

Hi!

My goal here is to document official answers given by Blue Mammoth Games (BMG) devs to the biggest questions of the Brawlhalla community. It is my hope that making this information easily available & accessible (without having to scour the far reaches of the internet) will help encourage more informed, civil online dialogue in the community about the ongoing state & development of the game. In other words, I hope my work on this can help demystify the aspects of the developing process that have been publicly discussed, and disabuse the public mind about the work the devs do on a game we all love.

To clarify, I am not a BMG dev. Never have been. While I am a Brawlhalla Partner Creator, I am in no way paid or contracted or incentivized by BMG to do this. However, a BMG dev has looked this over & has made no objections to me sharing this. I made this document because—as a librarian—I have a strong belief in the value of information, as well as the consequences of misinformation (or worse yet, disinformation). If knowledge is power, then knowledge informed by accurate information from primary sources is essential to ensuring a community can remain a force for good in gaming. I believe that no matter what your opinions are, we as a Brawlhalla community are essentially unified by one thing: a love & appreciation for Brawlhalla. We want to see the game & its community continue to thrive, and we can all work alongside the devs to move forward from that common ground, even if we play or appreciate the game in different ways.

There is, by necessity, a disconnect between game developer and player. As such, it can be very easy for most players to make assumptions about how game development or brand deals could (or “should”) work. This can even lead to some players getting upset at developers for “ruining the game” or flat out “ignoring” them. It has been my experience that things are never quite that simple. I hope the answers provided in this document are ample evidence of that.

I know this is a very long document, so here are some tips for navigating the information:

1. Use the outline on the left side of this document to navigate to different sections.
2. Ctrl + F is your best friend. You should be able to easily find relevant answers by using that search bar using keywords (for example, “clans,” “account linking,” “fan,” or “crossover”).

While every effort has been made to deliver these dev answers word for word, please note that some minor grammar or punctuation edits have been made to ensure clarity, as well as to protect personal information. Also, while these are answers from BMG devs, please consider this document a casual record, rather than a purely official one. Finally, I am open to suggestions for ways to make this information more clear & easier to access.

Sincerely,

Baron Dipitous :)

# Early Lore Questions

Baron's First Direct Email to BMG, May–Aug. 2019

On May 1, 2019, I was deep in research, working on my [Brawlhalla lore site](#). There were a few general lore questions I was very curious about, and I hoped that reaching out to BMG directly would provide some interesting insight & context. Looking back at this, I'm a bit embarrassed by how excessively wordy my questions were. I didn't expect an answer, since I was practically a nobody at the time. But eventually, on August 15, 2019, I got a gracious reply!

Below is the full text of this email correspondence (some formatting adjusted for clarity).

## Baron to BMG: May 1, 2019

Hi Brawlhalla devs!

I am continually working on a fan project that aims to be a comprehensive, user-friendly website for all things related to Brawlhalla lore and the real-world context behind it and the in-game cosmetics. I think some of you are aware of it: [brawlhallalore.blogspot.com](http://brawlhallalore.blogspot.com).

First of all, I'll add my voice to thousands of others in commending all of you for the amazing work you do in every aspect of Brawlhalla, from beautiful art to solid programming, to ever-improving mechanics, to impressively-run competitions to engaging and entertaining social media interaction to--of course--the surprisingly complex lore given to the legends. Thank you for all you do!

Now, if you'll allow me, I'm going to be one of those people with a few questions about the lore. I am well aware that the lore in this game is meant to be impressive and rather silly, and I love that. I simply want to be as thorough as possible in my research, and it would be negligent of me to not attempt to gain clear, official answers to my most pressing inquiries. Here are the three questions I have for you guys:

### 1. Canonicity of Stages

It is my understanding that all of the maps are in some way related to the lore. What I want to know is this: How are the legends getting there in their battles? Are these stages mere recreations or illusions of the real locations? Or, perhaps, they are the real locations, but the stage itself is cloaked or far enough removed so the legends cannot interfere with the place or time.

### 2. Locations/Times in Legends' Lore Pages

While some locations and times are featured as stages, many, many more are merely mentioned in the lore. My research so far seems to indicate that all locations that aren't in space or part of the Norwegian cosmology (Aelfheim, Asgard, etc.) are all on Earth. I am curious about

a certain group of seemingly-related locations (Thera, Elyria, Dragonport, Orc Pass, Ikrusk, etc.) that sound like they could be part of a separate, fantasy world, but I've also found some hints that they refer to real-world locations. Thus, my question: With the exception of those from outer space of Norwegian worlds, did all mortal legends live on earth (Midgard) before arriving in Brawlhalla? In addition, can it be safely assumed that the legends all arrived in Valhalla/Asgard in the order their mortal lives ended (with the exception of those who walked into or were born in Asgard)?

I'd ask about an overall timeline of events, but I think I can work all of that out, given general world history and context clues in the lore.

### **3. Canonicity of Skins**

Right now, I struggle to determine whether the skins should be considered part of the lore. Are some or all of them truly "canon"? Perhaps they are all just costumes created by some Asgardian designer(s) for the Tournament. Or, perhaps they should be discounted from lore discussions entirely. I've been having lore-related discussions with Expired & Piox this morning, and they claim Dolchay once said the following on Twitter regarding the canonicity of skins (paraphrasing):

A legend's first 3 skins (those initially released with the legend) are generally considered lore-related (even if in alternate universes, like Darkheart Zariel or Beardvar).

Is this true? Does this make any skin "canon" to the lore given to the legends themselves? I ask for confirmation because, according to Piox and Expired, the original comment got lost when Expired's previous Twitter account got deleted. Regardless, I plan to at least research the historical/mythological context behind the design of each skin, even if they're not part of the lore (my site focuses on design context as well as lore). Also, I am aware that the real-world process of designing skins tends to be based on what looks or sounds cool.

### **Conclusion**

I understand that some of my questions may not have answers. I'm not seeking to be some sort of "lore hound" who "demands" answers to everything. All I want to do is gather as much info about Brawlhalla lore as possible, and put all I find in one place for all to see and use. Besides, with all the research I'm doing and have been doing, it usually never hurts to ask anyway. :)

Of course there are many (so many) other questions I could ask, but most are about lore aspects that seem to be kept intentionally ambiguous/enigmatic (like Orion, the Enigma legend himself), or are about smaller things/issues. Besides, so much of this lore you guys made can have multiple interpretations, and lore debates are lots of fun! I just wanted to take some time to ask my most pressing questions, the ones that will help me the most as my research focus concludes on the individual legends themselves and moves on to the stages, overall timelines, and cosmetics.

Thank you so very much for your time, and again--thank you, truly, for all you do. :)

Best Regards,

Baron Dipitous

## BMG to Baron: Aug. 15, 2019

Hey Baron,

We're sorry for the late response! Things have been busy over here. We've got for you a response from Matt [Woomer]:

Thanks for the questions. I can't directly answer all your questions without closing doors we'd rather leave open, but I can share this:

- Yes, the Legends share one Brawlhallaverse and one sprawling but coherent timeline, and, as is so often the case with the great, their stories intertwine. Ada could be a descendant of Jhala or Scarlet or Mirage.

- Because of the nature of the game, we don't have a way to give anything but the barest snapshot of a Legend's epic life and times - the tale of Hattori's travels through the Twilight, or Bodvar's search for the Rainbow Bridge would each fill volumes. However, time, while sometimes following the fantastical logic of this world, is not arbitrary and to our knowledge, Valkyries rarely delay bringing the chosen to Valhalla.

- Stages are not illusions - just ask Kor. Furthermore, these few stages are just the tip of the stage iceberg. But there is no hard and fast rule on where stages are or how legends get there. Some, like Great Hall, are in Valhalla itself. The Colosseum, the vast stadium where Asgardians gather to watch the Grand Tournament, is near the center of Asgard.

- Many skins are canonical but some are not. Maybe we should mark which we know to be. You are right that while some are obviously from the Legend's real life (think Sky Captain Scarlet or Iron Legion Teros), but it is not obvious that Apocalypse Mirage or Molten Kor are based on true stories (they are).

Thanks for your interest in this strange place. I also find it fascinating. I hope that helps. I've enjoyed following the progress of your page, and I think it's a valuable resource for the community. Thanks!

