



INTER-OFFICE MEMO

TO: Distribution

FROM: Jed Margolin *JM*

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SUBJECT: Game Idea - First Person Space War

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This is a first person game using 3-D perspective graphics. The player is assumed to be in the cockpit of a space fighter and is pitted against a similar fighter controlled by the computer (also, two cabinets could be linked together). This game is different from previous space games in the same way that the quality of graphics of First Person Tank is different from that of previous Tank games. The stars in the universe, as well as the enemy space fighter, would be handled as three dimensional projected figures. The player would be free to rotate around any of his axes and would have complete control of his motion. For example, the player would be able to watch the enemy ship approach, turn as the enemy goes past him, and watch him recede, maintaining proper perspective at all times.

The robot would be reasonably intelligent (i.e. no shooting gallery), and self-adjusting to player skill level.

The player would pay for time but could be awarded bonus time for doing well.

A tie-in with one of the space movies such as Star Wars II, if possible, might be desirable.

The essential mathematical algorithms for this kind of game have already been developed (and tested on an Atari 800). The next step would be to use the present standard 3-D hardware used on Malibu, First Person Tank, Red Baron, and Baja Racer to develop game play. This would require rewriting the micro code for the 2901 system, which in itself is no easy task. Even then, it may not be fast enough and may require faster hardware. In any event, implementing game play on a standard 3-D system would be an excellent way to start.

The hardware necessary to do 3-axis rotation would also make possible flying games where the player has complete control of the aircraft and can actually fly around a recognizable terrain.

JM/nn