

- BLOODSPORT -

Fourth Review Packet

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BLOODSPORT - FOURTH REVIEW
December 21, 1989
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I. GOALS FOR THIS REVIEW

- 1) Implement one character (all poses) which illustrates the graphic quality to be expected in the final game
 - as stated in a previous memo, this goal requires a higher quality camera. Although the purchase has been postponed until the beginning of the year, 'test' graphics were produced with a loaner camera. Consequently, four of the game's opponents do exhibit the quality to be expected in the final game, although not in all poses.
- 2) Correct all motion object overrun problems
 - done.
- 3) Incorporate 'breaks' in play (characters 'down for the count', badguys 'bragging' after knocking you down, etc) as opposed to continuous 'seek & destroy' logic
 - badguys now break: 1) when you're down ("Cmon, get up!!", etc)
2) when pursuing you (weapon flourishes)
- 4) Tighten collision detections
 - done. Also, diagnostic software has been added to aid in this goal.
- 5) Complete one arena (warehouse) as it will appear in the final game (including interaction w/audience & pf)
 - refer to the ninja arena (round 2) for a completed arena.
- 6) Fully implement knife, board, star weapons
 - done. *break* *shield?* *chair?* ~~use up weapons~~ *dedicate weapons to specific characters*
- 7) Complete attract & progression screens as per storyline. (need alternate to 'Mr Big')
 - preliminary attract & progression screens have been added.
- 8) Disallow continual evasion of badguys
 - done. If you continuously avoid contact with your opponent(s), game difficulty ramps up & strength points are subtracted.
- 9) Will attempt to improve goodguy-badguy lining up problems
 - ~~done.~~ A re-evaluation is in order.

- If you avoid, make badguys faster, don't change diff or str

II. KNOWN PROBLEMS/BUGS

- 1) Weapon graphics: the weapons do not always overlay the characters correctly. Due to varying sizes & shapes, independent weapon overlays are needed for each character. Consequently, we will wait for final character graphics. There are also 'glitches' which appear on the screen when weapons are being used. This is a known bug.

III. ISSUES OF DISCUSSION

- 1) Digitized Graphics
 - a) is the quality acceptable?
 - b) camera purchase agreed upon?
- 2) Gameplay
 - a) the fighting
 - b) progression
 - c) arena interactions
- 3) 2-PLR vs. 3-PLR
We stated that the option of adding a third player would be re-addressed at this review. Well... Do we need to try a 3-plr version before focus? Or wait until after the focus?

~~-PIP SWITCH~~

IV. GOALS PRIOR TO FOCUS

Although obviously not a finished game, I feel that feedback would be useful at this point of development. The only goals will be those determined as a result of the review.

- 1) "personalize" players
- 2) pf interactions
- 3) 3-D effects
- 4) 3-plr.

V.

SCHEDULE

The schedule is as follows:

FOCUS GROUP:	1/11/90
5TH REVIEW:	2/20/90
FIELD TEST:	3/06/90
PROD RELEASE:	4/17/90
FGA:	5/29/90

Play WWF more ...

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GOALS FOR REVIEW #4

The following are my goals for Review #4 in order of descending importance. In general, the goal is to provide one round of gameplay representative of the final product (graphics, gameplay, audio, etc).

- 1) Implement one character (all poses) which illustrates the graphic quality to be expected in the final game
- 2) Correct all motion object overrun problems
- 3) Incorporate 'breaks' in play (characters 'down for the count', badguys 'bragging' after knocking you down, etc) as opposed to continuous 'seek & destroy' logic
- 4) Tighten collision detections
- 5) Complete one arena (warehouse) as it will appear in the final game (including interaction w/audience & pf)
- 6) Fully implement knife,board,star weapons
- 7) Complete attract & progression screens as per storyline. (need alternate to 'Mr Big')
- 8) Disallow continual evasion of badguys
- 9) Will attempt to improve goodguy-badguy lining up problems

Items currently on hold, to be revisited at the next review:

- 1) 3-plr version
- 2) 3 badguys Vs 2 goodguys
- 3) playability of 2 goodguys Vs 1 badguy