# How BMG Creates Legends

Discord Correspondence, March 20, 2020

After my invitation into the Brawlhalla Partner Program in Sept. 2019, a Discord server was created in Jan. 2020 for me and the other partners to be able to more easily communicate with each other and with some of the developers.

In early 2020, I was doing research into the process of creating Brawlhalla characters, in the hopes of making a [couple of videos](#) on the subject. On March 20, 2020, I thought I had a decent idea of what the devs go through to develop a new legend, and I asked for confirmation.

## **Baron:**

What exactly is the process for creating a legend? I have a vague idea, and I just want you guys to confirm it or correct it.

1. Determine a concept/archetype (e.g. "oracle," "skeleton," "elf ranger," "viking," etc.)
2. Determine what unique weapon pairing they could/would use
3. Have different teams develop legend's design and moveset; iterate, change, get feedback (I think all this happens at once, over a longer period of time)
4. Write the lore

I think this is it, based on what I've seen and heard of your process. I guess I'm most curious about when the lore is actually written. Is it the last thing, or is it possibly written before or during the design/moveset phase? I'm also guessing skins are ironed out later, usually using scrapped design concepts from earlier.

## **Brew (BMG dev):**

So yeah you essentially have it right, with some additional notes:

We first think of the weapon pairing that is going to come out, then the artists all concept the archetype that would use that weapon. They design a whole range of ideas and basically cast a wide net. Then the art lead helps focus and narrow that down with feedback from executives (Matt) who is very into the lore and future lore. At this point it's determined who this person is loosely and then as the art team is finishing final character design and one artist leads the charge on sig moves (with full review by the rest of the artists) the lore team comes together many times to discuss the details of the legend. Their name, if they are someone new to lore, or if that archetype lines up with someone we've mentioned or alluded to, we start rounding out those details. Sorry just jotting down this really quick. Didn't write this super eloquently

We leave lots of storylines open so that characters can be elaborated on or interpreted in an unexpected manner. Matt is the lore king though and the whole universe lives in his head. He has a million different ideas about the events and legends of the past / future.

# More Dev Questions, Part 1

Discord Correspondence, Apr. 21, 2020

## **Baron:**

Hey, in preparation for some future content (and just out of curiosity), I have a few more questions for @BMG:

1. How do you generally choose the next weapon pairing? I see people make "predictions" based on "patterns" they see, but I'm doubtful that there's any real pattern. I just figured you guys release whatever weapon pairing sounds cool and could work with a certain archetype.
2. Are there any future plans or ambitions for the partnership program? This is more out of curiosity, really. Perhaps a better question would be this: What does BMG hope to gain from this program, and how can we help make it happen (or happen more)?
3. I think I've heard it said that BMG will never take fan legend ideas (for example, Tataia's awesome Simon character) because of the possible legal ramifications of using IP from someone else for your own profit. Is that correct? I'm planning on making a video giving tips on how to make a convincing Brawlhalla fan legend (and another video for writing good legend lore), and I'm considering including a disclaimer that says "your legend will not be in the game, and this is why." So, I ask this question for official confirmation, to ensure I'm not unintentionally spreading false information.
4. What determines crossover events? Is it mainly handled through Ubisoft? I imagine the Shovel Knight event or the Rivals of Aether skin were simple, direct collaborations with fellow indie devs from other studios. Cartoon Network, WWE, Dark Horse Comics, and Square Enix properties, however, seem like bigger properties that are more likely to happen thanks to the Ubisoft connection. I'm not asking for "secret info about future events," of course. I'm just curious what the main factors are for crossovers to happen, if you don't mind sharing.

...I think those are all the questions I have for now. I hope this isn't too much. ^^ I just see so many assumptions out there about BH and the devs, and I like to do due diligence. :)

## **Sloshula (BMG dev):**

1. There are a whole lot of things that go into weapon pairings. Sometimes we look at what weapon hasn't had a new Legend in a while, but other times we just have a good idea for a cool Legend and we see what weapons fit with it the best. Sometimes it's a combination of the two! The only pattern, really, is when a new weapon is released and we put out a few Legends back to back with that new weapon. I actually think we've talked about this on Dev streams before.
2. We actually have a plan coming up that is super secret! We also want to expand to other creators, but we're gonna see how this super secret plan (that you will know about soon, Baron!) goes.

3. Yes it is because of legal issues. I'm not entirely certain of the details bc I am not a lawyer, but it's legal stuff :P

4. Sooooo this one has a lot of moving parts. There are multiple teams of different people that look at potential partnerships, sponsorships, and crossovers. We work with that team to find cool opportunities. Then that team, some lawyers, and the company we want to cross over with all work together to come to an agreement. Then we make cool stuff, show that to the company we're crossing over with, they give us feedback, then a crossover event happens! There is some more to this, but that's essentially it.(edited)

I hope these answers work for you, Baron!

# More Dev Questions, Part 2

Discord Correspondence, Apr. 27, 2020

## **Baron:**

1. I've heard the phrase "lore team" tossed around by several devs. Brew has mentioned he's part of it, and I've heard Dulce and WhiteSheepie both say on dev streams that they are (or perhaps they were) on that team. I know Matt Woomer is the main "lore guy." So...what makes up this "lore team"? Who all is in it, and why?(edited)

2. Early last year, you guys celebrated 20 million players. May I ask how, in general terms, that is calculated? Is that simply counting every "account" on every platform (for example, I play on PC, Switch, and mobile, so do I count as 3 players in that grand total)?

3. Last summer, you guys said Orion's face would be revealed if the BH YouTube channel reached 10 million subscribers. What about an Artemis face reveal? What needs to happen for that? We already know she's Mary Washington, but it might still be cool to see what she looks like...if she's still human...

## **Brew:**

The Lore Team is comprised of about 8 devs including Matt, Zeke, myself, Whitesheepie, Dolce and a few others. The devs who are in the lore team have expressed interest in the bh lore to Matt. Some are artists, some producers, some programmers. These devs are very passionate about the bh lore and love to help write the ongoing story. Our process involves generating tons of and tons of ideas per new release and then slowly working together to zero in on what we like. I like to think our different backgrounds help us create some really interesting stuff. Ultimately Matt is the one who writes the first draft based on all of our ideas and then the team comes in and works with him to make some edits if needed.

I could be wrong but I believe we count the number of unique accounts that register to play Brawlhalla. In your scenario I believe you would be counted 3 times.

[Baron Note: It has been later confirmed elsewhere by Matt Woomer that each time BMG talks about general player counts or monthly active users, they are probably talking about unique people. (If I can find the source for this information, I will link it here if/when I find it.) It's not clear to me how they do this, or precisely how accurate the reported numbers are, but I feel confident that BMG is confident in the numbers they share with the public]

As far as an Artemis face reveal - I'll have to ask Matt. We are always working towards bringing the Legends to life in new ways and we have some pretty large goals for the Brawlhalla IP in the future. I can't speak to anything specific right now as we are still chasing down opportunities and working with Ubisoft to find out what's possible, but just know that we dream big!



# More Dev Questions, Part 3

Discord Correspondence, May 24–June 4, 2021

## **Baron (posted May 24, 2021):**

1. Question about the Global Breakout avatar from earlier. Assuming this GB logo still exists somewhere, perhaps an arrangement could be made to allow members of GB to have a copy of this avatar for the game? I imagine other organizations that focus heavily on Brawlhalla-related activity could be interested in a similar opportunity, which leads to my next question:

2. What exactly is the relationship between BMG and organizations like Global Breakout, MegaVolx, Tempo, Obey, etc.? (The definition I'm using for "org" here is an organization related to esports & content creation that has some noticeable presence, interest, or connection to the Brawlhalla community.) I know Brawl League is a special case with special history, but as time goes on, they seem to be acting a bit more like an "org" in their own right than anything else. I'm sure some of these orgs would love to work more with you devs in mutually beneficial ways, but I get the impression that some org & event leaders feel BMG generally ignores their presence in the community. So, to foster understanding, I'm curious how BMG defines the relationship on their end.

