

# **WARRIOR**

Atari Games Corporation

**CONFIDENTIAL**

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# WARRIOR

## First Review Summary

06/03/91

The following is a summary of the key points and action items for the first review meeting of WARRIOR.

### Key Points

- Is the animation schedule unrealistic?

Currently the graphics requirement is 3 days/week in the video lab and 234% of animator resources. There are several possible solutions to this problem that we are considering at this time:

- 1) Cut back the number of player characters from four (4) to three (3).
- 2) Cut back the number of waves from four (4) to three (3).
- 3) Cut back the number of Bad Guys in a gang from six (6) to four (4), relying on palette changes for variance.
- 4) Increase the animation and video resources.
- 5) Increase the project schedule.

As a first effort to solve this problem, WARRIOR has decided to try and use only four (4) rather than six (6) Bad Guys per gang. This will reduce the video lab time to 35 man-days (was 49) which means that we can get by with **2 days per week**. We have also reduced our animator allocation to 175 days (was 245) or **167%** (was 234%). This will allow some room for minor characters or backgrounds.

We will attempt to further reduce this number by examining the other possible solutions above.

- Can the FSG42 (or current G1) hardware adequately handle a 4 player game with the MOB requirements of this game?

As Sam Lee and Pat McCarthy pointed out in the review, the new FGS42 hardware will actually run slower than the G1 hardware, as currently designed. Sam can design (not an actual PCB) an increase in the MOB capabilities within 3-4 months. But then the problem may become a CPU speed problem. It would then take more time to design in the 68020 capability. It seemed that the general opinion was that this hardware wouldn't be ready in time for WARRIOR.

WARRIOR will be putting together a version of the software that supports 4 players so that we can evaluate the processing. If this test shows that the processing won't support 4 players, we will cut back the number of player characters to three

(3). This will also reduce some of the video and animation resources.

- It was suggested that WARRIOR look into the possibility of introducing a "Mr. Big" into the game finale.
- It was also suggested the WARRIOR work an *America's Most Wanted™* type of theme around the game.

WARRIOR is planning to have a team brainstorming for the "Mr. Big" and *America's Most Wanted™* ideas. We will present our efforts at the next review.

#### ACTION ITEMS (Thanks in advance!)

- Mary Fujihara needs to try and bring in a TMNT cabinet so that ID and ourselves can compare it against the GTNA cabinet.
- Warrior needs to slip the 2nd review date **2 weeks** in order to meet the milestones for that review. This makes the 2nd review date 07/17/91.
- Mark Pierce will look into the possible use of a CD player for audio/video purposes.

#### For 2nd Review

- First Gang designed and implemented.
- 2nd world (wave) designed and implemented.
- Description of "Mr. Big" and *America's Most Wanted™* implementation.
- Revised graphics and project schedule.