

## Found in the Preservation Pack

Aliens Vs Predator CD

Enhancements list (Preliminary)

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Atari Corp.

This is a preliminary list of the enhancements we would like to make to the CD-ROM version of Aliens Versus Predator (AvP) for the Atari Jaguar CD.

### Game Design and Play Mechanics:

The overall play of the game will remain the same as the cartridge version of AvP. The proposed changes for the CD-ROM version as follows:

- o Improved game engine.
- o The addition of different wall graphics.
- o Improved Character animation sequences (in resolution and number of animation frames)
- o Increase I.Q. of characters controlled by Artificial Intelligence.
- o Three player Networked/Direct Link play
- o Add other types of enemies. Drone and Warrior Aliens, Multiple Ranks of Marines, Officer, Marine, Med Lab Technician and Android. Other Predators, possibly Elders as seen in Predator 2.
- o The ability for the Aliens to run along all surfaces of the base (walls, floors and ceilings.).
- o Auto Tracking on the Predator Shoulder cannon.
- o A taunt feature for the Predator.
- o Re-work certain aspects of the Marines arsenal so that they match the weapons in the movies better.
- o Chestbusters pop out of dead bodies.
- o Alien Blood disappears after a specific amount of time.
- o Elevators shake when moving from level to level.
- o More types of furniture for the base.
- o Alien host cocooning only in the hive.

### Full Motion Video:

- o Fully animated Introduction and game end sequence using the Cartridge story line.
- o Replace text based information screens on computer terminals with Video-Logs.
- o In game full motion video sequences to further develop the current plot.
- o Two to three endings per character.

### The Game Engine:

The game engine must be updated. The Wolfenstein style gameplay needs to be updated to an environment superior to DOOM and DOOM II. This will include:

- a. Motion while walking. The screen should move Up and Down slightly as in DOOM.
- b. Stairs, Pits, Elevators (single floor quick movement with no loading), Double and Triple high rooms, Windows that can be opened, to view outside of the structure and hidden doors should all be implemented into the new engine, to keep AvP CD current to the existing and soon-to-be-released first person exploration games.
- c. Extensive use of lighting effects. Making it imperative that the player find a "lightswitch" before entering a room adds a lot to the overall strategy, as well as look of the game.
- d. If possible, Fog, and other atmospheric effects should be implemented into the engine. This would aid in the

designing of a room with pods, and a mist covering them, as seen in the first Alien movie. Effects like this are not only striking, but memorable.

#### New Wall Graphics:

With the available storage of the CD media, a good section of the space should be dedicated to new wall tile graphics. The current set of Wall tile graphics would be kept, to preserve the look and feel of the current game, however, with the additional storage available, new wall graphics would be made to expand the look, and avoid repetition during the game.

More Types of Doors

New Air Duct wall graphics.

Different types of computers

New base wall graphics.

Control Room for the Predator ship

Control room for the Alien Ship

#### Character Animations:

1. The overall resolution of the character animations should be improved as much as the hardware will allow.
2. The number of frames for each character should be increased. This would allow for multiple views of each character. The addition of these frames will add a lot to the overall look and strategy behind the game.
  - o Sleeping Aliens: These would not appear on the motion tracker. When the player approached them, the aliens would awaken and attack.
  - o Back views of Aliens: This would give us the option for the player to sneak up on patrolling aliens.
  - o Fall and standing frames for marines and Predators: This would add a greater sense of realism to the game. The player would be able to knock a Predator down with a large weapon, only to have the Predator get back up and continue the attack. This would tie in well to the movies.

#### Increased Artificial Intelligence.

The Artificial Intelligence should be increased to allow for multiple types of characters. Unarmed marines, drone Aliens, Warrior Aliens, and Elder Predators having different Artificial Intelligence than the current marines, Aliens and Predators. Each character should have it's own "personality" so that when a player comes upon a Warrior Aliens for instance, he would be more worried than if he stumbled upon a Drone Alien (Warrior Aliens are faster, and more skilled hunters than Drone Aliens).

#### Multi-Player Option:

The request has been made many times, "I want to play as an Alien while my friend plays a Marine". We would like to add three player direct link play, and two player modem play. Each player would use his own Jaguar CD, Voicemodem and AvP CD-ROM to call the other player and link up via telephone. Once connected, the players would have the option to play as the Marine, Alien or Predator against the other player, or as the same character in a cooperative mission. For example: Two Aliens Team up to survive and rescue their Queen.

#### Additional Character Types:

##### Aliens:

Warrior Aliens: Quicker smarter, and more aggressive than the current Aliens in the Cartridge version.

Drone Aliens: Slower, less aggressive worker Aliens. The player would encounter these in mass on lower levels, and

training levels.