3. What exactly is BMG's policy on fan works that feature BMG properties? I know there doesn't seem to be an issue with fan art (I love how you guys show appreciation for all the amazing art in the community), and back when I was working on a Brawlhalla film noir audio drama, you seemed to have no issues supporting it as long as I made it clear it was a fan-made work. But where does the acceptable line end? I've come across people who want to, say, make a fan-made Brawlhalla dating sim game, or do all kinds of other things, but we don't know the exact policy you guys have for fan works. I tried looking through Ubisoft's legal documents, but all I could find were related to putting things up in Ubisoft-owned services specifically, not about fan-made works on the internet at large. I, and many other people, would love to know the specific guidelines and policies so that we dedicated fans & creators can make sure we aren't crossing any lines.

4. A bit of a comparatively odd question, but like all the others, this stems from curiosity: According to your experience, how does one become a "game director"? It's easy for me to see how other video game jobs come about, but the title of director or producer for a video game is an interesting one to me. If an aspiring game developer had aspirations to be the director of their own game, what would you want them to know?

## **Brew (May 24):**

Directors know their [stuff]. They've proven they can manage the dev process. A good director knows what development takes, what actually matters, how to work with people, and has a good intuition for things. The best directors are either geniuses who make their own games and successfully manage it or people who have worked through the industry on many projects and many people to demonstrate the competency for the role. But nothing is a set rule. Sometimes

crazy promotions happen. Usually directors were executive producers....Slosh would def know the gb stuff and is the one to speak on licensing rules etc. I hope you like my ramblings haha

**LeftStickDown (May 24):**

In the past org avatars were specifically only for the players sponsored by orgs that they sent to events.

**Sloshula (June 4):**

1) We have to be very careful with how we promote orgs in game especially when everything is online. Usually the big thing was the orgs pay for players to go to events. That's why everything is handled on a case by case basis for in-game avatars. This is esports stuff though so I can't answer super properly anymore on it since I haven't been focused on esports since 2019

2) Those orgs you listed are different from each other (again case by case) and all different from Brawl League. I can't answer how we define the relationship, but with esports (especially with an esports with a younger audience), all contracts and groups and orgs need to be carefully vetted before there's any relationship. That's why it may seem like we ignore them - we just have to be careful. Similarly with any sponsor or third party (crossovers, etc).

3) This I will do my best to talk about, but setting exact lines is tricky. For example, many things are cool until they start making money or trying to make money. That's usually where things start getting messy. Always always always read the TOS on modding/fan works on Ubisoft properties before getting too deep into anything. I won't state any specific guidelines because I am not a lawyer, but as the brand guy money is usually where things start to bring issues and when I have to start getting contracts/lawyers involved. We are generally lax on things as you all have seen, though that doesn't mean you can go make Brawlhalla 2 and sell it on steam.

btw the TOS can be found in game. There's a link on the news pop-up iirc

[Baron Note: It's true, at least on PC (probably on other platforms too). Go to Settings, and click on "Legal." Terms of Service is one of several items linked there. It's also the place where the legal copyright/trademark information of the crossovers can be found.]

**Baron (June 4):**

All excellent answers! Thanks so much! I had forgotten that the TOS was in the game itself. I'll be sure to check it out when I can. You're awesome. I appreciate you & the rest of BMG.

# Dev Stream Transcriptions

## Transcription Notes

Each separate topic or event in a stream is divided by headings that list the “minute : second” timestamp, followed by the topic/question addressed. Such timestamps are generally approximate (+/- ~10 seconds).

Any time I thought what was being said would be important to record word-for-word (usually for direct answers to a question or explanations of an aspect or process of game development), I provide exact transcriptions of those quotes. Exact transcriptions always start with a bolded name & colon, followed by the text of the quote, as demonstrated below:

**Baron:** I love Brawlhalla lore! Yeah. I mean, who doesn't, right?

Keep in mind that the way people talk is not the same as how they write, so don't think too deeply into the occasional “odd phrasing” that's just a product of speaking extemporaneously. Also, while I call these “exact transcriptions,” I decided to leave out a decent amount of “filler words” to provide clarity (examples include “like,” “um,” “ya know,” “again,” and unfinished sentences that trail off).

Sometimes it makes more sense to summarize rather than directly transcribe quotes. All summarizations and other notes will be contained in [brackets]. On rare occasions I may interject with a bit of direct commentary, in which case those will also be enclosed in brackets and begin with “Baron Note,” as demonstrated below:

[Baron Note: Hi! How are you? Hope this finds you well. What are you grateful for today?]

I hope you find the information provided in these streams as fun & enlightening as I do.

# "The Realest Dev Stream—Q&A with Dinohedron & Foda"

Friday, Feb. 4, 2022

Link to Twitch video: <https://www.twitch.tv/videos/1286817950>

## 7:00—Intro

[Foda & Dinohedron (hereafter “Dino”) explaining the premise & format.]

## 9:50—Why It’s Hard to Be “Real” Sometimes

**Foda [after laughing a bit about “old BMG ways” being so light & fast & experimental, is explaining how BMG development works now]:** We have to get things locked & loaded like six weeks, sometimes even more, in advance....Depending...At the least, it’s a few weeks.

[They go on, a minute or so later, to explain that the ability to release game updates & patches simultaneously across 6-7 different platforms comes at a cost, that cost including not being able to be so experimental or quick in their work & responses. They are now prioritizing coordination over loose experimentation.]

[They have to be very careful about “pulling back the curtain” because part of their coordination has been with other corporate entities & media properties.]

## 12:00—“The Disclaimer”

**Foda:** Nothing we say on this stream is 100%. Ya know, anything can change. Nothing we say here is a promise. Please don’t hold us to anything. But it’s important that we talk to you guys in a way where we can make those mistakes because...you need to know. We need to talk about it.

[They want to answer the questions, but they are very cautious about “promising something.” “Game development is treacherous,” Dino says. Ideas & plans are almost never straightforward & often quite fickle.]

## 13:20—Cross-progression/account linking

**Dino:** The biggest question we get.

[It’s a *huge* undertaking.]

**Dino:** We really want to bring this feature out. It is probably one of the most challenging features ever worked on...We’ve wanted to bring it out for a long, long time. And, we’ve been trying to make progress on it.

[It's as important to devs as it is to players. The devs want it as much as players do. A lot of work has been happening for a long time.]

**Foda:** One thing's for sure is it's closer to being released than it ever was before...Everyday it gets closer...It's coming, we can't say when. We don't know when.

**Dino:** The thing that I can promise you is that it is top of mind when we're looking at stuff that we're doing. It is something that we talk about *every week*. Absolutely every week we talk about this. It's very important to us.

**Dino:** It is definitely in our plan, and it is not something that we're trying to delay.

## 17:08—Clans for console

**Dino:** Right now, clans is mostly a communication channel, and that's something that's really hard on consoles.

[Hard on consoles due to a lack of a keyboard (an easy way to input text).]

**Dino:** We want to make that better. We want to have cooler features involved with clans, and when we do that, that's when we're gonna be looking to take that to consoles. Because right now if we took it to consoles, it's mostly a tag...

**Foda:** It's gonna be very underwhelming.

**Dino:** ...and a chat that's really hard to use. And so we don't wanna bring a feature to consoles and make a big deal out of it when it's not really gonna deliver what people are after.

[They do have ideas to make clans more significant. One example of this is exploring the possibilities of the crew battle format, & thinking about how that could be made into clan-based crew battles. This is yet another thing that will take a long time (more than just "months") to develop this and get it to work for as many players as possible.]

**Foda:** It's gonna be one of the longest features to implement because every console's social system is a completely different thing...I know for a lot of people the coolest thing about a clan is that it's a string of letters underneath your name that you get to pick. And that's, like, not the priority. The reason for clans is much more than that, right? In fact, strangely enough, I was in a community clan before I was a developer, when clans were really at their highest. And that was before an official clan system existed! That was just putting tags onto our names, BMG did it too, Right? And we all had little tags next to our names and then we would host tournaments in the community of the clans fighting each other and stuff. And weirdly enough, that all stopped when it became a feature in the game! And we want to do that again. That was fun. We need to bring something like that back...But it's a huge feature, and so, just know we're thinking about it too. But it's coming. The final form of Brawlhalla has a really significant clan feature.

## 20:35—BAN SCYTHER

Don't get too excited, scythe haters. ;)

## 20:55—Gifting system

Foda: We would love that! ...Again, that's different on every system., and it's a huge, huge thing. But, sure, we want you to buy a thing and then give it to your [friends].

Dino: It's also a feature that's deceptively hard to get right, because there are a lot of things you can open up with a gifting feature that become not good for the game.

