

DATE 9-16-92

TITLE OF PROJECT: Tank

REVIEWER: RICH MOORE

[X] YES, I APPROVE INITIATION OF THIS PROJECT

[] NO, I DO NOT APPROVE INITIATION OF THIS PROJECT

COMMENTS

NEED A NEAR TERM REVIEW TO EVALUATE ACTUAL GAMEPLAY, MONITOR LAYOUT, CONTROL RESPONSIVENESS, AND REPRESENTATIVE IMAGES (MAY REQUIRE A SEPARATE MAC OR RAD DEMO, I.E. STATIC)

PLAN REGULAR MILESTONES AT 3-4 MONTHS ~~INTERVAL~~ INTERVAL (SP) ORGANIZE YOUR WORK AND TASKS TO BE ABLE TO DEMONSTRATE VISIBLE, RECOGNIZABLE CHANGES AND ADDITIONS. I AM CONCERNED ABOUT 21 MONTHS TO MARKET

DETERMINE YOUR VISION AND CONCEPT UPFRONT, I DON'T HAVE AS CLEAR A SENSE OF GAMEPLAY AS I WOULD LIKE/EXPECT AT INITIATION - IT IS IMPORTANT THAT YOU AND THE TEAM DOES.

ACTION ITEMS: REVIEW HARDWARE SPEC AND CAPABILITY AT FOUR MONTHS (MCCLARTY ET AL); REVIEW VISUAL LOOK ASAP; REVIEW SCREEN LAYOUT W/ 6 WEEKS, FIRST REVIEW SHOULD BE IN JANUARY '93.

REALITY CHECKLIST

- [X] Satisfies projected product mix
[] Sufficient manpower available (prog / engr / anim / audio)
[X] Within capabilities of proposed team

DATE 9-16-92

TITLE OF PROJECT: Tank

REVIEWER: Jerry Memoda

YES, I APPROVE INITIATION OF THIS PROJECT

I need to be sold on graphic look

NO, I DO NOT APPROVE INITIATION OF THIS PROJECT

COMMENTS

I have concerns of the graphics quality. With the quality of our competitors digitized graphics today, we are in the dark ages. Looking two years down the road, it will look more aged.

Blocky looking graphics are not acceptable to players. Guardians suffered from this look.

I can't emphasize the perception of our current digitized graphics and their value. Players will have to spend \$.50-\$1.00 per play and quality of graphics play a big part.

Other than the above, I think it sounds very fun, but expensive. Good concept, but I think some alternatives need to be explored. The 2-screen upright modified to sit down ~~is~~ will be expensive.

REALITY CHECKLIST

- Satisfies projected product mix
- Sufficient manpower available (prog / engr / anim / audio)
- Within capabilities of proposed team

DATE 9-16-92

TITLE OF PROJECT: Tank

REVIEWER: M Fujishiro

YES, I APPROVE INITIATION OF THIS PROJECT

NO, I DO NOT APPROVE INITIATION OF THIS PROJECT

COMMENTS

° Concern over priority of configurations
1. How much added value / plan appeal w/ 3 screens? Need to reach this decision ASAP.
2. Higher sales potential w/ a 2-screen window which guarantees head-to-head play option. \$8500 - 8900 price point.
° Are we providing a visual effect that will be competitive in 2 years - Digitized graphic quality (Do we need to upgrade H/W capabilities)

REALITY CHECKLIST

- Satisfies projected product mix
- Sufficient manpower available (prog / engr / anim / audio)
- Within capabilities of proposed team

DATE 9-16-92

TITLE OF PROJECT: Tank

REVIEWER: Sam Constock



YES, I APPROVE INITIATION OF THIS PROJECT



NO, I DO NOT APPROVE INITIATION OF THIS PROJECT

COMMENTS

Clean, efficient digitizing is crucial to the graphics schedule with this level of support

The "new look" is a nice goal - the results could be exciting, attractive (novel as well as atmospheric) and lead to other developments and applications -- a good "enablement."

REALITY CHECKLIST

- ? Satisfies projected product mix
- Sufficient manpower available (prog / engr / anim / audio)
- Within capabilities of proposed team

DATE 9-16-92

TITLE OF PROJECT: Tank

REVIEWER: Chris Downend



YES, I APPROVE INITIATION OF THIS PROJECT

But would like to see more detailed game description and more work on cabinets + price points



NO, I DO NOT APPROVE INITIATION OF THIS PROJECT

COMMENTS

- 1) Many gameplay elements are left undefined. Really need to figure this out ahead of time: example: How does game end in Team vs. Team and still collect quarters when 1 member of team is killed?
- 2) If there is terrain objects, then it should be mentioned here
- 3) Packet emphasizes visual look and leaves gameplay description to "like Battlezone - this is very weak"
- 4) You define several player craft and weapons and several enemies, but there is no matrix showing effect or amount of damage
- 5) What is wave progression? Do they get harder?
- 6) There is no picture of actual screen display in here - There is a foggy picture on the Monitor Layout + Controls page but there is no heads-up and apparently the actual visual of a tank in fog is not representative of gameplay?

