

WARRIOR

Initiation
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The Plot

You and your pals grew up in this neighborhood. You went to school together, went to the movies together, you even competed in sports together. The neighborhood was once a friendly place. But things have changed. The streets are no longer safe. Punks and various gangs have invaded the neighborhood, turning it into a war zone. The Crypts from the south, the Tongs and Skinheads from the east. Drugs, extortion, gang fights, the works. Even the police are intimidated. But you're not. Can you just stand by and let it happen? No way. It's time to take back the neighborhood.

The Game

The game consists of four waves, one for each opposing gang. Each wave consists of a scrolling sequence through that gang's territory, fighting the opposing gang along the way, concluding in a face-off with that gang's leader at the gang's headquarters. Up to that point, the game is four-player simultaneous play. At the wave climax, only one goodguy fights the leader while the remaining players are disabled (forced to watch). Just which goodguy faces off with the leader is determined by which goodguy strikes the leader first. This should create some interesting strategies (players can cooperate in the decision - or not). Further more, each gang leader has a counterpart (similar skills) goodguy. Consequently, the 'matching' goodguy has a better chance of defeating the leader in a one-on-one competition.

Between rounds there is a 'training round' in which the goodguys fight each other for points. Although I might simply award the decision to the player with the most 'brutality' points, I'd like to experiment with some other approaches at that time. For example, "last one remaining in the ring wins", etc. Based on the input from our recent expert players focus, we plan to tune the total game length to approximately 25-30 minutes (~6 minutes per wave).

The advantage of this game over current fighting games will be in its implementation. We will surpass both the number of moves and the number of animation cells per move found in Pitfighter. We plan to exceed current sideways scrolling games in our attention to detail in the background graphics by making extensive use of digitization and camera techniques (pans, fades, etc). Although this writeup uses the actual names of certain gangs, the game will use fictitious names.

The Goodguys (player-selectable characters)

Nick

personality: always the leader, the decision maker
physique: 6'2", lean but muscular
race: caucasian
specialty: all around good fighter, weapons expert
counterpart: ??? (Jamaican gang)

Maria

personality: quiet, confident, very self-assured
physique: attractive, very athletic (bodybuilder physique)
race: hispanic
specialty: expert in the art of Ninjutsu
counterpart: Jong (Tongs gang)

Paul

personality: loud, cocky (Hulk Hogan equivalent)
physique: 6'5", very muscular (bodybuilder)
race: caucasian
specialty: strength moves
counterpart: 'horse' (Skinheads gang)

Mark

personality: quiet, cautious
physique: 6'1"
race: black
specialty: boxing (Golden Gloves champ)
counterpart: Curtis (Bloods gang)

As noted above, one of the goodguys is a female, also in response to the expert players focus. We will also include females among the opposing gangs. Although there is not currently a female badguy leader, we would not rule out that possibility.

Wave 1 - the Skinheads

One of the most senselessly violent gangs of all, the Skinheads have committed robberies and muggings, often beating people up for no apparent reason. Their trademark is shaved heads (often with shaved-on designs), committing their atrocities in broad daylight, and a perverse sense of loyalty among themselves (they sometimes kill their own for no apparent reason).

Their hangout is purported to be Coney Island amusement park. Consequently, they are known to frequent the subway trains. Their leader is known only as 'horse'. He's at least 6'6" and 300 plus lbs. He rules his gang through fear.

Wave 2 - the Tongs

Although not as outwardly visible as the Skins, the Tongs are just as feared. They specialize in extortion and blackmail. Their trademark is their black and red uniform, extreme secrecy and precision of operation, their acrobatic fighting, and their ability to disappear into their environment when necessary.

Their hangout is chinatown. Although Chinese in ethnicity, they prey on their own neighbors with equal voracity. Their leader is Jong. Little if anything is known about him. Although slight of frame, he is very deadly. He likes ice cream bars and, although perfectly happy to deal in drugs, he strictly forbids his gang from using them.

Wave 3 - the Bloods

Inhabiting the south side of town, the Bloods control the prostitution and drug business. They have no qualms about selling 'crack' on the school playgrounds. Their trademarks include heavy munitions, customized vehicles, and their infamous wearing of their 'colors' (red bandannas).

As stated, their territory is the south side of town - the 'red light' district. The location of their actual headquarters is not known. The leader is Curtis, a highly visible personality. He is approximately 6 foot tall, has a muscular build, and is a confirmed "lady's man".

Wave 4 - the Jamaicans

A relative newcomer to the scene, the Jamaicans rival the other gangs in their criminal activity, certainly in the levels of violence. They do not confine their activities to any specific crimes - they seem to be moving in on all the established gang territories. Needless to say, they do NOT get along with the other gangs. They wear their hair in the traditional dreadlocks style, wear expensive jewelry, and are very adept with knives.