Foda: Yeah, we don't wanna make a market out of it.

Dino: The good news is, we're here!...We never stop working on the game. We never stop adding improvements as we go. So, through time, we're gonna get to all these really cool features.

## 22:00—Transition from the “spammed” stream questions to questions given thru Discord

[40-ish questions collected ahead of time through the Brawlhalla Discord, and they hope to get through the good ones.]

## 22:45—“Are there new features that BMG wants to add, but haven't had the chance yet?”

**Foda**: There's a lot. He had some ideas for in-game esports features that he's wanted since becoming a dev, and he's still waiting on a couple of them. The biggest one is in-game tournaments, in which tournaments would be run in the game itself (registration, score reporting, etc.). Perhaps many, many small brackets happening at the same time (around your elo, perhaps) with the possibility of earning a specific in-game currency. Giving opportunities for people to compete, to expose the general casual Brawlhalla audience to competing in tournaments.

## 25:55—“Any plans to use old unused party modes (ice hockey, etc.)?”

**Dino**: Way back, the devs experimented with a “party mode” in which you could play a sort of “decathlon” of smaller games together. It was from a more experimental time. “A lot of what those have transformed into is when we do Brawl of the Weeks. We come up with new, wacky game modes for Brawl of the Week, or when we do crossovers we always try to pair up a really cool game mode that kinda speaks to that crossover. It also just kinda adds to the breadth of things you can do in the game.” It could be a cool idea to string some of those together into that “decathlon” format. Could be worth exploring. The short answer here is that Brawl of the Weeks “kinda took up the space” that “Party Mode” originally filled. This is an example of a natural

evolution of the game itself. “Definitely still working on new, cool, fun game modes in Brawlhalla. That will continue to happen.”

## 28:25—“Are there any special events coming up in Brawlhalla?”

[“Events” is the term for the “seasonal” events like Spring (first released in 2021), Valentine’s, Back to School, Halloween, & Holidays.]

[No new events seem to be planned, though they’re open to new ideas. If BCX is in person this year, they’re going to make a pretty big deal out of it (perhaps incorporate anniversary gala stuff, etc.)]

## 29:45—“Are you planning on a ranked update in the near future?”

**Dino:** “Near future” is a fuzzy term. But I will say that we are looking at updating how ranked works... There’s a lot of different ways that it could go, but we do have some pretty concrete ideas that we’re pretty excited about. The “new rank” is always a contentious question. This one is one that is tough to weigh, like where do you kind of draw those lines? We have the current system working, and it’s something that involves so many people, and there’s a lot behind how that system works. It’s kind of scary to change it too much. When you start looking at what you want to do with a new rank, it’s like, what are you really trying to incentivize with the new rank? Where would you put it?

**Foda:** Diamond players know that you are in the severe minority, which is something I’ve learned over time. The amount of diamonds seeking a new rank seems like a lot. There’s, there’s a couple of us.

**Dino:** A lot of it is tied very heavily to how the system is engineered from the ground up. And so we’re kind of re-looking at how that is built to see if there is a new direction we can go. And if there is, it can kind of change those rules dramatically.

**Foda:** Things that change how the ranked system works will, one big focus of this at least is gonna be the new player experience.

**Dino:** Yes. Yes.

**Foda:** Right? Because honestly I’m surprised sometimes that people make it through as far as they do, you know? If you’re a new player, you’re starting at 1200 elo, and you’re gonna get rocked, like a *lot*, before you get to where you’re ‘supposed to be,’ and by the time you get to where you’re supposed to be, you’re 0 and something, and you’re feeling really bad, and the game basically tells you you’re below average because you started at 1200. So, that’s like a huge thing that the game needs to fix for the health of the game.” That’s going to be a big focus, to get people to be fighting the people they should be fighting sooner, get you to where you should be on the ranked ladder.

[BMG didn't invent the elo system. They used it because it's clear-cut & simple to implement. They want to be able to provide a good experience for players at all points of the skill spectrum.]

**Foda:** Here's one change that I wanna make immediately...A lot of people see diamond as the finish line. I see it as the starting line...When you get to top 249 globally, a new UI window pops up on your rank thing that tells you what rank you are...It's global, I don't think we should be comparing different region's ladders to each other. It doesn't make any sense any more. It used to back in the day, but now it's different, right?

[They're hoping to make that rank region-based, and show it as soon as you hit diamond, whatever your number is.]

**Dino:** Maybe someday we could use in-game tournaments to help bridge gaps in rank. Maybe helping those in diamond to get closer to "pro" level.

### 36:20—"Do codes have an expiration date?"

**Foda:** Generally, no. But if they're really old (more than 8 years ago), they might expire to make way for new codes. The viewership reward system on Twitch streams generates a *lot* of codes, and the amount of codes it can generate is quite large, but not quite infinite.

**Dino:** There's no specific date, but we do need to go back and reclaim some of that stuff.

[So, do they have an expiration date? ]

**Foda:** Mmm...barely. Pretty much no.

[Baron note: It's probably safe to say don't hold them for more than 5 years.]

### 37:35—"How do you develop a battle pass from beginning to end?"

**Dino:** We find a story kernel that we like and are really excited about, and we kinda hook everything around that." For example, battle pass 5 focused on the conflict between Orion & Artemis, which provided lots of fun opportunities to expand & build upon that conflict. They also look at the missions in the battle pass & see what people completed, recycled, etc. They try to fine tune the missions to bring back popular ones & phase out less popular ones, along with coming up with some new missions. The missions are sometimes built to try to fit with the battle pass theme.

[Baron note: One mission in battle pass 5 talks about "launching opponents into orbit" with heavy attacks.]

**Dino:** Ultimately, battle passes start with a strong central theme or idea, and people at BMG just run with it for a while in development.



**Foda:** We get the most lore rich [at the office] around that time. You know, we work on a fighting game, right, and so there's little opportunity, I think, for telling new story. And battle pass is that time where we really get to feel like, for a day or two, we're just adding an RPG [focusing more on narrative & lore than usual].

**Dino:** The story is there, we don't have these long dialogue trees, where we can sort of do exposition. But it's there, it's all related, it's all tied together. There's some pretty fun stuff in there.

[Baron note: YAS! All the yes!]

### 39:35—"Do people at Brawlhalla play other fighting games?"

**Foda:** I play every platform fighter, and I'm pretty good at them. I've been top 8 in several other platform fighters. TWK will beat you at any anime fighter.

**Dino:** I used to be pretty heavy into Street fighter with my group of friends.

[They talked about some fighting game events (Final Round, etc.) they've competed in.]

### 40:45—"Do you plan on using Experimental to test balance changes?"

[They use Experimental to test bigger changes (fundamental changes & mechanics, maps, dashing, dodging, etc.).]

**Dino:** [If you're talking about specific aspects of specific moves,...usually we're pretty dialed in on what those are gonna be, so those don't wind up going through Experimental. We save Experimental to do the bigger balancing.

[They have batches of possible changes they want to bring into Experimental, so there will be new things ready for testing after the current batch of "potential changes" has been experimented upon.]

### 41:55—"Have you considered making a story mode?"

**Foda [with gusto, dreaming big]:** Every day!! Every *day* I consider it! Every day that I'm looking for a game to play with my buddies [looking for cool co-op games]. Brawlhalla could have the best [co-op mode]! Oh, but it's so much work. I wanna say one day. One day, eventually, it's not gonna be some boring little story mode, we have this awesome netcode! You could play with 4 to 8 people! It could be this cool co-op adventure! It could be a whole new

product on Steam! But, it'll probably just be a thing in Brawlhalla. It's gonna be so sick. [If we had] no timeline at all...

**Dino:** It's also a big project. We toyed with the idea of doing kind of a lighter version of that a long time ago, and it became very, very clear very quickly that's not really what we're interested in.

**Foda:** It should be bigger. We did design up a quick little 'walk through the level and fight a boss,' and it was like, 'if we got this out as a game mode, it's gonna be underwhelming.' It needs to be a whole big thing.

