

*Stark*

# Warrior™

## Official 2nd Review Meeting Packet.

by  
*Mark Stephen Pierce*

August 28th, 1991 @ 3:00 pm.

WARRIOR game development is chugging along. At this time we have a first pass at the 1ST world in with 1 good guy and 3 bad guys minimally functioning. We do not have the head to head wave in yet but this should not be hard to do. We have new controls and a first pass at the questionable CD Audio feature. Most of the characters have been filmed and our development hardware is generally working.

As a team member who has recently jumped onto this rollercoaster I am thoroughly impressed by the improvement of overall team direction and organization on this project over my similar introduction last year to the Pit Fighter team. Improvements in the methods related to the digitization process have also improved greatly. The Video labs Beta-Cam and the use of costume people has made filming much easier and will yield better results.

All this said we still have much before us. We need to stop shoveling stuff into the game and start truly implementing and refining what we have already added. We have decided to make a few changes to the game in terms of wave layout and also plan to allow the players to choose from more characters. Work on moment to moment gameplay items needs to get started. Work is just starting on mapping characters to the new button layout which promises to be a big job and interactive playfield items need to be added. All and all we still have a lot to do.

### SOFTWARE

Gary and Andy have already been putting extra hours into the software tasks especially in the past few weeks to get in the first pass of the characters installed. We have also have together a first pass at a character editor and profiler for MSP to use in the layout of characters.

Unfortunately much of Gary's time thus far has been invested in project organization, planning and shooting. After he takes a few weeks off to see his new baby for the last time until February he will finally get to work full time on software which will be a big help.

I feel I have only just this past week or so been able to settle in and start in earnest on the game design part of the project. Gary and Andy have scheduled out to the day, the length of programming tasks and are so far are

sticking to them pretty closely. This schedule includes time off for babies and shooting characters. On the surface it looks good but it will feel better to me once we settle into a more software centered schedule.

### PC Development System Status

Gary, take it away...

When I moved from the VAX to a PC, I gained some very important capabilities:

- 1) VASTLY improved editing capability - Brief is magnitudes faster and more powerful than EDT, no contest.
- 2) Source Level Debug: although none of the available emulators earns an A+, the ZAX does a pretty good job. And for that you needed a PC.
- 3) SPEED: with 486's, the compile-assemble-link cycle is much more bearable.

But there are two issues which URGENTLY need to be addressed:

- 1) We're not multi-tasking - the implications should be obvious. The answer isn't quite as obvious, but appears to be Windows.
- 2) No version control system (check-in files, check-out files). The implications are less obvious, but if programmers at Atari are really going to work together PRODUCTIVELY, a version control system is essential. There are several products available, but all will require a more cooperative network - one that coexists with Windows.

Fortunately, both (1) and (2) are both very doable. But they're going to take a full commitment by someone. If it's not me, that only leaves the systems group. To minimize the impact on Warrior they will need to bring up a third INDEPENDENT system (486, ZAX, and Ethernet) complete with Microtec compiler, Brief, BackupPro, etc (basically a copy of our existing systems). Once this test system works, we can implement it in the lab AND the test system can be used for a third programmer if need be AND as a backup system.

NOTE: PRODUCTIVITY WILL INCREASE SIGNIFICANTLY IF THESE STEPS ARE TAKEN.

Gary Stark

## GRAPHICS

This, as expected, has proven to be a big juggernaut. The system that Gary and Nick have come up with is working well but still requires a lot of time. The process will be sped along once we have started to reduce the number of pictures we have to handle through editing of poses as we implement characters. The team is aware that the graphics in this game will need to surpass those in PitFighter. The characters that are in the game now are not good examples of how they will look in the finished product. Trust us.

We only have 2 more main characters and the finale characters to shoot unless we decide to redo Havier. This is welcome news since shooting thus far has demanded much of the teams time. In the future Gary will be stepping out of the shooting process to get back to programming. As we continue with the processing of the pictures we need assurances that availability of animation personal allocation will not be an issue

- Continued and increased animation support.
- Extra time needed to separate clothes from skin.
- Overall appearance to improve over PitFighter.
- Nick and MSP to take over shooting tasks.

## HARDWARE

Hardware support thus far has been good. We will be using the latest version of the FSG42 hardware for this project so there are no schedule problems expected. Important items we still need are as follows.

