

PitFighter II
Concept Approval

Nov 6, 1990

PitFighter II
- The Betrayal

Buzz, Ty, and Kato have once again joined forces to compete in the Pit. With an all new cast of badguys, the competition is tougher than ever. The previous champion (the 'Ultimate Champion') wants revenge. But even he cannot compare to the power of newest ultimate badguy, known only as 'The Master'.

In an attempt to follow on the success of Pitfighter, I've decided to create Pitfighter II. Pit required nearly all our concentration just to develop the digitizing and studio production technologies. Now that those learning curves are under control, we can concentrate on all the loose ends and features which didn't make it into Pitfighter.

How will Pit-II differ from it's predecessor?

- 1) a new cast of badguys, each with individual personalities & fighting moves. The previous champ will make a guest appearance.
- 2) Hardware permitting, we may add a 4th goodguy (female?) and corresponding badguy.
- 3) additional fighting moves for goodguys and badguys. Also, with the aid of an 'animation editor', more complex moves will be possible.
- 4) a completely new set of arenas with even more arena interactions. Although still a 'round' oriented format, we may include some scrolling sections for segues. We will also experiment with other types of round formats (Battle Royal, etc).
- 5) new weapons will be incorporated (brass knuckles, etc). Also, incapacitating weapons will be implemented (Ex. a barrel atop fighter).
- 6) a 'banked' audio board will allow for an increase in the number of digitized expressions we can store, a definite limitation when we created Pit.

In Pit, we were limited in our ability to piece together complicated moves (slams, etc). A new software animation tool will be built to give us better control over fight choreography. This will help in lining up complicated moves and designing complex 'holding' type moves (chokes, arm twisting, etc).

As always, the quality of the graphics will improve along with the video lab. In the past we captured each frame individually. We are now able to capture multiple frames in sequence, thus allowing for smoother animation.

There is no plan to pursue a license property for this game.

The Plot

Other than visual cues and fighter descriptions, Pitfighter never explicitly stated a plot to the players. The implication was that pitfighting was a cross between street fighting and boxing. Beyond that, it was left to the player's imagination. Other than in the name itself (Ex: Pitfighter - The Betrayal), I plan the same plot strategy for Pit-II.

Due to the nature of the digitization process, it's not practical to lay out detailed descriptions of each new character. The process is very much driven by who we can hire at the time of the shoot, who shows up, and who has what skills. In GENERAL, there will be 10 to 12 badguys (pit had 8) of mixed skills (Kung Fu, Tai Chi, Karate, etc) and ethnic backgrounds (Latino, Chinese, Russian, etc).

There will be approximately 8 all-new arenas. Our approach to arena design involves creating preliminary sketches to weed out impractical choices. Those that remain are implemented. Among those being considered are:

- a inner-city basketball court
- an abandoned drivein movie
- auto junkyard
- rundown boxing gym
- skyscraper rooftop
- roller rink
- mountainside overlooking city at night
- low-life casino

Hardware

Pit-II will use G1-1. In addition to the capabilities of G1, we will have:

- 1) full screen (borders no longer necessary)
- 2) double the number of MOB colors
- 3) up to 4 MEG of MOB space (for more fighters & animations)

Coin mechs will be pooled.

Controls

Although new and better fighting moves will be included, Pit-II will use the same button combination as Pitfighter (JUMP-PUNCH-KICK).

Schedule

Because much of the fighting logic & digitization already exists, the goal is to complete Pit-II within a year.

Dec: finish move to UNIX development environment
(animators complete preliminary sketches of arenas)
Jan: create animation tool

The team will consist of the following people:

Project Leader: Gary Stark
Project Manager: John Ray
Marketing Leader: Jerry Momoda
Hardware Engr: Sam Lee
Technician: ?
Audio: ?
Video: Rob Rowe
Lead Animator: Nick Stern
Animators: Mark West, ?

I hope to have Mark Pierce join the project at a later date to aid in project lead responsibilities and game tuning as he did with Pitfighter.

***** !!!! NOTE !!!! *****

Before and during the actual video shoots, there are literally dozens of small, non-technical jobs (picking up dry ice, renting equipment, costumes, etc) where we could greatly benefit from a 'gofer' (part-time student?). It's not practical (or economical) to be running these errands on engineer salaries. The aid needs to be full time for a period of about two months.