[Baron Note: Very glad to see that they want to execute this exciting concept in the best way possible. Also, if BMG ever finds themselves in need of another lore writer in their ranks, they know where to find me. ;) ]

### 43:35—"Solo queue in Ranked 2v2?"

**Foda:** We actually were talking about it recently [just last week].

[They talked about ranked crew battles, but realized there would be several issues (you usually don't have control of your character immediately, someone could leave part way through, and making it *ranked* would likely compound the frustration). You wouldn't have these issues in other game modes like ranked 2v2, however. Allowing a solo queue for 2v2 could open up the potential for griefing (your random partner fighting against you just because). But, they were recently talking about making the teammate matching system smarter. It's been talked about. They might do more with that in the future.]

### 45:50—Follow-Up Question: "Why is it different for Kung Foot and for Brawlball?"

**Dino:** It depends on the way the game is built and what the goals of the game are. So when it is competitive staked with friendly fire, it is much easier to be grieved in that mode than it is when it is something where there's a different objective.

**Dino:** The short answer is we want as many people to be able to play in as many ways as possible. When we think it has a good chance of working, we try to leave that open. It's just that in a lot of specific cases where we feel like the...ease of griefing, increasing the frequency of griefing is kind of too high for it to work.

### 47:00—10 Minute Warning!

[Need to prioritize questions ("tough" vs. "fun" questions)]

47:05—“If you could talk to any legend, who would it be?”

**Dino:** It's Kor. I would talk to Kor, I think it would be very peaceful.

47:20—A bunch of questions about sneak peeks at content that's coming up

**Dino:** We can kinda answer those with 'Sorry!' Stay tuned! We *will* preview them when we get closer to what's happening. But, we would get yelled at at the office if we started talking about them.

47:40—“Metadev sneak peek?”

**Foda:** We literally don't know. We figure that out at the last hour. The latest we could possibly figure that out.

[Foda's hope is Metadev Queen Nai. “I put my vote in!” he says, jokingly.]

48:00—Prime Bundle

**Dino:** Should be coming soon. Each bundle runs about a month before the next one comes out. “Soon™”

48:20—“Why do big game changes come so slowly?”

**Dino:** There's two things involved [with big game changes]. One is that Brawlhalla is a massive game with a long history and a lot of momentum to it. It's a good game. It's working well. We always analyze the balance in the game to make sure if something starts creeping up we can adjust for that. So, doing changes that are so fundamental that they radically change the game all at once is...

**Foda:** That's risky business.

**Dino:** ...it's *very* risky, because we have a whole playerbase...

**Foda:** ...that...could destroy the game for somebody else.

**Dino:** ...It could. We do try to focus on things that are gonna change things or address long-standing issues, and that's where they kinda go through the Experimental queue...Once we have identified something, once we have had enough time to test it and make sure it's doing what we want it to do and we don't have [issues, bad edge cases, etc.]...

**Foda:** At that point, half a year is a quick turnaround time for that, and that just seems like *forever*. Like [speaking as a player], ‘Why can't you just get in there and change it and push the change?’ It doesn't work like that anymore. I think maybe the person who asked that question is an old-school guy who remembers what it was like when we would talk about something and then do it in a week because it was just us and Steam. So easy.

[Having only one platform, and being in beta made it very easy to make big changes quickly.]

**Foda:** It's so much more methodical [now].

[Brawlhalla has a much bigger audience on far more platforms, and this has drastically affected the speed with which big changes can be made for everyone.]

## 50:55—"Will Ghost Mode ever be available on custom games?"

**Foda:** Probably not, because Ghost Mode breaks a rule about Brawlhalla. It won't work in local. Because you're supposed to not be able to see the other guy, it kinda doesn't work in a Local Mode. There might be some way we can implement it. It's a Brawl of the Week because Brawl of the Week can anticipate that you are your own client and not able to see the other person's screen.

**Dino:** Yeah. That's the biggest issue with that.

[It could work in other settings, such as online 2v2 Ghost Brawl.]

## 51:45—"Will the Experimental dodge changes be pushed to live?"

**Dino:** We'll have to defer to TWK.

**Foda:** I *think* it's looking good?

**Dino:** There's a lot of positives that we see in those dodge changes. I think there are some edge cases and some changes that need some evaluating right now. It's so big, it's so fundamental, we have to make sure we got things right.

[Things are looking good for it, though. The devs like what they're seeing with simplifying the dodge reaction times, making things more understandable & predictable.]

## 52:40—"Will there be a tutorial revamp?"

**Dino [quick response]:** Yes! Working on it.

**Foda:** Yes! Yes. It's gonna be cooler than some boring little tutorial that's like 'Press X to do whatever.' No, no, no, it's gonna be *sweet!* It's gonna be way better than the tutorial we have now!

[Dino confirms that it is going to be "way cooler." The current tutorial was made very quickly because they needed it before launching Brawlhalla on PS4 (their first console launch). It got the job done, but the devs want more out of it.]

**Foda:** The whole thing that's cooking up now is a whole different system. It's not just tutorial.

[They can't show anything yet, but perhaps in a couple months, "on the next 'realest' dev stream," they might have a demo of something they can show.]

## 54:00—Five Minute Warning!

[They get these warnings from Toast or others in the backstage production side of the stream.]

## 54: 05—“Will there be more customization items for characters or profiles in the future?”

[The devs love adding ways for players to express themselves in the game. A more recent example is titles.]

**Foda:** We are planning on...an esports nameplate!...We'll see.

[Baron note: “Nameplate” refers to, I think, the UI stuff that is found at and around a border.

Think of the UI items from each battle pass or the Founder’s Pack. Someone can correct me if I’m wrong on that, and if so, I’ll amend this note.]

## 55:50—Option to use Training Mode in place of the “waiting lobby”

[The devs have been thinking about this.]

**Dino:** Maybe, maybe. We’re not sure.

**Foda:** If you’re in a queue, and you’re waiting any amount of time for the queue, that is not the usual experience. You must be a very high elo, queueing at a really crazy time, or in Japan where we have a smaller playerbase.

[The devs have experimented with some of the waiting room bot behavior on their own to try to improve the experience, to make it easier to practice a little right before a match. They want to make that space better for everyone, especially for the new players who assume at first that the “waiting room” is the match itself. That needs to be more clear.]

## 57:50—Questions about servers (dedicated servers for new regions, such as Africa)

**Dino:** We evaluate that as we go. We have some ideas on how we might be able to expand that without it being, um, sometimes it can be risky if you launch a server in a region, depending on what the population is. You have to have enough of a population to support it, so it is something that we keep an eye on. We’re always trying to find better ways to improve how our servers are doing.

58:35—One Minute Warning!

58:40—“Will you ever do an animated show?”

**Foda:** I’ve been waiting forever!

**Dino:** I think it’s pretty clear that we love animation.

**Foda:** That five year anniversary animation? We want that on Saturday morning!

**Dino:** We would love to. We would *love* to. It would be amazing.

59:10—“Do you like ducks?”

**Dino:** Yeah.

**Foda:** Yeah.

**Dino:** I like ducks.

**Foda:** Ducks are cool.

**Dino:** Yeah, especially when they got all the pretty iridescent colors like a mallard.

**Foda:** DJ Hugin? Come on.

59:45—Question about Easy Anti-Cheat (EAC) affecting the game (competition, etc.).

**Foda:** For a lot of people, it’s negatively affecting their game, and we recognize that. At the same time, we needed to lock down security on the client yesterday. I mean, we needed to do that a year ago. We’re growing. \$1.3 million in prize pools this year. It’s a really big deal that the matches are as secured as possible. With that being said, I know a lot of people saw that yesterday it started getting enforced in tournament lobbies. That was not a sneaky, ‘let’s put it in right before the tournament and screw over a bunch of people.’ That was a test. We know that it hasn’t been performing very well for people. A lot of things have been changed on that. A lot of things are just in the software development kit that we received. We received a whole new one, right? So it’s like, we gotta test. Test. And that was just one quick initial test. Probably should have been communicating to players. A lot of people freaked out. Should have been communicated to players. Whoops. We’ll communicate better about that stuff in the future. But don’t freak out. We’re not changing the performance of Brawlhalla on your computer the day before the Winter Championship. But a test needed to be done...In any case, it does not mean that it’s open season on the tournament. There are a lot of levels of anti-cheat or cheat detection, a lot of funny business that already gets detected at the base level on Brawlhalla without Easy Anti-Cheat. Easy Anti-Cheat just gets everything. Including, like, textures. Stuff like that.