- Gary's system upgraded to 4 meg downloader
- Added switch inputs to access the new buttons.
- CD audio refinements.

## New Controls

We have moved to a button setup which will provide up 5 different inputs to the player. Part of the success of StreetFighter is the complex player's characters move matrix. The challenge to the player to access and master these moves is central to the popularity of this game.

Although we are implementing the use of many buttons like StreetFighter we will be coming up with our own unique move matrix. At this time we are planning to use the standard PUNCH/JUMP/KICK arrangement for the 3 clustered buttons. To this we will add the 2 modifiers, ATTACK and DEFEND. There will also be combination joystick/button moves.

Most of the game play will be able controlled with the JUMP, PUNCH and KICK buttons so accessibility to the novice players will still remain. The other 2 available buttons and various joystick button combinations will further modify moves and sustain interest for the more skilled players. At this time MSP has just started work in earnest on this and desperately needs to have the switch inputs added in order to move forward.

- MSP to "*git busy*" on the players move matrix.
- Added switch inputs to access the new buttons.

### AUDIO

No one from the audio group is working on this project yet.

- When is an audio person added?

### AUDIO HARDWARE

I am not up to speed on the latest sound boards available. We will either use the cheapest mono board available or if we go to the CD audio we will be using a modified SA2S with speaker enclosures.

### CD Audio

At the last review it was put on my shoulders to research the feasibility of having a Compact Disc player in the game for use as background music for the game-play. The cost of the current industrial grade player is high for our purposes but I still wish to persue testing this feature on at least 1 game cabinet as I believe this could be an attractive feature to players once refined.

- The current player is \$250.00 in production quantities. If we are only using the audio maybe we can go consumer grade. \$100? Reliable?
- The various music licensing fees we can disuss at the meeting.
- Speaker enclosures. If we do go with the CD Audio it will require better speaker enclosures.

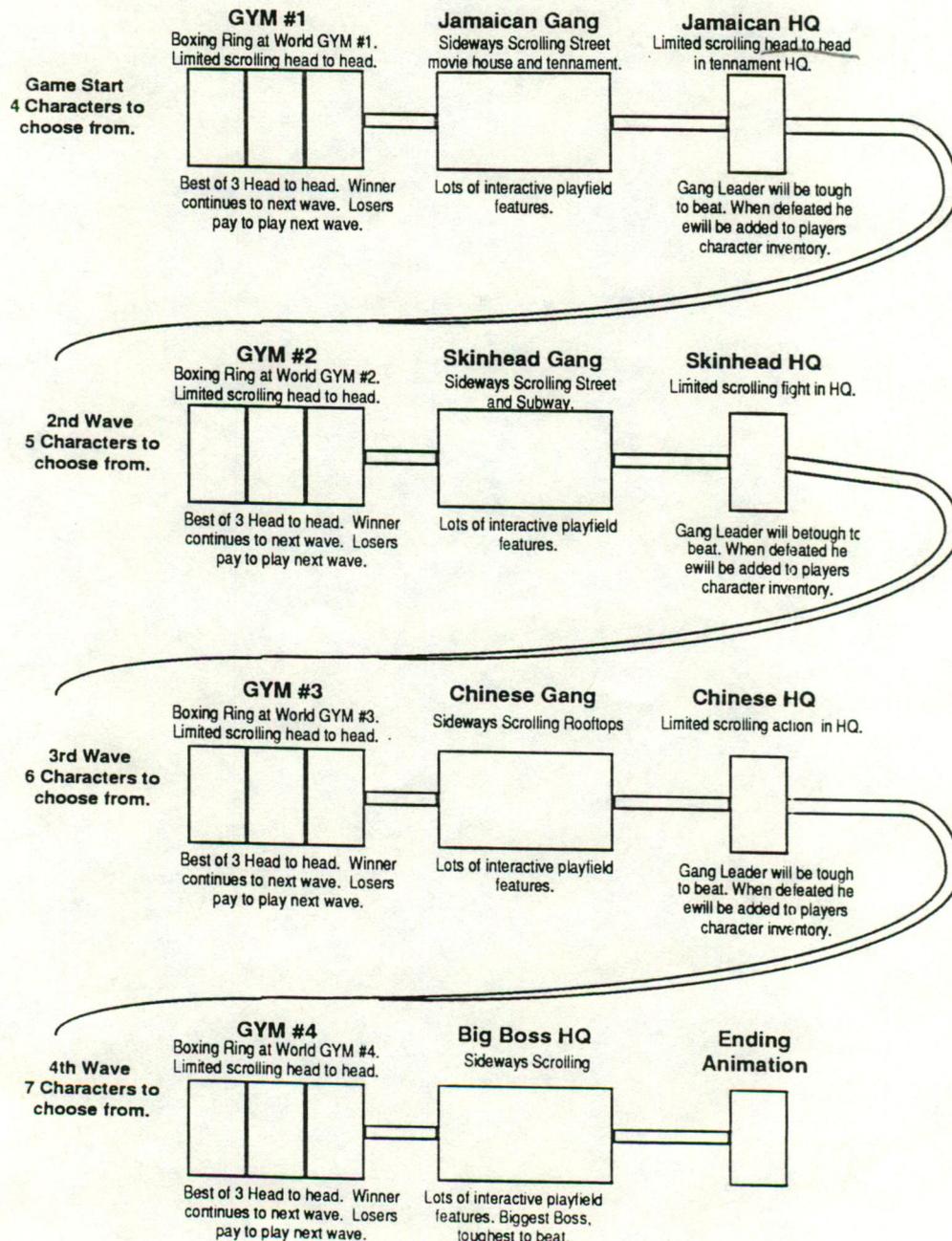
Whether or not it is worth it will need to be answered by field testing. Perhaps due to time and the limited intended use in this product this is not the game to try this. Regardless, I still feel strongly that it is wise to start getting our hardware, software and related staff familiar with using this media.