REALITY CHECKLIST

- ? Satisfies projected product mix
- Sufficient manpower available (prog / engr / anim / audio)
- Within capabilities of proposed team

Conclusions:

This is the right kind of game for the marketplace. I'm still uneasy about some gameplay details. I would still like to see hit/damage matrix. I'm unhappy with ~~deft~~ lack of depth in gameplay description.

The price points and cabinet configuration need work.

DATE 9-16-92

TITLE OF PROJECT: Tank

REVIEWER: John Ray



YES, I APPROVE INITIATION OF THIS PROJECT



NO, I DO NOT APPROVE INITIATION OF THIS PROJECT

COMMENTS

1. Need to work out details of how a wave ends with teams / melees.
2. Need to work out "damage matrix" (amount of energy lost to each type of vehicle from each type of vehicle)
3. Identify what the differences are between each wave!
4. Identify the parameters to tweak for tuning (speed, enemy speed, damage inflicted, etc.)

REALITY CHECKLIST

- Satisfies projected product mix
- Sufficient manpower available (prog / engr / anim / audio) Video
- Within capabilities of proposed team

DATE 9-16-92

TITLE OF PROJECT: Tank

REVIEWER: MARK STEPHEN PIERCE

YES, I APPROVE INITIATION OF THIS PROJECT

NO, I DO NOT APPROVE INITIATION OF THIS PROJECT

COMMENTS

THIS IS THE PROJECT TO
START OUR "CONTROLLED ENVIRONMENT"
MARKETING ON.

LET'S ENGINEER ~~THE~~ LOCATIONS!

I AM 100% BEHIND THIS



REALITY CHECKLIST

- Satisfies projected product mix WHAT MIX?
- Sufficient manpower available (prog / engr / anim / audio)
- Within capabilities of proposed team

DATE 9-16-92

TITLE OF PROJECT: Tank

REVIEWER: ROB ROWE



YES, I APPROVE INITIATION OF THIS PROJECT



NO, I DO NOT APPROVE INITIATION OF THIS PROJECT

COMMENTS

WILL I HAVE THE ABILITY TO DEDICATE CAMERA TO PROTECT? (QUESTION FOR CHRIS). GARY WHAT WOULD BE MAXIMUM # OF PICTURES FOR EACH TANK (ENEMY, PLAYERS, ETC.)

REALITY CHECKLIST

- Satisfies projected product mix
- Sufficient manpower available (prog / engr / anim / audio)
- Within capabilities of proposed team

DATE 9-16-92

TITLE OF PROJECT: Tank

REVIEWER: Brad Fuller



YES, I APPROVE INITIATION OF THIS PROJECT



NO, I DO NOT APPROVE INITIATION OF THIS PROJECT

COMMENTS

Cool!

I love tank games. I wished that I could sit inside a tank and move it as well as fire missiles. Thus having motion in the cabinet would be fun for me.

An enclosed cabinet (like a tank) with a superior sound ~~system~~ delivery system. A Sub-woofer or woofer would enhance the tank feeling. Also the new hire in J.D. has sub-woofer enclosure design experience.

I like the proposed BattleTech type scenario that was brought up. I suggest taking the Marketing Dept's comments with a grain of salt. In my opinion we are not looking forward enough and creative enough to maintain a strong superior stance in the industry. We have a prime opportunity in the U.S. to build BattleTech-type/Japan-Arcade-type pieces.

REALITY CHECKLIST

(have)
We are in an empowered team now, right?



Satisfies projected product mix



Sufficient manpower available (prog / engr / anim / audio)



Within capabilities of proposed team

DATE 9-16-92

TITLE OF PROJECT: Tank

REVIEWER: DAVE PORTER

YES, I APPROVE INITIATION OF THIS PROJECT

NO, I DO NOT APPROVE INITIATION OF THIS PROJECT

COMMENTS

I WOULD LIKE TO DISCUSS FURTHER WITH NICK AND GARY
LIGHTING INTERESTS.

AS AN ADDED IDEA I WOULD LIKE TO SEE THE MINOR
DESIGN RECONFIGURED IN A WAY THAT CO-PILOTS (2ND
PLAYER COULD BE ADDED).

REALITY CHECKLIST

- Satisfies projected product mix
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- Within capabilities of proposed team

DATE 9-16-92

TITLE OF PROJECT: Tank

REVIEWER: RHIZ

YES, I APPROVE INITIATION OF THIS PROJECT

NO, I DO NOT APPROVE INITIATION OF THIS PROJECT

COMMENTS

THIS GAME IS GREAT!
I AM BEHIND YOU 100%.

REALITY CHECKLIST

- Satisfies projected product mix
- Sufficient manpower available (prog / engr / anim / audio)
- Within capabilities of proposed team