**Dino:** The other thing is, too, is we should do this [“realest” Q&A dev streams] more often. Like we did this like in November. It’s been too long. We need to do more.

## 1:02:05—“Are backgrounds affected by EAC?”

**Foda:** No. They're actually not. They're not affected by it. I'm not going to say any more than that.

[Regarding the frequency of these Q&A sessions: Once every month or two months is probably too much. Maybe once every 6 months. Regardless, they want to do this more often than they have in the past few years.]

## 1:02:45—Wrapping up

[Baron note: Foda has just confirmed that notes were being taken on all these answers, & they hope to have it all up on the Brawlhalla website. So...I guess I didn't need to spend a few hours transcribing all this?? Man... It's good to see the devs are on top of this communication & they have a greater desire for transparency & accountability.]

[Baron Note, regarding the above Baron Note: The previous note was made on Feb. 7, 2022. This note is written on March 19, and I have yet to see these answers on Brawlhalla.com. Whether that ends up happening or not, I hope this document proves useful & helpful to the community for at least some period of time.]

Baron Note, regarding the two previous Baron Notes: This note is written on March 23, and it has been made clear to me by a Brawlhalla dev that what Foda said about the answers being put up on the Brawlhalla website will probably not be happening. This is because the answers & environment of the stream was too casual for BMG to feel comfortable putting it up on their official website. This makes sense, since the website seems to not only be intended for viewing by players, but also by current & future business partners. Therefore, I must admit I feel a bit relieved that my work on this document isn't entirely for nought.]

## 1:03:10—Playable devs, please!

**Foda [lighthearted, joking]:** People want Foda in the game! Where are we on that [Dino]?...I would love it. I mean, there's reasons to not do that.

[Baron note: I've heard similar comments about content creators or pros appearing in the game as well. I would imagine that's not happening for some of the same reasons Foda was likely thinking about. What if someone leaves the community on bad terms? What if, hypothetically, I was turned into a legend or skin in the game, and it was discovered later that I had committed a reprehensible crime? What if a pro player is later found out to have been breaking the rules of competition for a long time? Having problematic figures in the game would put BMG in an awkward position. It would be cool, but there are good reasons to avoid that. Crossovers tend to be quite safe because they tend to come from heavily curated & sanitized brands.]

Upcoming Game Updates & Ranked Grind"—Friday, Feb. 11, 2022

Link to Twitch video: <https://www.twitch.tv/videos/1294703907>

**Minute : Second Timestamps** are followed with the topic/question addressed. Such timestamps are generally approximate (+/- ~10 seconds).

Exact transcriptions of quotes (or at least as exact as I can make them while keeping the message clear) have the following format:

Baron: This an example quote that, um, I'm including in this transcription.

Any notes or statements that don't begin with an underlined name are my summerizations. Any notes in which I speak directly or to comment on something are surrounded by brackets & labeled as a "Baron note."

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## "Upcoming Game Updates & Ranked Grind"

Friday, Feb. 11, 2022

Link to Twitch video: <https://www.twitch.tv/videos/1294703907>

### 6:40—Intro

[Stream officially starts. Duc & Foda explaining the premise & format.]

[They admit that in the previous week's stream (Feb. 4, 2022) they were "a little 'pie-in-the-sky,'" so to speak. Last time, Dino & Foda talked mainly about things they hoped would be happening, but this time Duc & Foda hope to focus on things that are actually in the works. They hope to be more focused on things they can actually show progress on. They're even going to reveal a feature that's coming.]

**Duc**: Wait, before we start doing what you're doing, we have to do this: As much as all of this is stuff that we're very confident in and whatnot, we have to say this is all still stuff that's in development. There's never a 100% guarantee. Things can happen. Er...As close to "we're not fully promising," but this is stuff that we've been working on, they're very solid-looking, they're looking good, and we wanna show you all this stuff, but also to let you know that there's always that very small percent chance that something happens, and they don't make it into the game.

**Foda**: Yeah, it's the delicate balance between wanting to tell you guys what we're planning on, what we're thinking of, what we're doing, what's on the docket so to speak, versus promising things and then people being upset, or [us] not being able to follow through with that.



They asked around the office to try to find things to share publicly on stream that wouldn't get anyone in trouble.

## 9:05—All-Legends Pack, Gold Refund

[You can buy legends with in-game gold. You can also buy the All-Legends Pack (with real money) to unlock all legends present & future.]

**Duc:** Our plan is for an upcoming feature—again this isn't 100% locked, I think it's going through code review, things like that—but, our plan is that if you have bought the All-Legends Pack or if you do buy the All-Legends Pack going forward, you will get a gold refund for any legends you have previously bought.

This has been a requested feature for a while.

**Foda:** This is slated for a future patch. We don't know which. But, the tech is in, it's happening....It took some work to get it in, but it's just fair.

[Baron Note: This feature was indeed added to the game about a month later on Mar. 16, 2022.]

## 10:55—Handicap Settings

[This was actually meant to be discussed & shared in the previous week's dev stream, but they simply forgot in the midst of answering many other questions.]

[Foda asks us to picture something: You're playing with friends who are new to Brawlhalla, but your skill is much higher than theirs. What if you could give your friends an "unfair" handicap so that it's easier for them to win and for you to lose, leveling the playing field to compensate for the difference in skill.]

**Foda:** Roll the video! We got a video! Let's roll it!

[They show a video, which shows where this feature will be found. In a custom lobby, under Settings for the lobby, there is an On/Off option to "Allow Handicaps." Once you turn it "On," you can change Lives (stocks), Dmg Done, & Dmg Taken for each player, the same place you might change someone's team or kick them from a lobby.]

[They make it clear that the tech/code/functionality has been developed, and it's really looking good, but it's not quite ready to be released. They're hoping that this handicap feature will not only allow for flexibility when playing with friends, but will also open new avenues for YouTube content (since many YouTubers in the Brawlhalla community may struggle at times to find new ways to play the game for content).]

[They are excited about this feature. They hope it will be ready relatively soon (maaaaaaybe the next month or so), but—as always—they don't want to give any solid promises in case an issue arises with this feature.]

[You could handicap bots of various difficulties.]

[Baron Note: This feature was indeed added to the game about a month later on Mar. 16, 2022.]

## 14:48—Option to Spectate in Training Mode?

**Foda:** I saw somebody asking: “We should be able to spectate our friends in Training Mode.” That’s impossible. We literally can’t do that. I’m sorry....You have so much control in Training Mode with frame stepping [and more]...You can break the game in Training Mode so easily. To make that happen all online would be like *such a huge thing!*

## 15:25—New Bot Logic

**Foda:** Well basically, just in short, with what we’ve got with balance there’s new bot logic that’s currently in Experimental. There’s the dodge changes that are also currently in Experimental. As far as those go, the bot logic’s still being worked on. That’s not gonna get graduated yet. And then, also currently in Experimental there’s a change with throws. Let’s talk about that.

**Duc:** Okay. Let’s go a little bit more point-by-point ‘cause I feel like people are gonna get confused. So first thing’s first, if you don’t know, ‘cause not everybody checks what the test features are: There’s new bot logic, which is that we’re trying to make the Easy, Medium, and Hard bots a little bit closer in line to Extreme and Chosen bot because those were added later. So we’re trying to fine-tune them, they’re still in the works, it’s still something that we’re looking at, and it’s something that we’re hoping to graduate later down the line. That’s as much as we can say.

**Foda:** We want them to be a little more “human.” The “old school” bot, you know, it was good for the time being but they can be a little, like, ditsy?

**Duc:** They’re a little easier to break, mentally [right now].

[They want to make these bots a little more “knowledgeable” about their moves, and to make their gameplay look more like how a human would play them. As Foda said, so they “know their moves more, they do things that maybe a person would be more likely to do, and not so, uh, ‘botty,’ you know?”]

[Baron Note: This feature was indeed added to the game, at least for Easy & Medium bots, about a month later on Mar. 16, 2022.]

## 17:06—Throw Clashing

[This is in Experimental right now.]

**Duc:** The way that it works is that if you throw, and somebody hits you on the same frame, the person who hit will win out. They'll go straight through the weapon toss. So it actually beats out weapon throws if you're playing a little bit more aggressive in Experimental. That's the way it works, and the good news is we're looking to graduate that in an upcoming patch.