# GAME PLAY DESIGN

We have only recently got the first fighters in the game. This being the case the "moment to moment" action at this time not much different from Pit Fighter. This will be changing. Work has already begun mapping moves to the new button layouts.

We have decided to make the game centered more around the Gym where they work out and drop the FBI Most Wanted fluff. More importantly we are going to try letting the player use each gang leader character once they have been beaten them at each scrolling waves end. It is planned that this feature will add to the players desire to continue through the game in order to experiment with these "buried" characters.

- We need a new name centered more around the new GYM theme.



## STREETFIGHTER II STUDY.

Thankfully Atari has bought a StreetFighter II game (who hasn't in the past year?) for us to study. Since this game has proven world wide appeal and success we have familiarized ourselves completely with this product. It's amazing success in the arcades is once again proof that this type of violence simulator action game is a centerpiece to our market place. The goal of this "study" was not to copy it but to try to understand its components in order to strike similar chords in the arcade public. We have been eliciting comments and techniques from our game-tester resource pool here at Atari/Tengen and now believe we have a good feel for what has made it so popular.

- **Lots of hidden moves.**  
The exploration part of the game has moved from the screen to the control panel. In addition to the standard moves each character has hidden moves that take practice to master. Getting these moves is just frustrating enough. It seems to me that the software manipulates the window of opportunity for some of these moves to help players who lose a lot. Lots of different and distinct button arrangements for each character. Knowing these moves and using them successfully brings the nerdiest jerk in the arcade total respect.
- **"Solid" graphic presentation**  
Characters look neat. As a player you want to be that character. Each pose is exaggerated and strong. The colors are bright.
- **Head to head competition**  
From the grudge match in Pit to to Rampart 2 player, Road Riot or Talons, head to head seems to continue to be a key feature in the arcades today.
- **Multiple characters to explore**  
Multiple characters to choose from challenges player to spend more time mastering each new one. Changing characters can help losing player gain back an advantage. Different characters appeal to different players
- **Automatic percentaging to help weaker players.**
- **Real fighting simulation.**  
Defend is as important as attack. While there is easy accessibility for the novice, there is room for strategy for skilled players.

## HOW CAN WE HAVE A GAME THAT HAS THE MARKET PENETRATION OF STREETFIGHTER II????!!!!

We must respect many of the Streetfighter features we have outlined above and build on top of this games successfull features with new items of our own. These include:

### NEW CONTROLS

The 3 button cluster is novel and easy to use. Let's hope it is reliable.

### 2 DIFFERENT WAVE STRUCTURES

We will be implementing 2 types of gameplay. The straight head to head matches like in Pit and Street and add to this sideways scrolling with highly interactive playfield features.

