it's the end
I would say
it's the end
we are full of
DCQ
we have
a new studio
because
from the background
I said
to hire people
to have a studio in the USA
to have a talent pool
where you only get a hard one
and they all come to Poland
and
we wanted
as a studio
to have 2 AAA productions

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at the same time
that's our next evolution
and
we are leading everything
and I think that the expansion
to get involved
even if I don't
talk about hours or hours
because it's so subjective
in terms of
people who know
how we do expansions
they won't be disappointed
I think the thing is packed
because the 2.0 update
also belongs to it
everyone gets it
but in release time
we are also similar
and I think
that the whole package
can be seen
and it's not just
in terms of the community
what we think
what they should get from us
but at the same time
we
how we set our standards
and how we want to deal with it
because we don't want
if we
come up with the new Witcher
or Cyberpunk
that it will be so bad
but
we don't really see ourselves
we don't see ourselves as the studio
we don't want to be the studio
that's known for the broken releases
or something like that
and in that way
we have to say

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that for us
the silver lining of the whole thing
is to reflect
and then to process
our own processes
and
then you can speculate
how would CD Projekt
if this never would have happened
who would
be such a great employer
we would have listened to the crunch
it would have been worse
for us if we would have come up with it
so that everything
would run smoothly and so on
we all got crunched and so on
same shit as everywhere in
soviet
I don't know
last question
a happy end for you personally
not that it would be your end
but the happy end
for me it's really
I've been working
for a longer time
than full time on the new Witcher project
tell us more
next podcast
we'll do another hour
we accompany the development
over the years in such formats
but
you already said
or your old ego
someone
by the way
on your twitch
how do you call it
a community point thing
so that you can activate it
so that you can talk

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I want to suggest
or
so that you can give it
and then you can talk for an hour
anyway
it's still not out
and
I think
no developer
can trust
to lie the day before the evening
we are very confident
we brought the game with us
the people can play it and convince themselves
we have it here
we show from an expansion
an hour long demo
you have to pull in
from us
the game
the picture we have here
is actually more than 3 months old
that you played
and I hope you haven't seen it
it plays around
I would say
and we never had
so long before
the release
a product that was already so finished
it's still not perfect
but in the last 3 months
something has happened
we didn't just stop
the supply
is definitely there
and when it comes out
and our dreams come true
I would say
all is well that ends well
very nice
a very nice ending word
thank you for this round

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thank you very much
always a party
because we always
we always party
how long is the game?
it's my watch after midnight
awesome
now you can play with Charin
after midnight
it was almost 24 hours
wake up
I felt like a healthy
work process
work is no longer dead
that's the topic
and I always thought about
a hot ones format
but it's about
getting the people as tired as possible
that was the idea
but you hold it through
we don't get it yet
it's the concept every time
if you are alone with me
and tell me for example 2 hours
what you are talking about
your ending word
it's really cool
you are
you are
almost only there
you only need an outlet
tell me more
yes yes
it works sometimes
I can totally recommend the Scaliance talk
coming to a GDC near you
exactly
at this point, thank you very much
thanks for watching
see you next time
the most beautiful places in the world
and experience the limitless diversity on board

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all the information in the travel office
and at aida.de
life is colorful
and writes the most exciting stories
these stories have a home
TLC
your TV show for diversity
free and free available on free tv
in US-American dating series
like dating without limits
for love
we accompany people who are ready
to leave love
is it too soft? no problem
exciting mystery and true crime formats
offer you the thrill you seek
and who is not enough
he will be the latest in dr pimple popper
or one of the other touching medical series
weak
because TLC understands how you feel
so now send a search start
and dive in
TLC
we feel you