



## **Questions for Buzz!™ Quiz TV development team – Relentless Software**

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### **About the team**

- 1.** How many people do you have at Relentless and do you only work on the Buzz! franchise?

We have around 60 people at Relentless. Buzz! keeps us very busy, but of course we have other ideas we're working on.

- 2.** Where are you based?

We're in Brighton, which is about an hour south of London, by the seaside.

- 3.** When were you founded?

We formed Relentless in October 2003.

- 4.** What is the background to Relentless Software? What have you all worked on before?

The original team formed when the developer we were working for ran out of money and closed down. We were working on a DJ game with Sony so a team of 12 of us started Relentless to finish the game. The game went well and we really liked the team at Sony so we started to work on some new titles, one of which was Buzz! Since then we've built up the team with people with all kinds of experience. Quite a few guys came from EA where they worked on titles such as Harry Potter, Theme Park, Black, Dungeon Keeper 2, Battlefield.

### **About the franchise and Buzz!: Quiz TV**

- 1.** Buzz! came onto the scene a couple of years ago and has been a huge success in the social gaming genre. Have you met your expectations for the franchise?

I think we've exceeded our original expectations! While we were developing the game it was just a team of 12 guys putting together a little quiz game. We enjoyed playing it in the office and thought that people would find it fun, but we didn't expect it to be as big as it became.



**2. What are the biggest challenges in making a Buzz! game?**

Forgetting everything you know about videogame design is about the hardest thing. It's easy for a designer to come up with a new piece of gameplay that his fellow videogame developers can understand, but we have to remember that we're making a game which anyone can play, regardless of whether they've played a videogame before. It affects the game rounds, the menu structures, the characters, the commentary. You can't afford to take anything for granted.

**3. You are now making the step onto PLAYSTATION®3 with Buzz! What does PS3 offer the franchise that couldn't be done on PS2?**

From a horsepower point of view we can really go to town on how the game looks and feels. We've always tried to make a shiny-floor TV show full of the presentation and set you'd expect from a big budget show. It's only now that we're able to realise what we've wanted to do from the start.

From a gameplay point of view the thing I'm most excited about is the fact that the majority of players are online, so we can start offering cool online features.

**4. How do you plan to use the PLAYSTATION®Network for Buzz!: Quiz TV?**

Where to start? We've put a large emphasis on features that use the PLAYSTATION®Network. It's definitely a game which Phil Harrison would call Game 3.0. We offer regular questions packs online, so that players have more choice on the kind of quiz they play; we let teams of players play against each other online in a mode called Sofa vs Sofa; and the feature I'm most excited about is that we let players author their own quizzes and publish them for others to play and rate.

**5. Can you tell us a bit about how Buzz!: Quiz TV will work? How many rounds are there / what options will people have?**

Even though we're spending a lot of time on new features we haven't broken what makes all the previous games fun to play. It uses a similar eight round structure and features classic rounds such as Pass the Bomb and new rounds such as High Stakes.

The team are knee deep developing features such as buddy games, quiz playlists and other cool features. I won't have a complete list of options until we're at Beta.

**6. How do you obtain all the questions and all the TV footage used?**

Sony has a tireless team that search through archives looking for suitable clips. A company called Sleepydog, who have written all the great Buzz! questions to date, are writing the questions for the PS3 version too.

**7. How many questions will be available for the dedicated Buzz! lover to answer?**



They haven't finished writing them yet so I don't have the final figure. I'd expect it to be around the same as the PS2 games: 5,000, but don't forget that there'll be more questions packs available at launch for players to download.

**8.** How many people will be able to play Buzz!: Quiz TV?

We have an eight player mode, and then there's Sofa vs Sofa: an online mode which lets four teams of any size compete online.

**9.** We have heard reports that PS3 Buzz! owners will be able to share content – can you confirm this and can you tell us more about how this will work?

Early on when we were developing Buzz! we used placeholder quizzes which featured questions about the guys in the office. These were a load of fun to play and we realised that writing quizzes and sharing them would be a great feature to offer Buzz! players. As an author of the quiz you could impress people with ability to make the perfect quiz and make people laugh. As a player you get a huge selection of free quizzes on every subject imaginable. Like YouTube or Digg, players get to rate the quizzes and the best ones bubble to the top.

Quizzes can be authored on the PS3 or via PC on the community site. We're really hoping to build up a Buzz! community which encourages sharing – we're trying to give players the tools to be as creative as possible.

**10.** Where does the Buzz! franchise go after such a huge leap into the next-generation arena?

I'm not ready to reveal the Buzz! masterplan, but it's safe to assume that we won't be running out of any ideas anytime soon.

**And for our final round...**

**1.** Who is the overall office Buzz! champion?

It's either the designers who know the rounds back to front, or the question writers who know all the questions. Either way it's hard to get a fair game of Buzz! in the Relentless office.

**2.** And who is the biggest moaner / bad loser?

Andy Eades, our development director, moans the most. I've heard every excuse going: broken buzzer, wrong glasses, a bad head cold. Pathetic.

**3.** Who is your favourite Buzz! contestant so far?

I love Napoleon. There's a certain indignity in an emperor appearing on his gameshow and it shows on his face.

**4.** What's been your favourite Buzz! quiz to date?



I have a soft spot for all of them. I love The Music Quiz because I enjoy the music clips and it's the game that put Relentless on the map. I love The Mega Quiz because it's our best balanced Buzz! title to date. The Hollywood Quiz is shaping up really nicely too.

**5.** And where does Buzz get his suits from?

He has a specialist tailor in Savile Row, London. You'll notice he has slightly unusual proportions, which represents something of a challenge for most tailors.

**ENDS**