**Foda:** I think you specifically said the same frame? That's not quite true. When they throw a weapon at you, if you hit them before the weapon gets to you, the weapon throw won't hurt you. But, there is a limit on it! It's not forever, right? Because we want those calculated throws...we want Bombhalla to still happen!...There's like a reasonable window of time...

[Basically, weapon throws will be interrupting attacks less often.]

**Duc:** It should be graduating in a month or two, is the target.

[Baron Note: This feature was indeed added to the game about a month later on Mar. 16, 2022.]

## 18:45—Directional Gravity Cancel Window

**Foda:** Another feature that's currently in Experimental right now that is getting graduated is the new directional gravity cancel window. Basically the window is a little smaller than it was before.

**Duc:** Right, so, if you don't know what direction gravity canceling is, it's where—okay so first you have to know gravity cancels: Spot dodge, press a button, you do your attack in the air, you do a grounded attack in the air. Directional gravity cancel windowing is when you're doing a directional dodge, but you cancel that in a short time span. So usually you'll see it like dodge up, and then recovery comes out and neutral signature. We're tightening that window a little bit so that it's a little bit harder to misinput a gravity cancel neutral sig when you're trying to dodge up and then recovery right after....So that's been in Experimental features. We've been testing it and it looks good. It is gonna potentially graduate in a couple months.

## 19:36—Dodge Cooldown Changes

**Foda:** The last thing that is in Experimental features, that is *not* getting graduated, at least not the way it is right now, is the dodge cooldown stuff. I was honestly pretty excited about it right off the bat. A lot of people were excited about it right off the bat. But that's exactly why we have the Experimental mode because after some playing, after some theorizing, seeing what the community's done, talking with the community, seeing the top player reactions and everything, it's not as good as we hoped. And this is a big deal, right? Everybody dodges. This is a really, really big deal. One nice thing about the dodge feature, and absolutely what we want out of it, is a simpler rule. Something easier to understand. I find myself running out of breath trying to

teach people how the dodge cooldown works in Brawlhalla because it is confusing you basically have to end up saying, "It's up when it should be. It should feel right. You get used to it, it'll feel right." But, it's very confusing, the way it works right now. So the nicest thing about the...dodge window, is that you dodge and your dodge is down for this amount of time. Every time. It makes it so easy to know with confidence that their dodge is down right now. So, that's the good part about it.

**Duc:** So, let's get a little more technical with it so that people can understand the drastic changes. Currently, in Brawlhalla, if you dodge on the ground (which, you can only spot dodge on the ground), it's I think about a second. If you dodge in the air, it goes up to 3 seconds if it's a directional dodge, but if you touch down it goes down to 1.5 seconds unless it's a gravity cancel. And then also each of those dodge times have different timings because the air dodges are shorter but you get distance travel. The air spot dodge is actually longer because you can gravity cancel. The grounded spot dodge is actually a shorter time span—it's really complicated! Really really complicated! It *feels* fine, because a lot of people have been playing the game for a really long time, but we want to make it a little bit more simplified like you're saying. Something a little bit more easier to communicate for people.

**Foda:** Yeah. Unifying the air cooldown and the ground cooldown is like a really big part of that. 'Cause like one thing you breezed through there, real quick in your complicated explanation, was if you dodge in the air, right? 3 second cooldown, unless you land on the floor, then it resets to the 1.5 second ground cooldown. But if you had already waited long enough for the ground cooldown, by the time you touch the floor it just resets your cooldown...

[Foda talks a bit more about specifics about dodge windows & resets, mentioning that the Experimental version of dodging helps fix some issues that he's noticed as a katars player.]

**Foda:** But, you know, that [the current Experimental dodge changes] created some other complications and worries and stuff with the community. So, not getting graduated yet, but we're still working on it. We want to change dodge in a way that simplifies things and makes the game better. It's just gonna make the game better. That's the only reason to do it, to make the game better.

**Duc:** Flat out, we're aware of, like, right now gravity cancels you can do a lot of them with that Experimental feature. And then the weapon tosses kind of get changed, the way the weapon tosses are used.

**Foda:** Yeah, it is important to mention that. We realize that it's kinda hand in hand, and changes that happen with dodge really needs to be paired with changes to weapon throws. Because, yeah if using your dodge is very, really—

**Duc:** It becomes more valuable not to use your dodge.

**Foda:** Exactly. Yeah. And weapon throw is the real easy way to get your opponent to burn their dodge. So then they're incentivized to run away, which [chuckling] we're trying to see less of here. So they need to go hand in hand.

## 23:48—Conclusion of Experimental Test Features

**Duc:** So that's all test features that are all currently in Experimental, and then some of them are planned to graduate. And what that does is once those graduate, that opens up more windows for us to put more test features in. We don't wanna overload the Experimental queue with all these features and not get reasonable data. So, once we start clearing out that queue then we can start working on some other stuff. So this is gonna be stuff that is—it's gonna sound a little bit pie-in-the-sky because it's stuff that's down the road, but it's also stuff that we're very genuinely, seriously, thinking about, and it's like, in the queue.

**Foda:** Yeah, it's the plan. So all we've told you about, as far as all this balance stuff and features is just what's currently in Experimental and what's gonna happen with it, right? Now it's like, what about after? Once we're finished with dodge cooldown, what's the next thing?

## 24:42—Weapon Throws & Wall Slip

**Foda (continuing from previous quote):** Wall slip. Wall slip is the next thing. We're coming after wall slip. Trust me that's something we've been wanting to get to for a while, and we're just gonna do it.

[Duc interrupts to point out that there's actually something in the queue to test before wall slip. As has been mentioned before, changes to dodge will lead to changes to weapon throws.]

**Duc:** No full details on how exactly we're gonna address that, but that is one of the next experimental features. We've looked at it in the past...we're still spitballing. Again, this is a little bit further down the road.

[Foda points out that the game as a whole has changed a good deal since the last time they experimented with weapon throws.]

**Foda:** This is like the most experimental [that] Experimental queue has ever gotten since dash, is changing how weapon throws work. But, it is important, and again needs to go hand in hand with these dodge changes. Some easy ones are reducing the available pickup time after you throw the weapon. It's already gotten reduced pretty heavily once. You'll remember a time where it was about three times as long as it is now. They just sit on the floor and you grab 'em....Probably just gonna reduce it some more and see how that feels, but that's such an easy little fix I don't wanna make [a big deal out of that].

[Duc reiterates that nothing is guaranteed. Please don't hold the devs exactly to the stuff they say on stream.]

[27:25]

**Duc:** It makes it hard to tell y'all this stuff when y'all beat us up afterward for it.

[They move on to the wall slip topic.]

[27:30]

**Foda:** Okay, wall slip! It's too long! Holy moly it's too long. People can hang on the wall for way too long. We're gonna reduce that. We don't know what the number is, and maybe it'll also work differently. Currently it's in-air actions, right? So recovery, a mid-air jump, not necessarily wall touches, right? It's a *high* number right now. We've got the numbers here.

**Duc:** Goes up to 15.

**Foda:** 15!

**Duc:** We don't need to get overly detailed, but some things that you should understand—

**Foda:** We're gonna tighten it up.

**Duc:** —is that we're looking at the maximum and starting values for when those exclamation points happen. And one thing you should understand within wall slip that most people don't actually know is that once that first exclamation point comes up, the number of actions you have before the exclamation points come up actually goes lower. Once three hits, then you don't get your wall jumps back.

**Foda:** But it resets when you lose a stock.

**Duc:** It resets by *half*, it's not a full reset....

**Foda:** Oh really? When you lose a stock it's not a full reset?

**Duc:** It resets by half, yes, exactly.

**Foda (joking):** See, we don't even know how the game works. It's too complicated!

**Duc:** It's a bit complicated, but we're looking at reevaluating it.

**Foda:** We need a simple rule: This many wall touches or this many in-air actions and it's a small number that won't make the person who's at an advantage with stage control have to test their patience for this guy with hammer or gauntlets to come back up onto the stage so we can have a fair fight.

[They can't test too many things at once, but they acknowledge that this is something that needs to be iterated upon.]

**Duc:** So we're reevaluating wall slip, looking to reduce the maximum amount of actions and also make sure that we don't start giving false positives with it, where you start seeing like those exclamation points come out too early, things like that.