### INTERACTIVE PLAYFIELD ITEMS.

Parking meters you can bang heads into limited interaction with all pedestrians if only on a minimal level. Various pick up items to attack others.

### DIGITIZED GRAPHICS

Digitized graphics were a strong pull for PitFighter and can also be a strong pull for us. But WE MUST SURPASS THE DIGITIZED LOOK WE HAD IN PITFIGHTER.

### BURIED CHARACTERS

By having characters that can only be used after they have been beaten will add and new twist and depth to the game.

### CD Audio

Needs further research and cost reduction

### PRICE POINT

Maybe 10,000 plus kits is better than 2,500 cabinets. I'll leave this to those above us to decide.

## COSTS

As usual at Atari we will be charging a good price for this piece. Attached please find a cost estimate for this game. Please look it over and inform us of items that are incorrect.

Description	Unit Cost	Total
<b>ELECTRONICS</b>		
Display (Wells, 25")		325.00
JSA-III audio board		75.00
Power Supply		61.98
FSG42 hardware		290.00
		751.98
<b>ROMS</b>		
Program (27C010)	2 x 5.75	11.50
Graphic		
mot obj (27C4M)	8 x 4.25	34.00
plf (27C512)	5 x 2.75	13.75
alpha (27C010)	1 x 5.75	5.75
Audio		
program (27512)	2.75	2.75
data (27C4M)	4.25	4.25
		72.00
<b>COIN SYSTEM</b>		
Coin door, coin counter, cash box & coin box encl.		53.83
<b>CABINET</b>		
Wood, leg lev plts & glides		165.00
Florescent Fixture & bulb		11.67
Attract Shield		2.95
Attract Film		2.56
Side Panel Decals	2 x 3.90	7.80
Std Speaker (4.5 dia, shld)		5.95
Speaker Grill		1.14
Fan Grill		0.88
Lock w/ Cam		0.75
Draw Latches	4 x 0.49	1.96
Monitor Shield, Glass		5.89
Monitor Bezels (blk & graphics )		4.69
draw latch brackets	2 x 2.20	4.40
Lower retainer		3.50
Upper retainer		3.50
Glass retainer		4.00
		226.64
<b>CONTROL PANEL ASSEMBLY</b>		
Control Panel w/ Hinge		17.05
Harness		15.00
Decal		7.00
8-pos joysticks	4 x 6.75	27.00
snaption gold switches	12 x 0.49	5.88
button assemblies	12 x 0.77	9.24

## OTHER

Main Harness	22.52
Power Cord & on/off switch	9.01
Labels & Manual	5.93
Shipping Container	25.04
Hardware: Nuts, Screws	3.00
Reserve: missing parts	4.98
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	70.48

LABOR	hrs	rate	
PCB	1.98 x	\$8.57	16.97
VIDEO	2.50 x	\$5.89	14.73
			-----
			31.69

OVERHEAD (FIXED & VARIABLE)  
(1.98+2.5)\*70

313.60
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313.60

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MATERIAL:	1256.10
LABOR:	31.69
OVERHEAD:	313.60
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FULLY ABSORBED COST: \$1,601.39

DISTRIBUTOR COST AT MARGIN OF: 40.00% \$2,668.99

## DEVELOPMENT SCHEDULE

Top brass is in the process of convincing us we would like to release this game early. We are game for this ridiculous task provided we get the additional support we require to make this a reality. As it stands now the task of making this a contender for the marketplace in the time we have remaining will be a challenge. We have outlined to our superiors what is needed to speed this time up and await the execution of these arrangements which will trigger a schedule change.

### -WARRIOR -

EVENT	SCHEDULE or	MISSED DATES
		<OCCURRENCE>
START:	<02/28/91>	
REVIEW 1:	<05/30/91>	<5/23/91> <5/10/91> <4/26/91>
REVIEW 2:	<08/29/91>	<8/22/91> <7/18/91> <7/03/91
		<6/26/91>
PRE-FOCUS REVIEW:	10/10/91	<8/07/91>
FOCUS GROUP:	10/17/91	<8/21/91>
REVIEW 3:	11/26/91	10/02/91
FIELD TEST:	11/27/91	10/16/91
GRAPHICS RELEASE:	11/29/91	
PRODUCTION RELEASE:	1/02/92	12/06/91
PROGRAM RELEASE:	2/14/92	1/15/92
FGA:	2/24/92	1/30/92