

Gary Stark

# Warrior™

## Official Pre- Focus Review Meeting Packet.

by  
Mark Stephen Pierce, who is  
honored to speak for the Warrior Team

November 11th, 1991 @ 10:00 am.

Things have finally started to gel. This game will be a hit.

### SOFTWARE

The fruits of all of our hard labor are finally starting to pay off.

Gary and I have worked out a very good "fighting software engine" featuring the new Grab Technology™ which is a great improvement to doing moves over the set up we had in PitFighter. The entering new characters into will happen quickly now and once entered will result in cleaner more controled moves and reactions that the players have come to expect since Street Fighter.

Andy has been busy with the "Items Technology™" which when completed will allow players to experience great numbers of interactive background objects. Just as we expect our move matrix to surpass previous limited scrolling fighting games we also expect our interactive objects to extend the definition of sideways scrolling fighting games.

### PC Development System Status

HELP! We need systems group type people to spend some time to figure out why the programmers must reboot about 10 times a day each. This is impacting our schedule and that of that other crucial project Moto Mania. This could be testing could be done on Ed's system. Check it out.

I fear the possibility of "near end of the project trouble" with these emulator systems similar to the bites in the ass I have received at the teeth of the Arium. I hope not.

### GRAPHICS

Progress continues on the graphics front. We have a handful of characters left to shoot. We are blindly looking at this as if it weren't a problem. The ones that have been shot are at various stages of completion listed below. Nick Stern, Sharon Plotkin, Riz, Will Noble and Sean Murphy have all processed tons of information and put up with quite a lot as we all figured this system out. Characters should start getting in the game quicker.

	GOOD PERSONS	JAMAICANS	SKIN HEAD	ASIANS	BIG BOSS	
J W R ?	M W S	M J J R	C M S M	H J R G	B D ?	
SHOT	X X X	X X X X	X X X X	X X X X		
PICKED	X X •	X X X X	X X X X	X X X X		
GRABBED	X X	X X X X	X X X X	• • • •		
CELS	X X	X X X X	X X X X			
SCRIPTED	X X	• • • •	• • • •			
INGAME	X •					
TOUCHED UP	•					
DONE						

## HARDWARE

No obvious problems here. We need to coordinate fieldtest needs.

Graphics memory configurations appear to be the only price change threat.

16 2 meg EPROMS 70% full as of today  
 16 4 meg EPROMS ???  
 OUCH WE NEED TO GO TO ROMS!

## NEW CONTROLS

We are investigating using the leftover off the wall short throw joysticks from Off The Wall. I understand the 3 button control has survived the endurance test. ID is breaking ground on control panel design.

## CABINET

We should start talking more about design. Mr. Dave Cook, Mr Rob Bryant and Sir Jerry Lichac have all been of great assistance in aiding us in quick turn-around of the upcoming focus.

## AUDIO

Our plans are to start working with the audio group after the focus group. Brad Fuller and John Paul will be handling the tasks. We look forward to some creative innovation on this front.

## AUDIO HARDWARE

What about CD Audio? As I understood at a meeting with Jeff Holmes from Time/Warner that we should have no problem getting a reasonable deal on licensing recorded music for this or other games. With the promise of possible getting affordable music I'd like to get a cheap retail CD player in and tested for endurance to see if this might be an option.

## GAME PLAY DESIGN

THURSDAY

We are in the process of restructuring the waves in the game to allow for more head to head. We must teach the enemies to fight. we must clean things up. I would like to have a test version of the game 12/15/91. I hope this is possible. Things are moving nicely now so we will see.

We need a new name to focus on.

Attached is its quota of costs

Attached please find a cost estimate for this game. Please look it over and inform us of items that are incorrect. The only variable I see at this time is ROM cost. I would remind management that the increased EPROM cost could be offset by more time to cull the data. Since this is an impossibility I HEAVY SUGGEST the some one tell me the date we need to freeze data for duplication.

## DEVELOPMENT SCHEDULE

### FOCUS Goals

For next weeks focus we will have the following:

- 1st wave through the gang headquarters in.
- Improved enemy intelligence.
- Clearer between wave messages.
- 1st Gang and gang Leader/Leutentant type boss in.  
If you win a fight with him the game will wrap back to the gym.
- We will have 2 player characters installed and in a nearly finished state.
- Many of the interactive objects will be functioning.
- A first attempt at credit based game times. As usual for this type of game we will start with the typical 90 sec./credit.

The goal of our upcoming focus is to read players impressions of our over all wave structure, theme and moment to moment gameplay.

### FIELD TEST

I have outlined that 12/16 is the earliest we can honestly see getting a testable version ready. We will continue to try to advance this date but reality is reality. 12 hour days and weekends have already been happening. Our gameplay goals for fieldtest is listed below. I feel we should not test until these goals are addressed.

- 2 waves and a first pass at a game end in before we test.
- 3 good guys to chose from.

We do need to know how many cabinets will be required by marketing for field test.

DEAEROMING SCHEDULE

Current Schedule

-WARRIOR -

EVENT	SCHEDULE or <OCCURRENCE>	MISSED DATES
START:	<02/28/91>	
REVIEW 1:	<05/30/91>	<05/23/91> <5/10/91> <4/26/91>
REVIEW 2:	<08/29/91>	<08/22/91> <7/18/91> <7/03/91> <06/26/91>
PRE-FOCUS REVIEW:	11/6/91	<10/10/91> <8/07/91>
FOCUS GROUP:		<10/17/91> <08/21/91>
REVIEW 3:	12/16/91	11/26/91 10/02/91
FIELD TEST:	12/17/91	11/27/91 10/16/91
GRAPHICS RELEASE:	???????	11/26/91
PRODUCTION RELEASE:	01/02/92	12/06/91
PROGRAM RELEASE:	02/14/92	01/15/92
FGA:	02/24/92	01/30/92

ENTRY NAMES IN THE "NAME THAT HIT GAME" CONTEST

Gangland	Rumble City	Healthy Youth	Vigilante	City Sweep
Streetlord	Slamin'	Poss	KickIt	Neighbor Hoods
Street Elite	Elite Street	City Sleaze		Streets of Ice
Streets of Crack	Dogs on Crime	City Angel(s)	Tuff Turf	
Crime watch	Neighborhood Watch	Bustin' Chops	Street Crew	
Mod squad	Streetwar	Cleanup Crew	Public Heros	
Safe City	Public Safety	Youth Club	In the Hood	
Screwed Up Cops	Home Turf	Comin' Back Strapped	Posse Club	
Hood Guardians	Tattoo You Loser	Home Boys	This Town Sucks	
Defenders of the Hood	Hood Crew	Guardians	Rangers	
Hood Rangers	Turf Rangers	Turf Warriors	Not in My Backyard	

I WILL MAKE SURE THE 1st Attempt at a FINAL NAME is on the cabinet at the focus so we can get our opinions from the visiting jugen. Help me make this important decision on the name for this HIT game.

MSP  
11/7 /91  
[EOB]