Predators:

Elder Predators: Much older, and wiser than the Predators found in the Cartridge version of AvP. These Elders have the same weapons as the present Predators, but they are more seasoned hunters.

Colonial Marines and Base Staff:

Marines: The Grunts that are abundant in the cartridge version. We would like to make at least 5 alternative character sets for the current Marines. This way, it gives the appearance that the base has many different types of marines.

"Company" Officers: These officers have fewer weapons than the Marines, as they are not as skilled with firearms. They only carry Pulse Rifles, and are not accurate shots.

Med-Lab Technician: A "nurse" thrown into battle. This character can have any of the weapons the Colonial Marines can have, but they are not as skilled at shooting and operating the weapons.

Android: The androids or "Artificial Life Forms" all look similar like Bishop in the movie. The androids do not use weapons.

NOTE: It would not make much sense for the player to use any character except the Colonial Marine for the game. It may be necessary to limit the player's access to the Colonial Marine only. (The other characters could be used as a special "Easter Egg" or hidden feature.)

Alien Mobility:

If possible, we would like to give the player the option to run on any surface of the playfield when playing as the Alien. This action was seen most recently in Aliens 3. The alien ran along the walls and ceilings when pursuing prey.

Predator Shoulder Cannon:

In the Cartridge version of AvP, the shoulder cannon for the Predator did not auto-track as it did in the movies. We would like to implement this for the CD version. The player will see the three piece targeting system the Predator used in both Predator one and Two. When the targeting system comes together on a target, the player can fire. The targeting system will gain speed as the player gains more experience points.

Taunting Predator:

In the movies Predator one and two, the Predator used Taunts to scare his opponents and lure them to their death. We used limited taunts in the cartridge version of AvP, but they were not player controllable. We would like to make the full line of taunts from the movies accessible to the player during play.

Problems with the Marines Arsenal:

We would like to make the Colonial Marines arsenal function closer to the weapons in the Aliens movie.

Grenade Launcher - The Marines Pulse rifles should have a grenade Launcher. Rate of fire should be slow, and a cocking animation will need to be added (this should be similar to the shotgun cocking animation). The effect area should be large from the explosion, and be potentially dangerous to the player.

Smart Gun - Should have auto tracking like the Predator shoulder cannon, or at the very least an on screen crosshair.

Flame Thrower - We would like to improve the fire graphics. Burning, lingering napalm on the floors should also be implemented. The flames should burn for a specific amount of time, and then die out. The flames should cause damage to enemies as long as they are burning.

Chestbusters:

We would like to implement chestbursters that would come out of dead bodies on the ground, or fellow marines as they are encountered. When the player encounters a fellow marine, he could never be sure if the marine was impregnated by an alien until he heard the plead "Kill Me" before the chestburster rips out of the host. This way, the player could never be sure if a fellow marine would help in the fight against the enemies, or kill him.

#### Alien Blood:

When an Alien is killed in the Cartridge version of AvP, the blood remains on the ground as an obstacle. In the CD version, we would like to make it so that the Alien blood disappears over time.

#### More Realistic Elevators:

Making the display shake when the player is in an elevator moving from one level to another would add more realism to the elevator rides.

#### Furniture in the base:

We would like to furnish the base more than it is in the cartridge version. We would like to add:

Desks and Chairs

Bookshelves

Equipment

Storage Lockers

Facehugger Tanks

#### Alien enemy cocooning:

In the cartridge version of AvP, the player can cocoon a host anywhere in the base to grow a new life. We would like to change this, as in the Aliens movie, the Aliens carried their hosts to the hive for cocooning and impregnation. This will require giving the Aliens the ability to pick up and carry a host to the hive.

#### New Level Design:

We will have to make new levels for the CD version of the game. This is in an effort to make the CD version different than the cartridge version of the game. The game concept will stay the same. The stories will stay the same, but the levels will be different.

#### Sounds Enhancements:

We would like to use sounds from the Aliens and Predator movies to bring player into the character more. Replacing the Pulse Rifle sound, the Flame thrower, and shoulder cannon for the Predator would bring the feeling of using the weapons closer to the ones used in the movies.

#### Full Motion Video:

#### Intro Sequences:

We would like to keep the current storyline, but re-work it so that it is in full motion video. All three of the current ships need to be re-worked, so that they are more distinctive and look more like the ships in the movies, and the design specification.

Source material for Alien and Marine ships: Aliens Laser Disc set.

Computer Video Logs:

We would like to replace the text logs in the computers found around the base with one of the following depending on CD storage capacity:

Text with voice narration.

or

Character actor full motion video. This could be video that was shot during a firefight, warning anyone who dares to venture into the base.

Plot enhancers:

Occasionally, during the game, the player would come upon a half dead marine that would relay plot points to the player, or give vital information as to the location of a keycard. This information will pull the player into the game more.