

Tuesday, March 1, 1994 @ 2:00 PM



HOOP FIGHTER



Concept Approval

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HOOP FIGHTER

COIN-OP VIDEO ARCADE/MOTION PICTURE
CD-ROM/CARTRIDGE/MERCHANDISING



THE NINETIES OFFERED TREMENDOUS OPPORTUNITY FOR CHANGE. AND NOW IN THE BEGINNING OF 1994 IT IS EVIDENT THAT THE MOTION PICTURE INDUSTRY HAS AND WILL CONTINUE TO JOIN FORCES TO CREATE THE ULTIMATE ENTERTAINMENT INDUSTRY TAPPING INTO THE LARGEST MARKET SHARE EVER IN THE HISTORY OF ENTERTAINMENT.

THEREFORE OUR PROPOSAL TO ATARI IS TO CREATE SUCH A PRODUCT THAT WOULD GENERATE MAXIMUM REVENUE IN THIS MARKET UTILIZING ALL MEDIA AVAILABLE.

DEVELOPING SUCH A PRODUCT COULD POTENTIALLY CREATE A MEGA HIT PLACING ATARI MUCH HIGHER INTO THE CHARTS .

HOOP FIGHTER

TABLE OF CONTENTS

SCHEDULE

GAME DESCRIPTION

SCREEN DISPLAY/PLAYFIELDS

GAME OBJECTIVE

ATTRACT/INTRO

WAVE SELECT

GAME PLAY/EXPLANATION WITH A VISUAL

SURPRISE LEVEL/SPECIAL MOVES

AUDIO

HIGH SCORE FACE GRAB PROPOSAL

COMMENTS

JANUARY 3, 1994 THRU MARCH 1, 1994

DEVELOPMENT

GAME CONCEPT -

Hoop fighter / Shoalin Vengeance / Virtual Kumite / Virtual 360 circle vision / Full screen shooting maze

STORY CONCEPT -

Story development / Screenplay development / Character development

TOURNAMENT -

Actual Hoop Fighter tournament (new sport idea for hype)

OVERVIEW -

Pre-concept approval (Mark Pierce)

DESIGN RESEARCH -

3D hardware (zoid) / Audio (cage) / cabinet design (special cylinder bass design) / travel to Minneapolis research motion capture / prepare sample of 3D character for zoid hardware
Cyberware 3D imaging

MARCH 1, 1994 THRU APRIL 1, 1994

PRE-PRODUCTION

CONCEPT APPROVAL

Hoop Fighter/ Shoalin Vengeance

INITIATION PACKAGE -

Detailed descriptions / budget / schedule / audio / hardware / design cabinet / plan of attack / blue prints, flow charts / marketing avenues

INTERVIEW TEAM -

Animators / production coordinator / programmers / techs

PERFECT GAME PLAY -

Test and experiment with zoid hardware using motion capture / determine maximum polygon count per character / determine maximum speed and timing / determine ultimate game play (further development) / design moves / create music and slogans / develop sound effects / design 3D play fields /

HOOP FIGHTER / SHOALIN VENGEANCE SUBMITTED FOR INITIATION

All pertinent information and material (audio-visual) to be presented to board

APRIL 1, 1994

PRODUCTION BEGINS

Design characters / audition actors / prep-motion capture / illustrate 2D backgrounds / implement game play strategy / test and prep programming on zoid hardware / animate motion capture / continuous de-bugging / prep package for motion picture initiation /

CABINET DESIGN -

Research cylinder design for maximum bass output / develop cabinet to house new design / locate adaptable hoop for cabinet / design switch for hoop /

AUDIO -

Test cage for higher bass output (additional amp)?

MILESTONES AS SCHEDULED

ESTIMATED COMPLETION DATE 12 TO 16 MONTHS (PENDING ZOID)

GAME DESCRIPTION

“**HOOP FIGHTER**” is best described as a fighting game where it is necessary for a player to score baskets. i.e. a sports game. By combining these two “game types” we get the best of both worlds - the excitement and action of a fighting game combined with the competitiveness and finesse of a sports game. This genre reflects the recent trend seen over the years in the media, from the Budwiser commercials (“ Miss Congeniality Face-Off “) to many motion pictures. (“ Roller ball “ , “ Edge of the Century” , etc.)

Our idea of a fighting basketball game depicts the other side of the game from a street player's point of view rather than what we are used to seeing on television. **Hoop Fighter** will have similar rules like that of basketball although martial arts will be a big factor in the game. Some standard basketball rules will apply; such as bouncing the ball and scoring baskets. Martial arts will act as a defensive and offensive tool for defeating your opponents with punches and kicks to the body and head. There are no rules for personal fouls and/or contact. You fight to get the ball and at the same time try to score baskets using kicks, punches, elbows, throws, and knees, anything to get past your opponents.



