What is the Official NAME of PRODUCT

LEGO / Football / 2000 / Soccer

GAME DESIGN CHANGES:

ANIMATION done as realtime Mesh animations

- These will allow the players custom player / team strips to be used for each animation, while a pre-rendered animation will have a generic (not the players chosen) player and team strip which will not be as appealing.
- Appearance of more variety of animations – different look, perhaps, the same animation, but with different camera views!

BUILD CUP

- The player will be able to build the league cup out of constructable Lego Pieces, this can then also feature in the animations, if done as meshes.

LEAGUES

The current product will not be a 'proper' Euro 2000 game.

NOT Euro 2000 as:-

- 6 a side
- non european teams (Brazil, USA etc)

Other points:

- Euro 2000 has a complicated League structure, of points, and groups – hard for younger players to grasp and for us to present
- European slant will be very off putting for American players

We Propose:

> A Generic Football game
> And an add-on CD expansion (for PC & PSX) which is Euro 2000 specific.

Benefits:

- We get upto twice the number of sales.
- The system allows expansion for other League systems
- It is an expanding system – Lego principles
- We get to include all the non European teams E.G. USA which will bring bigger world wide sales.
- We can accommodate all the variety of teams on two CD's while attempting to fit them all on 1 CD would increase the initial work load.
- The league structure would be a simple winners play winners, pyramid, which is easy to explain to the younger age group.
- Should the unthinkable happen, and the program is late!! A Euro 2000 specific version would be 'out of date' while a generic version would still be marketable.

Downside:

- There is additional work involved in
- organising data on an expansion CD,
- rules for a variable league structure,
- additional testing and duplicating

All of this is lessened if we allow for that organisation now.

WISH LIST of FEATURES

At the start a wish list of features was proposed, which we would like to start to document with some of the new ideas.
A list of additional features which we would like to incorporate- but are non essential, If time allows then we will try to include them in the game.

PROPOSED PSX2 version

Enhanced features can be considered for porting over to PSX 2
Lego are PSX 2 developers (no current products! I think!)
Soccer would be a definite sellable product for PSX 2
It would require no additional coding , only library conversion. We could provide the standard game, with enhanced graphics and presentation, the art team are scheduled to complete earlier so they would be available.
The product would be available soon after PSX2 launch, when there is high demand for product.

WEEKLY UPDATES:

At weekly meetings on Thursday

Whom Reports

The reporting process – Whom and how often and how

SCHEDULE CHANGES:

Timescales are shorter, why and how do we achieve them, and what gives, the eternal triangle.

NEW REQUIREMENTS:

FMV / Meshes / internal promotion

POINTS TO GET UPDATED:

- Design doc - we need to discuss changes
- Technical Specification - we need to discuss changes
- PSX documents - we need to discuss changes
- Interface prototyping - We have a number of sketches, which we can discuss on Tuesday and I have included the HTML walk through.

- To what degree, if at all, do we use/support the internet in the game?

- How deep do we have to go with the options? (As far as ISS PRO, where everything is configurable?)

- Cup competitions format. Lego thoughts? Actual Euro 2000 format necessary?

- # of Lego custom teams needed? (8?) Bearing in mind the time it takes to create custom stadiums and strips.

- Full list of **necessary** national teams.

- Degree of unlocking game features by means of the training? Do we unlock;
  - Moves?   (bad option)
  - Pitches?
  - Competitions?
  - Teams?

- `Star` players. Level of implementation given the time scale. Is it a good idea seeing as it wasn't reviewed well in Fifa All-stars? – review supplied.

PRESENT:

CD with animations and HTML Interface walk through
New project Timescales
VHS Video of current game play progress.