As is stated above, they don't have a specific territory. But they are believed to frequent the docks on the river front. Although it is presumed that they have a leader, absolutely nothing is known about him/her.

Audio

We will be using the JSA-III audio board, which gives us the ability to double the number of stored digitized sounds available to Pitfighter. In addition, we are investigating the possibility of licensing music from known musical groups (M.C. Hammer, etc).

Controls

The controls will be the same as those of Pitfighter, the only difference being the total number of controls (four). Although the functionality will remain the same (JUMP-PUNCH-KICK), there will be many new moves. Some will be replacements to the current set, but most will be situation-specific (against certain opponents or in certain settings) or the result of complex joystick-button inputs (joystick rotations, etc).

Cabinet

It is not yet determined if we will be able to use the family cabinet (modified for four sets of controls) or a custom cabinet. My desire is to use something very similar to the TMNT cabinet. According to Dave Cook, the price quoted in the attached cost estimate is sufficiently accurate for either alternative.

Team

Project Leader	Gary Stark
Project Supervisor	John Ray
Project Manager	Jerry Momoda
Designer	Gary Stark, Mark Pierce
Programmer	Gary Stark
Digitization	Rob Rowe
Lead Animator	Nick Stern
Animators	Bridget Erdmann, Mark West
Audio	TBD
Engineer	Sam Lee
Technician	Minh Nguyen

I anticipate Mark Pierce joining the project in June. He will take over the roll of project leader, allowing me to focus all my attention on the programming tasks. He will also be responsible for game tuning. Mark was invaluable in both of these roles with Pitfighter, consequently we want to maintain that approach.

Tentative Schedule

Due to the multiple scrolling worlds, I anticipate heavy demands on both the animation and video departments. As for software, I plan on re-using much of the code from Pitfighter. Assuming animation needs are met, I expect to complete Warrior in one year's time.

1st Review:	Apr 26, 1991
2nd Review:	Jun 27
Pre-focus Review:	Aug 7
Focus:	Aug 21
3rd Review:	Oct 3
Field Test:	Oct 16
Pre-prod Rel:	Nov 4
Prog Rel:	Jan 15, 1992
FGA:	Jan 31, 1992

Since the human-to-video technology is proven, I plan to concentrate our initial efforts on the digitized scrolling worlds. The goal of the first review will be to complete one entire wave, EXCLUDING character graphics. Given the time-consuming nature of the character digitization process, it is important that we NOT begin that process until AFTER the first review. Until then, we will use Pitfighter character graphics as place holders. From that point on, we will be implementing both background and character graphics simultaneously.

PITFIGHTER II COST ESTIMATE

Description	Cost	
ELECTRONICS		
Display (Wells, 25")	325.00	
JSA-III audio board	75.00	
Power Supply	61.98	
FSG42 hardware	290.00	
	751.98	
ROMS		
Program (2 27C010's)	5.75	11.50
Graphic		
motion obj (8 27C4M's)	6.00	48.00
playfield (5 27C512's)	2.75	13.75
alpha (1 27C010)	5.75	5.75
Audio		
program (1 27512)	2.75	2.75
data (4 27C010's)	5.75	23.00
	93.25	
COIN SYSTEM		
Coin door, coin counter, cash box & coin box encl.	53.83	
CABINET		
Wood, leg lev plts & glides	165.00	
Florescent Fixture & bulb	11.67	
Attract Shield	2.95	
Attract Film	2.56	
Side Panel Decals (4 col)	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)	0.49	1.96
Monitor Shield, Glass		5.89
Monitor Bezels (blk & graphics)		4.69
draw latch brackets (2)	2.20	4.40
Lower retainer		3.50
Upper retainer		3.50
Glass retainer		4.00
	226.64	
CONTROL PANEL ASSEMBLY		
Control Panel w/ Hinge	17.05	
Harness	15.00	
Decal	7.00	
8-pos joysticks (4)	6.75	27.00
snapaction gold switches (4x3)	0.49	5.88
button assemblies (4x3)	0.77	9.24
	81.17	

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

	70.48

LABOR

PCB (1.98*8.57)	16.97
VIDEO (2.5*5.89)	14.73

	31.69

OVERHEAD (FIXED & VARIABLE)

(1.98+2.5)*62	277.76

	277.76

MATERIAL: 1,277.35
LABOR: 31.69
OVERHEAD: 277.76

FULLY ABSORBED COST: \$1,586.80

margin: 40.0%

DISTRIBUTOR COST: \$2,644.67