

# Inter Office Memo



Coin Operated Games Division

To: Project Office

From: Warp Speed Team

Subject: Goals & Time Frame for 2nd. Eng. Review Date: 3/17/82

## General Comment:

Game direction looked favorable during first Engineering Review of restarted project. The major changes were:

- A.) Reorientation of playfield.
- B.) Radar map and zoom capability.
- C.) New center panel which included joystick and fire button assembly and two other buttons. (fast forward and zoom).

We will be working on game play for the next Engineering Review. Two major areas of work will be:

- 1.) To increase the size of the universe by a method of paging.
- 2.) Alien ship intelligence (by this we mean behavior and movement based on player's actions). We need one (1) month for the above.

Additional areas of work will also be worked on in the upcoming schedule. They are:

- 1.) Also having a universe map (2D) when player is alone in space; computer will control display.
- 2.) Display zoom window.
- 3.) Once an alien explodes, it will jettison a fuel cell which player can get (not shown on map.) (Player will ram it.)
- 4.) Simulated banking.
- 5.) The fast forward will turn into a hyperthrust and when player is in a range suitable for action, the speed will automatically slow down.
- 6.) Explosion sequence and player hit indicator.