

Wing Project Analysis

Our current constraints

- 1) (EA) Next Christmas ship = (September code lock down).
- 2) (EA) Strong multi player element.
- 3) (EA) #1 in genre upon release and in top 10 overall.
- 4) In Wing Commander universe.
- 5) Use as much of WC5 as possible.
- 6) Strong single player game.
- 7) New enemy.
- 8) Money for video shoot: approx. 1 mil.

Possible product designs

1) Traditional Wing - 1st person

Genre: space flight

Primary elements

- Traditional space flight and combat game.
- More linear story
- Video all shot 1st person.
- Multi player features available in simulator.
- A combination of *Soviet Strike* and *Shock Wave* for story presentation with traditional *Wing Commander* missions.

Pros

- More "in your face".
- Less demanding of shoot requirements.
- Works well with introducing a strong, multi player play-through game element at a later date.
- Can still use a prescient camera.

Cons

- Less personal
- Moves us out of our traditional genre and a more competitive one..
- Not our traditional focus of developing a character and strong interactive story..

Notes

- Of all the proposals, this is most likely to make Christmas '97.
- This could be thought of as a "Wing Lite", which is not necessarily a negative thing.
- We could readily expand this into a well integrated multi-player package at a later date (6 - 10 months).

2) Multi player/ single player play through ability.

Genre: Space flight with thoroughly integrated multi player support.

- Primary elements

- Traditional space flight and combat game.
- Linear story that can be pursued both in single and multi player modes.

Pros

- Could keep all of our current design concepts, but missions would need to be heavily reworked and changed.
- Good for video with 1st person briefings.
- Strongest possible multi-player feature set.

Cons

- Game mechanics of multi player are demanding.
- Game balance and test cycle would require an atypical amount of time.

Notes

- This would be the ideal multi-player game for us to do, but we are too limited on time to get this out by next Christmas.

3) Traditional Wing - 3rd person

Genre: space flight

Primary elements

- Traditional space flight and combat game.
- Development of hero character.
- Development of a strong interactive story line.
- Video all shot 3rd person
- Multi player features available in simulator.

Pros

- This would allow us to set up our new universe and usher in great deal of quality spin offs.
- This is what sets us apart from all other space flight games, It is one of our trademarks.
- Keeps us in our traditional genre.
- This is what we best know how to do.
- Gives us a lot more story telling options.

Cons

- Much more demanding than a traditional wing - 1st person.
- We will most likely be compared negatively to our past efforts, such as WC3 & WC4.

Notes

- Given the time and the money, this is what we would want to do and it would be a major milestone for the gaming industry (a mega-hit).
- If we were planning long term, this would be the way to go; it would allow us to create an awesome property which would set the stage for many high profit sequels and spin offs.

4) God view

Genre: Strategy & space flight

Primary elements

- Strategy.
- Traditional space flight and combat game.
- Limited resource management.

Pros

- Something new and erent.
- Break out from our current mold.

Cons

- Completely different game from what we are used to developing.
- Good game balance would be very time consuming to get right.
- Extended development time required as we learn the genre.

Notes

- This would make a good spin off product once our new universe was established.

5) Role playing, space flight game

Genre: space flight (ala Privateer?), adventure

Primary elements

- Player chooses character.
- Polygonal actor system or huge or huge shoot budget.
- Traditional space flight and combat game.
- Path is less linear, more adventurous.

Pros

- Open market.
- Our properties would fit in well.

Cons

- Great for game w/ polygonal actor system like Resident Evil.
- Major story hassle as number of threads increases.
- Time consuming as this is not our traditional genre.

Notes

- This could be our next flagship, given the technology, time, and resources to do it right.

6) Maniac missions

Genre: Space flight.

Primary elements

- Tom Wilson as "Maniac".
- Traditional space flight and combat game.

Pros

- We know the genre.
- Tom Wilson as Maniac has been very popular.
- We can revisit old enemies.

Cons

- It would be hard to sustain Maniac's character for a long period of time (45+ missions).
- Our typical product in the old universe is getting stale.

Notes

- This is not really worth discussing at this time.