

DATE 2/4/93

TITLE OF PROJECT:

Tank

REVIEWER:

Ed Logg

### CONCLUSIONS

Concept - good. I think tanks will work.

Game Play - "the meat" - unclear to my yet. I think I know what you will do but I'm not sure.

THIS NEEDS CLARIFICATION!

Hardware - You are spending a lot of resources for translucency and yet we have not seen what it does for the game. THIS NEEDS RESOLUTION ASAP (agreement by all).

Schedule - Needs Field Test date - June 1994 for prod. release seems pessimistic but a change from our usual.

Cost - looks reasonable - This piece is expensive and anything you can do to add "feel" such as feed back to the controls or seat will help. Maybe audio can help too.

This is a high to moderate risk project with low sales (300-1000) potential. Earnings must be \$1200+ per dual cabinet for initial earnings.

It is extremely difficult to sell a "linked" pair to any locations.

YES, CARRY ON...

NO, DON'T STOP NOW...

DATE 4-FEB-93

TITLE OF PROJECT: TANK

REVIEWER: RICH

### CONCLUSIONS

- SAW SOMETHING OF INTEREST @ SGI, THEY HAVE A BATTLEZONE GAME ON WORKSTATIONS - SHOTS RICOCHET OFF SURFACES WITH REAL REFLECTION PHYSICS, MAYBE THIS CONCEPT CAN BE APPLIED TO YOUR GAME.
- LIKE THE TANK VIDEO - INTERESTED AT SEEING THIS AT GREATER DISTANCES - ARE YOU PLANNING A TV VIEW FOR FAR AWAY OPPONENTS TO MAXIMIZE BENEFIT OF THE GRAPHIC QUALITY
- GOOD TO SEE THE PROGRESS AND ENTHUSIASM OF THE TANK TEAM, THE MODELS LOOK VERY GOOD,
- I AGREE WITH THE INPUT ON SPEED - HIGH ~~SCORE~~ ~~SCORE~~ REQUIRED, AND THE NEED TO GENERATE A SENSE OF POWER - LOTS OF FIREPOWER, LOTS OF ENGINE POWER.
- GAMEPLAY - I'D LIKE TO SEE (HEAR) SIGNIFICANT PROGRESS ON GAMEPLAY DETAILS - PLAYFIELD DESIGN, RULES, OBJECTIVES OF PLAYER
- MAXIMIZE FLEXIBILITY - SIMPLE, ACCESSABLE GAMEPLAY - SIT DOWN AND PLAY. BUILD AN AS BROAD AN APPEAL BASE AS POSSIBLE - WIDEST POSSIBLE AGE GROUPS, MALE/FEMALE, ETC. ALWAYS LOOK FOR MORE COST EFFECTIVE SOLUTIONS

YES, CARRY ON...

NO, DON'T STOP NOW...

DATE 2-5-93

TITLE OF PROJECT: TANK

REVIEWER: PAT MCCARTHY

CONCLUSIONS

I AGREE WITH THE DISCUSSION ABOUT CONTROLS. NEED TO BE ABLE TO GET MORE ADRENELINE ACTION GAINING THAN YOU CAN GET WITH GRIPS. THE FLIGHT CONTROL IS A GOOD OPTION.

ASK DON FOR A FULL COSTING ANALYSIS ON THE ELECTRONICS, AND THEN ASK HIM HOW HE CAN COST REDUCE IT. KEEP ME INVOLVED IN THAT DIALOG.

- YES, CARRY ON...
- NO, DON'T STOP NOW...

DATE

TITLE OF PROJECT:

REVIEWER:

CONCLUSIONS

I LIKE THE IDEA ABOUT THE DRIVING TYPE STEERING CONTROLS.

YES, CARRY ON...

NO, DON'T STOP NOW...

DATE 2.4.93

TITLE OF PROJECT: TANK

REVIEWER: MICHAEL HALLY

CONCLUSIONS

CONCERNS: SCHEDULE IS WAY TO LONG  
IE. EARLIER FOCUS

BE OPEN TO OPTIONS FOR COSTLY  
KEEP COST AS LOW AS POSSIBLE  
CONTROL OPTIONS

- YES, CARRY ON...
- NO, DON'T STOP NOW...

NONE OF THE ABOVE

DATE 2-5-93

TITLE OF PROJECT: TITLE

REVIEWER: NICK STERN

CONCLUSIONS

SPENT THE MORNING (FRI) AT MILPITAS BOULDERLAND.  
CAME AWAY FEELING WE REALLY NEED MORE COLORS  
EVEN IF IT IMPACTS ON DEPTH OF GAMEPLAY.