SCREEN DISPLAY/PLAY FIELDS

The basic environment for the Coin-Op Game “**HOOP FIGHTER**” will resemble that of the arena described in the motion picture script. (See Appendix. E) Although for added interest and increased excitement the Coin-Op Game will have a wider range of environments reflecting the opposing teams “Home Court”. The basic setting for a “**HOOP FIGHTER**” match involves an extremely remote / deserted location in which this “illegal” game can take place to it’s usually bloody end uninterrupted. The game is played in an arena style environment with a wide range of screaming spectators. The actual 3D court on which the matches are played will vary in texture, size, and appearance according to the level of difficulty and the overall theme of the home court. These home courts will be represented by 3D backgrounds whose appearance will vary, while maintaining the same level of activity, excitement, and thematic qualities of the original “**HOOP FIGHTER**” arena. (i.e. basement , sewer , roof top , ware house , parking garage , junk yard , etc.)

The screen will act as the camera giving the player various angles and point of views (POV) zooming in and out of the play field. This will allow the player to see the play field from a close-up pov and or a wide angle pov following the play field from right to left and top to bottom.

Scoring will be recorded on a central score board hanging from the top center of the court. The score board will also display the count down of the time available in seconds. After each match the winning team will receive victors pennant, to be hung in the court they are playing in. This pennant will keep track of their victories and defeats. Power bars will be displayed to alert the players of their condition. Once the power bar begins to deplete the player must hurry to score a basket to rejuvenate their strength avoiding unconsciousness.



GAME OBJECTIVE

Game play options would be: team Vs computer-tournament style or team Vs. team. The object of the game will be to defeat the twelve opposing teams by fighting and out scoring them, within a given time period . The victor continues on to play sequential teams. A team's final objective is to defeat all of the other teams, climb to the top of the ranks, and become the Grand Champions. Two players would have the option to play together on the same team against the computer or against one another. Four players would play team against team.



ATTRACT / INTRO

It is important to remember that the experience of playing an arcade game begins long before a player is actually manipulating a character on screen. Because of this "**HOOP FIGHTER**" will use several elements to help it stand out from the competition and attract the attention of potential players. The first element to be addressed will be the audio track. It is our hope that even before our game is seen it should be heard. "**HOOP FIGHTER**" will employ a very "hip / hop - street beat" sound track (possibly even using the popular lyric "Whoop

there it is", which we would turn into "HOOP there it IS!!") combined with unique and original fighting sound efx. and loud, boisterous crowd cheering. After the audio has attracted the players interest - the appearance of the "**HOOP FIGHTER**" cabinet will further enhance their anticipation. One idea for the external appearance of the cabinet is to cover it's surfaces with a very liberal application of bright "dayglow" graffiti. (the application of this graffiti could be "randomly" done, with actual spray cans, during manufacturing - giving each cabinet it's own unique look and appearance.) The controller surface would be made to look like a broken slab of concrete or asphalt. The crowning touch will be a screwed backboard & rim located over the monitor.

Once a player is actually standing in front of the game screen, several screens will be used to provide a sampling of what it is like to play "**HOOP FIGHTER**". One screen will contain static images of various characters / teams, vital statistics and a brief history on them. Then the primary Attract/Into screen will be an animated action "clip". Taking advantage of the 3D hardware this clip will involve dynamic camera moves depicting highlights from the championship and grand-championship "**HOOP FIGHTER**" matches. (much like the slow motion repeat of the "killing" blow in Virtual Fighter) The images would depict the killing and/or winning moments of each game. Also included within these attract images would be the scanned in image of the most recent high score player / Grand Champion. These highlights will be fast paced and quickly intercut to entice the player with quick glimpses of the characters they must overcome and the fighting techniques they must master to become the Grand Champions.



WAVE SELECT

"**HOOP FIGHTER**" like many other fighting games will offer two forms of competition. If a player is competing against the computer they will be playing a tournament style game. In this mode they will either face the opposing teams in a preset order or they will face each team randomly with the difficulty increasing with each level. At each new level the player will play on the oppositions "home court". The second form of competition will be player vs. player. After the game characters have been chosen - a "home" team will be determined. (either, with a symbolic coin toss, arm-wrestle, by which player has logged on first, or even randomly.) This will determine which home court background will be displayed.