## 29:21—Tournament Map Pool & Weapon Spawn Locations

**Duc:** We are looking to update the tournament map pool, and limit the range of weapon spawn locations. Generally bringing them closer to the ground and more centered.

**Foda:** Yes! Good! Finally!

**Duc:** That's another one in the queue, again, for the test features.

[Foda has been talking to players about tournament maps, and he hopes to send out a survey to those who competed before to get their thoughts. They want to keep the map selection balanced, while also possibly cycling in some of the newer maps.]

[All weapon spawn locations will be lowered & more centered on tournament maps. Doing this (plus wall slip) will make stage control matter more.]

**Foda:** It's a delicate balance, though, because that could easily make the entire competitive scene revolve around starving weapons. Starving weapons can already be pretty powerful—

**Duc:** Yeah, it's definitely strong.

**Foda:** —when it punishes somebody who throws their weapon too much. I'm not sweatin' over it, but, like, we can't have the entire match be, "he got the weapon now he has weapon control, it's so hard for this guy to grab a new weapon."

**Duc:** It's all good stuff that we're all planning to do. I think, without overpromising, the target is for this is to be right after the Mid-season Championship is when we start to getting some of these bigger features officially added to the game. So, you can guesstimate the roadmap. But, that's the hope.

## 32:00—Development Time Has Changed

**Foda:** Yeah. Just please remember, it takes a lot longer than you might imagine to do any of this. It's all so slow moving, especially those of you who were with us back in the day, six years ago, when we could just do something and put it in and it's all good. It takes a while. I mean, even just, like, we put something in today, how long is it gonna be before it shows up in the game? Even if it was all ready to go, it's still several weeks, right?

**Duc:** Development time has changed. It's not the wild west that it used to be, and that comes with its own good things and bad things.

## 32:55—Recent Acceleration Changes

**Duc:** Of course, we're always looking at the game, balance and things like that. I can't tell you what weapons or things are gonna be balanced. But we will kind of talk about the fact that in the last balance patch some weapons had acceleration changed. And what that really means, because there's a lot of confusion about that and honestly I also was a little confused about that, is the way you move with that weapon. So if you're doing a move in that direction [pointing to the viewer's left], you used to be able to go that and then kind of drift back a little bit. It's been reigned in. You can't change the acceleration as much. But once you're at that speed, obviously you're gonna be at that speed. So what we're looking at with the next balance patch...is to change that max speed. So it'll kind of be closer to what people were thinking when they read that balance note.

**Foda:** So a change happened, and now we're gonna push a little further in the direction of those changes that already happened, particularly with—what were the two weapons—?

**Duc:** Hammer & axe were the ones that were I think most looked at with terms of that acceleration.

**Foda:** So you're just more and more committed to the attacks that you're trying to use.

**Duc:** Yeah, and it doesn't have as much velocity.

[They briefly explain the differences between velocity & acceleration.]

## 34:25—Wrapping Up the Game Changes Segment

**Duc:** Any final words, Foda, on these things?

**Foda:** We're gonna keep working on this stuff. Make Brawlhalla better is always part of the plan, in addition to all these other things that we do.

**Duc:** There's gonna be more balance changes, likely when we add those velocity changes. But, we just can't talk about them right now. We didn't want to promise, like, "oh we're gonna look at X weapon" and then everybody's like "why didn't you do this?"

[They could clearly discuss the acceleration & velocity changes, but there will likely be more changes to be determined for the next balance patch.]

**Foda:** That drift/acceleration stuff is something that we've reigned in before. You might remember the time where spear side air could be done backwards!

## 35:20—Foda's Concluding Statement

**Foda:** I hope that clears some stuff up. We're gonna keep doing this kind of stuff. We're gonna come on, tell you guys what we're thinking, and what else is on the docket, and then—you'll see the results. It is gonna take a little bit of time, but you'll see the results.

## 35:42—Start of Ranked Grind with Surus

[The remainder of the stream is Duc coaching Surus through his "ranked grind." Duc also reiterates answers given to questions addressed in the "realest dev stream" one week prior.]

## 36:20—Asking about the New Legend (teased in BCX 2021)

**Duc:** The real honest answer with regards to this new legend is of course we're working on it, and we're excited to show y'all when it's time. But really what it comes down to is when it's ready, we'll show y'all. But until then, of course, just wait with bated breath 'cause we're excited for it as much as y'all are.



[Baron Note: The new legend, Arcadia, was teased further on [March 8, 2022](#), revealed on the [Tuesday dev stream on March 15](#), and then added to the game the next day on [March 16](#), along with several features discussed earlier in this stream.]

## 36:45—Will esports colors return?

**Duc:** They haven't gone away.

[Esports Colors v.2 exists. Maybe v.3 will be announced at some point.]

## 37:25—Reiterating answers from the previous week about console clans

[Baron Note: Read the full answer [earlier in the transcription notes for the Feb. 4th stream](#).]

## 39:03—“There should be a way you can talk to the people you meet over crossplay.”

**Duc:** So this is something that people I guess don't know about, is that if you go into a custom game mode, then you can talk to them in chat. So, I've had people invite me to a custom room and say, “Hi, thanks for being a dev,” or “Hi, I love you,” and I always appreciate those kinds of messages and so if you ever want to say like, “Hi, it was fun playing with you,” then invite them to a custom game mode.

[Surus didn't realize that's why some people invite him to a custom lobby sometimes. He always assumed it was just to rematch. Duc pointed out that there is a Rematch feature as well. Duc also mentioned that there is still no text chat for consoles.]

[Baron Note: No text chat for consoles is understandable, since it's generally much harder for console players to type messages than for PC players, and some consoles may not be able to support that feature at all.]

## 41:05—Reminder that the stream's focus has changed

[Duc tells chat that the focus of the stream had officially changed from answering game dev questions to focusing on learning to improve Brawlhalla ranked play.]

[Baron Note: Clearly, some questions are still answered or addressed in small ways later on, and the rest of this stream's transcription continues to record those answers.]

## 50:35—“Can you play [a] tourney in mobile?”

**Duc:** Yes

50:42—“Add a cooldown between sigs.”

**Duc:** There is one. Cooldown between sigs is if you use the same sig multiple times, then there's an increased cooldown between the usages, and that exists.

51:02—“Keyboard and mouse is not bad”

[Baron Note: This comment from chat follows up on a short conversation about keyboard & mouse that happened about 5–10 minutes earlier. I didn't transcribe that conversation because I didn't feel it was necessary for the purpose of this transcription. But, you can watch the stream between about 42 minutes & 50 minutes to catch that conversation.]

**Duc:** There's nothing wrong with keyboard & mouse. Usually the reason why pros jump off keyboard & mouse is 'cause that's two things that you have to bring to a tournament versus one.

52:36—“Do we [BMG devs] play any fighting games?”

**Duc:** I do. I play Guilty Gear. The most recent fighting game I've been playing is BlazeBlue because that, I think went on sale relatively recently and I love BlazeBlue. Platinum the Trinity is my queen.

59:10—“They're not gonna show the new legend”

**Duc:** Again, when it comes to “new legend” conversation, we're working on it, and we are excited to show you when it's ready. And just keep an eye out on our socials, and you'll see some cool stuff when the time comes.

1:00:55—“Is Brawlhalla gonna do a Metadev reveal?”

**Duc:** We do the Metadev reveal around BCX. We basically just started with the last Metadev, and they last for a year. So, you'll probably find out the next Metadev close to November around when we do our world championship.

1:01:20—“[Are you] watching Attack on Titan?”

**Duc:** Heck yes, but that's not what this stream is about. If you wanna talk to me about stuff like that, come to my personal stream. Talk all about anime.

1:01:42— “Give us a hint of who the Metadev is.”

**Duc:** We haven't even thought about who the Metadev is. We don't talk about Metadevs until close to the world championship.

## 1:02:10—These candid dev Q&As won't be a weekly thing

**Duc:** Hopefully y'all enjoyed what we did at the start of the stream. Don't expect it to be something we do weekly or anything like that. But, we wanted to get some of that stuff out there for y'all and let y'all know.

## 1:06:20—Concluding the stream

[Showing off the handicap feature once more. Slated to release within "a couple months."  
Wrapping up the stream, recap of what happens in the streams on Mondays, Tuesdays, & Fridays.]

[Baron Note: As mentioned above, this feature was indeed added to the game about a month later on Mar. 16, 2022.]