INITIAL IMPRESSION OF A NEW GAME IS SO IMPORT-  
ANT- 64 COLOR TANK COULD MAKE A BIG DIFFERENCE.

AGREE WITH MIKE TAYLOR RE STARWARS CONTROLLER  
IN THEORY ALTHOUGH I GUESS IT REALLY SHOULD BE A  
FOCUS ISSUE.

NEED TO RESOLVE GROUND PLANE ANIMATION SOON-  
I NOTICED IT GOT LEFT OFF THE SCHEDULE

STICK TO YOUR GUNS RE THE DEVELOPMENT TIME

THANKS FOR THE 1/2 DAY OFF!

YES, CARRY ON...

NO, DON'T STOP NOW...

DATE 2/4/93

TITLE OF PROJECT: TANK

REVIEWER: Linda Adam

CONCLUSIONS

Gary has been very organized and keeps the whole team on track and on schedule.

Graphics look great!

Good progress.

- We'll work on control option to make the game feel friendlier.
- Tank needs to look more battle-worn and dirty.

YES, CARRY ON...

NO, DON'T STOP NOW...

DATE 2-4-93

TITLE OF PROJECT: TANK

REVIEWER: KHIZALDI

CONCLUSIONS

I WOULD LIKE TO TALK TO YOU ABOUT  
THE CONTROLS.

- YES, CARRY ON...
- NO, DON'T STOP NOW...

DATE 2/4/93

TITLE OF PROJECT: Tank

REVIEWER: John Ray

• 5 Review

CONCLUSIONS

Looking good so far! Tanks look real good.  
Cabinet Concepts look good.

Need Focus after July 1, '93.

Seriously consider Star Wars control.  
"Tank" controls may be too "unfriendly" these days.  
Could get input @ Focus group ...

- YES, CARRY ON...
- NO, DON'T STOP NOW...

DATE 2/4/93

TITLE OF PROJECT: TANK

REVIEWER: MARK STEPHEN PIERCE

CONCLUSIONS

1. THE SCHEDULE STILL SEEMS LONG TO ME.  
(I KNOW YOU DON'T CARE).
2. The rocks are ugly and unrealistic.
3. you'll sell < 900 UNITS OF THIS  
CONFIGURATION. FIGURE ACCORDINGLY.  
TRY AND THINK OF THINGS TO EXTEND  
THESE NUMBERS. IE OTHER CABINET  
OTTER CONTROLS. KEEP AN OPEN MIND.

YES, CARRY ON... BUT BE CRITICAL OF YOUR OWN IDEAS.  
 NO, DON'T STOP NOW...

DATE 2/4/93

TITLE OF PROJECT: TANK

REVIEWER: Chris Downend

CONCLUSIONS / Recommendations

- 2 players on one screen would be a BIG plus
- Need to plan for alternative product configurations like Upright + Kit  $\Rightarrow$  need lower cost product especially in electronics
- very anxious to see gameplay will it be a jelly blaster with lots to shoot or more strategic hunt sparse targets

- YES, CARRY ON...  
 NO, DON'T STOP NOW...

DATE 2-4-93

TITLE OF PROJECT: TANK

REVIEWER: SAM

CONCLUSIONS

COOL BEGINNING - GOOD PROGRESS

COULD I SEE PAUL'S SOFTWARE TRANSLUCENCY TESTS  
SOMETIME?

- YES, CARRY ON...
- NO, DON'T STOP NOW...

DATE 2/4/93

TITLE OF PROJECT: TANK

REVIEWER: P. TAKAICHI

CONCLUSIONS

LOOKS GOOD SO FAR. ⇨ TANK PICTURES, EXPLOSIONS  
ESPECIALLY LIKE LIGHTING EFFECT ON TANKS.  
THE SPATIAL SOUND ~~AND~~ HEADPIECE TO BE DEVELOPED  
FOR DEMO DERBY WILL ADD SOME ADDITIONAL  
COST ABOVE \$100 FOR PLASTIC SEATS. IT ALSO  
HAS A MAJOR EFFECT ON THE CABINET - IN  
ESSENCE, WE DESIGN THE CABINET AROUND THE  
HEADPIECES.

- YES, CARRY ON... FULL SPEED AHEAD!
- NO, DON'T STOP NOW...

DATE 3/4/93

TITLE OF PROJECT: TANK

REVIEWER: Chuck Pepinski

CONCLUSIONS

I like the idea of the Star Wars controller.

I like the thought of driving a tank on a freeway, mostly to hit and run over cars.

Driving a tank on a road between two battle fields would be fun.

From what I know about 3DO, it is conceptually similar to Gx2. That may make its use easier to port.

- YES, CARRY ON...
- NO, DON'T STOP NOW...