GAME PLAY/EXPLANATION WITH A VISUAL

The game begins with a tip off, although unlike basketball both players do not have to jump for the ball. **Hoop fighter** gives you the option to kick your opponent and knock him out of the way while the other player snatches the ball. It will be possible to score two as well as three point shots from different areas of the court. We have designed the hoop to have flames burning around it like a stove burner as a possible penalty for letting the shot clock run out. For every offensive and defensive move, there will be counter moves and counter - counter moves. No one character will have any advantages or disadvantages over another if played properly. As in a well-choreographed fight scene from a movie there will be no air between the contact of the connected blows. The audio response will match every technique delivered.

Each character / team's particular traits will be reflected in their fighting styles, costumes, attitudes, weapons, and home court appearance. These characters will have an arsenal of special moves unique unto themselves. It would even be possible, in the case of the team, to deliver a "group move" where both team members execute a special combination! It will also be possible for each character to occasionally use a weapon or device(a tire iron, a bob-wire whip, ball bearings, etc.) to gain the upper hand and inflicte damage upon the other team.



SURPRISE LEVEL/SPECIAL MOVES

As a team advances through the tournament a gradual change off venue occurs in the backgrounds. Within the game each new level represents a more experienced opponent, higher stakes and hence a more well to do audience. The beginning and early rounds would be held in the ghettos and sewers where the quality of fighters is low, but the quantity is high. Gradually as a player improves so does the playing venue, eventually working their way up to the Grand Championship. Unlike the earlier events, this event would be held in a private penthouse suite, where the social elite would arrive by limousine dressed in tuxedos and cocktail dresses. In "**HOOP FIGHTER**" as the playing court improves it would appear that the opponents appearance and tactics change in the opposite direction. The Grand Champions would appear as hulking psychopaths, decked-out in chains and spiked armor.



AUDIO

Cage will be the vehicle for our audio system. It will allow us to have a full range of sounds, music, and voices, which will give us motion picture quality sound. The bass sound is extremely crucial to our game. In order to give the players a true feeling of competition we must get them right in the gut! To do this, we are presently researching a new high bass output design for the cabinet. The cylinder design will give a good thumping sound positioned directly at mid section level creating a sound impact every time they get kick and punched.

Music has a great influence on today's youths. So great that it can add character to each individual's personality, pulling emotional strings and influencing lives. The search for the right music is demanding. What determines the right stuff? Record sales, sold out concerts, etc. "**Hoop Fighter**" intends to create a beat that will relate to the majority of the market share that are the hip hop, beep bop, rap, slang, metal street rebels of the 90's. The initiation package presented will also have a demo of music awaiting approval.

It has been a consideration to use a celebrity voice for the referee narrating.

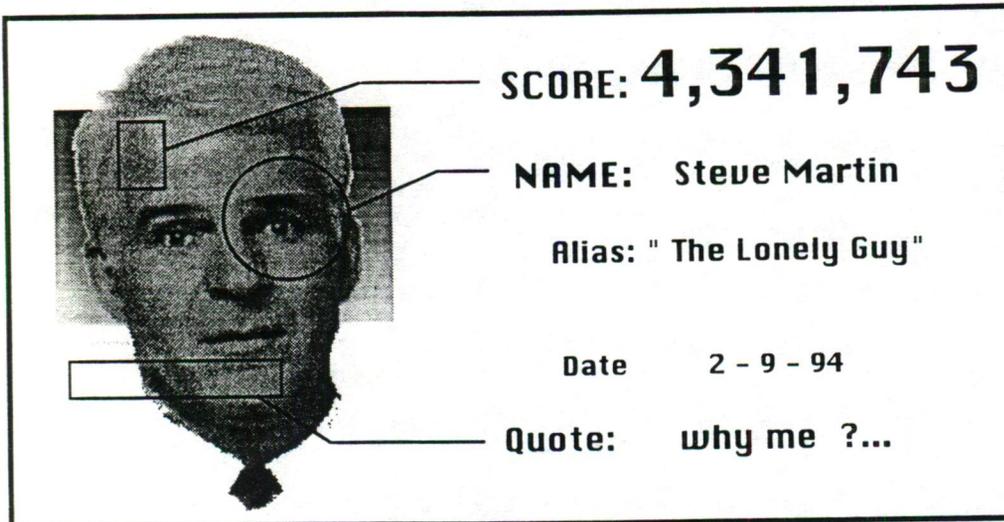


HIGH SCORE FACE-GRAB PROPOSAL

Since the beginning of competition it has been necessary to document the winner and/or their successful performance. As games in general rapidly developed and diversified this practice became an important element for a successful & popular game. With the creation of Video Arcade Games the recording of a "high score" became an important "reward" for the player and professional player alike. For many Coin-Op Gamers imputing their initials next to their high score was a prestigious and sought after goal. As the hardware driving these machines has become more sophisticated and the games themselves more difficult to play (and expensive - upwards of \$5.00 a "life") the need for the players to record their success, has also increased

It is surprising, however, that even with all these advances in game-play technology a

player is still left with the basic option of imputing their initials ONLY. Because of this, the practice of recording a high score has lost a great deal of its importance and to many has even become an annoyance. Until now..!



