

GAME PROPOSAL

PROPOSAL ORIGINATOR AND DATE

Todd Marshall
July 9, 1982

GENERAL

Proposed is a simple and easily implemented game using a two-color 3-D effect. There are several possible ways to produce a 3-D effect on a color CRT. Probably the simplest way is for the game player to wear special plastic glasses with lenses of opposing colors (e.g. red-green). Double images exist on the screen for each object, one per color, and the horizontal displacement of the two images causes the players' eyes to cross, which causes the image to appear some specific distance in front of the CRT. The object can also appear to be behind the CRT.

GAME DESCRIPTION

The player is being attacked by various oddly-shaped alien beings. These beings appear first as a dot at infinity, and move towards and away from the player in 3-D space. The creativity involved in producing this game exists in designing the shapes of the alien beings (insects, martians, etc.).

The joystick controls a crosshairs or a gun. Up/down motion of the joystick causes the gun to move away/towards the player in 3-D space. Left/right motion causes horizontal motion. The button produces a flash on the screen. If the gun is aligned, in 3-D space, with the alien being, then the alien is destroyed and points are awarded. If the alien is not destroyed, it may move towards the player, causing an apparent collision with the player. After some number of collisions the game ends, and bonus "lives" are awarded when certain point values are reached. A two player game, with both players playing simultaneously, is feasible because this game, as described, has a simple functionality, thus two simultaneous players would be not very confusing to the players, and probably not very difficult to implement with the software capabilities of the Atari.

ENGINEERING CONSIDERATIONS

A study would be necessary to determine which 2 colors could be effectively blocked on all or most available color TVs with plastic lenses. The tint and color of the TV would have to be adjusted by the player before starting the game.

MARKETING CONSIDERATIONS

The construction and appearance of the glasses would be a novelty item and would be an attraction to the purchaser. The distinction of producing the first truly 3-D game would be a publicity benefit to the brand name of the cartridge.

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Rec'd
236 11/22/82

DATE: November 18, 1982
TO: Jim Wickstead
FROM: Todd Marshall
REFERENCE: Suggested Name for Game - 3-D Zapper

4K GAME:

VISUAL GAME ELEMENTS

- 1) STARS: Stars in the background at infinity appear at all times.

U.S. GAMES

LOGO:

Appear at infinity in between game sessions. Stars and Logo serve to allow the player to adjust the TV set and to adjust his eyes to a 3-D visual television image.

INVADERS:

There are four images that appear when the game begins. Perspective and the 3-D effect allow the invaders to move along the Z-axis. They also move on the X-axis. Their full range of motion consists of the X-Z plane.

GUN: Appears at the top and, inverted, at the bottom of the screen. The gun has the same range of motion as the invaders.

The joystick controls the gun's position. The button fires the gun.

Flare: A brief vertical flash of light similar to the word Zapper letter shot.

INVADER

EXPLOSION:

A small flash of light indicating that an invader has been hit.

PLAYER

EXPLOSION:

A large flash of light indicating that the player has been hit and has lost 1 "life".

SCORE: The player's current score appears at the bottom of the screen.

GAME

OBJECTIVE: To shoot as many invaders as possible, and to avoid losing lives. A player loses a life when any invader moves to its closest Z-position to the player and remains there for about 1/2 second. When this occurs, a warning noise is heard and then an explosion occurs.

The 4 invaders each move to a different speed and weighted point values are awarded for shooting an invader.

GAME PLAY:

Throughout the whole game, invaders appear from infinity and move towards and away from the player. The motion of the invaders is controlled both randomly and with tables in software. The player uses his gun and fire button to shoot at the invaders. An invader is hit if the fire from the gun touches it and is at its Z-position. Points are awarded when this occurs.

If the invader collides with the player, then the player loses a life. The motion of the invaders will at times speed up and become more erratic, thus more difficult to hit. Bonus lives are awarded upon reaching certain point thresholds.

SUMMARY
OF GAME:

This game contains the elements of a typical shoot-em up spree game. The unique elements of this game are: (1) that the invaders perform erratic randomized dances in a three-dimensional field. (2) The 3-D operation of the gun. (3) The invaders themselves are particularly tailored to provide an exciting 3-D effect on the ATARI VCS.

DATE: November 22, 1982
TO: Jim Wickstead
FROM: Todd Marshall
RE: 8K 3-D Game

rec'd
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The following enhancements are suggested for the deluxe version of the 3-D game.

- 1) A larger library of graphic invaders
- 2) They will perform vertical motion on the screen
- 3) The game will be expanded into 3 phases.

3a) PHASE I

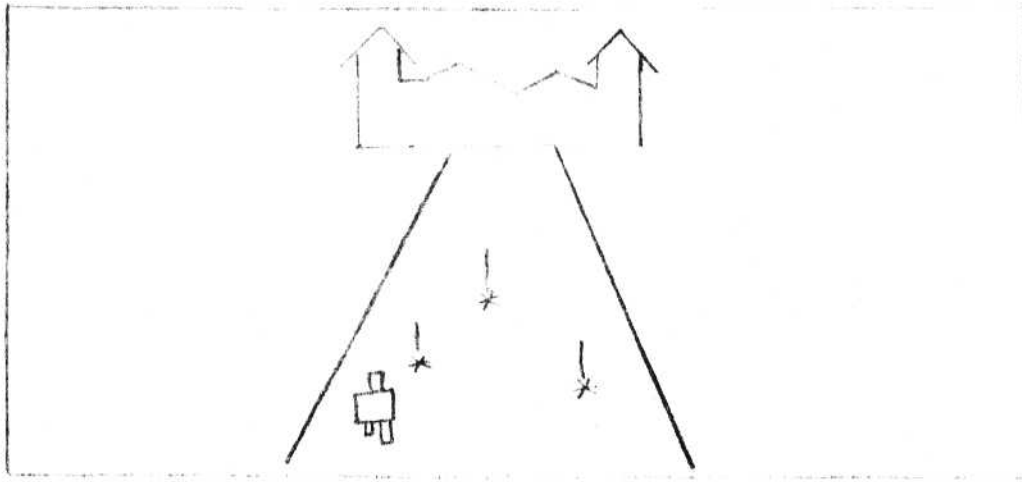
This is similar to the original 4-K game but expanded so that waves of invaders of increasing difficulty and graphic complexity will be encountered. A game will begin with invaders that can be easily shot; this would be the first wave. When these are overcome (eliminated) then a more difficult wave of invaders would appear and challenge the player. After several waves of invaders are successfully overcome by the player, Phase II is entered.

3b) PHASE II

The player must shoot a single large and graphically complex "Master" invader that moves quickly and is difficult to hit. If memory space allows, then this invader will be destroyed not with one hit, but with several. Each hit would destroy only a piece of it. This would make it more difficult to destroy, and also more interesting graphically, as the "Master" invader would still confront the player when only a few pieces of it exist on the screen.

3c) PHASE III

When the "Master" invader is overcome, then the player is transformed into a robot standing on a road in space leading to a castle in space at infinity, the invader's headquarters. See illustration.



The player maneuvers the robot towards the castle on the road. The robot can only walk left/right or towards/away from the castle. He must avoid sparks that fly down the road from the castle at him. If he reaches the castle and touches it, points are awarded based on the length of time it took him to reach the castle. The game may now begin again at Phase I.

SUMMARY

The game in 8K is now an attempt to overcome alien beings that guard an alien fortress in space. The 3 phases should present additional interest to the player. The 3-D images and scenes should be feasible by using the Atari graphics capability with the 3-D technique, and it should fit in the 8k memory that is available.