(Pic. 1)

FACE - GRAB High Score

Image technology over the past several years has advanced greatly along side game-play technology. For some time now it has been possible to capture a still video image and use it as a texture-map for a computer created shape. This technology will allow Arcade games to take on a whole new level of individuality and appeal. The number of options and applications for this technology are nearly unlimited ! - here are several suggestions;

- Apply this technology as a way to record the identity of a high scoring player.

SCENARIO : After spending, on average \$ 1.00, a player successfully masters enough of a game to become the high scorer (for the day, the month - what ever) He or she will

-1-

then be instructed to stand still in a certain spot (roughly somewhere in front of the game - instructions can vary) for "image digitalization". (again whatever) A count down will occur and a small video camera located within the game cabinet will scan and input the players image (see Pic. 1) into the high score screen where it will be displayed for all to see. The player can then input there name and any other information the game requests and /or there is time for.

This feature will appeal directly to the game players EGO! Having their image on screen next to their high score will be a reward unto itself! And even after a player has mastered this particular game and moves on - having his or her image replaced on that screen by someone else will warrant playing that game again to re-establish their position as high-scorer, with their image occupying the space of honor.

This high scoring method can be applied to any and all games - No matter what the theme or scenario of that game. It should also be possible to retro-fit any already released games with this feature. A major advantage of this high scoring method is that it's use in a game will have little to no impact on the game itself, it's play, or the hardware driving it.

- Taking this concept even further it could be possible to apply the scanned image of a player to the "face" of the game character being played. This would heighten the competitiveness of the actual game and increase the "stakes" a player would be investing in that game (i.e. this is actually THEM getting the shit kicked out of them, etc.,etc.)

Although, it might be necessary to limit the amount of "face" polygons actually applied to the game character. (this could be successfully achieved through creative "head gear" design) Some fudging might also be required for the side view of the character's head. (an area that might not be scanned in.) or if the character's head / face becomes so small that image resolution becomes a factor.

It might also be possible to allow for a more complete "facial scan" at the beginning of a game. A player would have first one side, then the front and then the other side of their head scanned and applied to a character. Although this allows for a more accurate representation of a player on a character it is also a very time consuming process. (a possible way around this would be to use a 3 camera set up - one mounted off to the left of center, one located dead center, and one off to the right.)

At the present time this feature would also slow down the screen restoration time, the character reaction time, and the overall game play, by increasing the number of polygons

used to accurately represent a player's face on a character. However, in the future, as the hardware to run such a feature gets faster and less expensive these problems will no longer be as insurmountable. It is obvious that the implementation of these features quickly becomes a trade off between heightened game appeal vs. the added hardware expenses vs. the overall game image quality.

- To a lesser degree a player's image can be applied to a character in all screens but the game play screen. (or even better - everywhere but the actual moving character!) In the case of the characters image on the game play screen, their facial features could be small enough and generic enough that identifying a specific image would be difficult. (even skin color could be changed to match that of the average skin tone of the scanned player) That combined with the fact that the character will be in motion most of the time will make actual character / player face grab impractical and unnecessary. Doing this would maximize the player / character identity connection without sacrificing game reaction time and speed.

SCENARIO : A player's image is scanned in. The player then selects a character (without a face) to play. A screen is shown applying (or morphing) the selected character's face with that of the player's. (at this time all skin tone on the character would be matched to that of the player's) An intermediate screen with a now transformed character would then be shown posed, while the player picks - weapons, levels, opponent, etc. The game begins, and runs to its conclusion. (using the character with a generic likeness) A closing screen would show either a triumphant character (with the player's face slightly modified into a smile) or a character in defeat. (again with the player's face modified with cuts, scrapes, bruises, etc. - what ever applies.)

As I stated earlier the applications for this idea are almost limitless and need to be implemented to one degree or another. With the increases in game play costs and game sophistication adapting and using this technology will shorten the gap of interactivity between the player and the game. By doing so Atari's games will begin to develop a much sought after and unique game identity - feature - characteristic. Aiding Atari Games in becoming the most recognized and played games in the arcades.

COMMENTS :

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