FORMULA ONE 2000 (PSone)

Product Details

USP's

- A full arcade game set within the Formula One world, which will the first time the traditional progressive arcade games currently popular with the mass market has been merged with the real-life Formula One setting.

- New Jaguar team (11 teams in total)

- New Indianapolis track (17 tracks in total)

- Fully customizable grid, accessible both by manual input, and also by codes which will allow us to publish accurate grid line-ups of races after production on web sites and within magazines. Possible load/save grid feature which will allow a full line-up, complete with qualifying times and weather conditions to be loaded into the game.

- Quiz mode on Formula One trivia, during loading breaks.

- Full grid two-player split screen mode to provide a complete race experience for head to head play.

- Rewards structure within the arcade game similar to that popular in Japanese racing games. Again, this is we believe unique to Formula One games. This will lead to unlocking of variant tracks and trivial rewards, such as team snap-shots. However, true "collector" players will want to unlock all rewards.

- Improved damage model on the cars, derived from *Destruction Derby 3* work, which will give more range to the possibilities of damage visible on the cars after collisions. This damage will be reflected in the dynamics, as mentioned above.

Primary Features

- Enhanced third-generation PlayStation engine. Features high polygon count, virtually infinite draw distance, environment mapping and realistic lighting

- Detailed commentary, featuring Murray Walker and Martin Brundle. Natural phrasing, advanced queuing of phrases leading to realistic responses and removed repetition

- Full pit-radio alternative to the commentary, with assistance from real pit-crews

- Realistic engine sound and effects, derived from real recordings

- Impressively accurate track layouts created from CAD and elevation data from the FOA; hundreds of hours of video footage; thousands of specially commissioned trackside photographs; advertising layout information.

- Improved handling dynamics created with assistance from technical and driver advice. Improved range of responses for weather conditions and car condition. This will be based around a dynamic centre-of-gravity model, rather than a fixed centre as in previous models.

- Complete Formula One rules available, with individual rules selectable or not as required. Included in this version are the 107% qualifying rule, green "all-clear" flags and the tyre compound choice before qualifying. Present as before are all the other rules, including jump-starts, yellow and blue flags and all the penalties.

- Complex driver AI behaviour building on that present in *Formula One 99*. Drivers will make more subtle and convincing mistakes, as well as behave perfectly where appropriate. This will include under-steer into corners, late or early braking and pit stop decisions.

- Practice sessions will feature a quick recovery option to the pits, to allow quick testing of different car settings without having to complete a lap should a particularly unsuitable combination be accidentally selected.

- Enhanced crash dynamics, which will allow more scope for movement in collisions, held within the 2D plane, with limited upward movement (for riding over wheels).

Secondary Features

- Full, detailed cockpit view, including fully working rear-view mirrors.

- Full race weekend, including all practice sessions, warm-ups, qualifying and the actual race. All accurate, down to the practice at Monaco always being on the Thursday, not the Friday.

- Full hour-long qualifying sessions during which all AI cars select their flying laps intelligently, and you must do the same, reacting to the challenges set by the AI cars as the hour progresses. Complete with time advance to make it easier for novices.

- Support for digital and analogue controllers, neGcon, dual-shock and all popular steering wheels.

- Dolby surround sound effects.

- Complete weather system, which allows the progression from dry/sunny weather to heavy rain along a scale, rather than just rain on/off. Independent surface water variables ensure that the racing line takes a while to get wet when rain starts, and conversely takes a short while to dry off when the rain stops, making tyre change choices all that more important.

- Race replays allowing the player to watch their performance from trackside cameras making the best of the track scenery.

Formula One 2000 | **Formula One 99**

Formula One 2000	Formula One 99
Year 2000 statistics.	Year 1999 statistics.
Jaguar team.	Stewart Ford team
Indianapolis track	N/A
Full arcade mode play, allowing multiple re-play value, with players progressing independently through teams, difficulty levels and track sets.	Simple quick-race arcade mode.
Complex rewards scheme, including virtual trophy cabinet, hidden game-play modes, track variants and trivial rewards such as team and driver picture galleries.	One bonus track and three extra modes.
Two-player split-screen mode to feature full grid of AI cars, and a significant sub-set of the grand-prix mode options.	Simple quick-race mode only in two-player.
Full range of car dynamics changes according to weather and car condition.	Implemented, but somewhat lacking.
Enhanced crash dynamics giving a more realistic feel to collisions, along with improved damage modelling.	Limited crashes and limited damage to just front wheels and wings.
Camera views to include both a drivers' eye cockpit view, as well as the roll-bar view.	Just the roll-bar view.
Detailed commentary with many more phrases and interaction between the two main commentators, and code to enhance commentary queuing and reduce repetition.	Commentary with a low number of phrases, little comment from Martin Brundle and too much repetition.

Player tuition including comments on how to take corners, driving style, starting performance, braking points and drive-around, all commentated by Martin Brundle.	Just the drive-around
On-screen displays to have more optional components, allowing players to see fuel and tyre-wear displays or select time and lap read-outs while in car.	Displays were pre-selected according to our design whims.
All rules to be individually selectable, rather than en masse, and other options to be extended, such as more choices of race length (½ and ¾ length for example) and more control over damage and collision effects. New rules to include the 107% qualifying rule and the selection of tyre compound before qualifying.	Rules were selected as off, on but no penalties or fully on – no individual selection. Some other options were not clear.
Saving of the game will be better integrated and automatically loaded. Options will be remembered.	Saving of options didn't work between races.
Driver AI to include more mistakes and natural competitive behaviour with more variation.	Driver variations included, but natural competition meant most would predictably block you at every opportunity – little variation in behaviour.
Formula One Trivia Quiz during loading breaks.	Non-interactive sequence of start-lights.
Fully customizable grid for starting races, allowing players to enter grid "codes" published after the game is shipped for races that occur later. Possibly including save/load so that the fully accurate grid can be loaded with qualifying times.	Simple grid customisation, along with pre-set grids for most races, as master date was near the end of season.

Game Design Details

Arcade Mode

The design target in *Formula One 2000* is to return to a more traditional form of arcade mode within the scope of the Formula One design. To this effect, the "normal" arcade play format of completing set length pre-determined race challenges in a sequence and within a time limit will be adopted.

In order to present a continuing challenge, play will initially begin with lower class cars (for example BAR and Minardi) on a small number of easy difficulty races. As the player succeeds in these challenges, more advanced cars will become available, as will other tracks, until eventually a significant challenge is reached.

The details and specifics of the system and pattern of unlocking the cars and tracks has yet to be decided. Here are some design ideas:

- Different teams will have different budget requirements in order to race them. Each track challenge completed will increase your personal budget, and when you reach the level required for a given team, that car unlocks.

- Different team cars will have different speed and handling characteristics, which will be artificially exaggerated for the arcade mode, so that progression will give a definite feeling of improved performance.

- Progressing through challenges will lead to faster and more competitive AI cars on the track, as well as the reduction in the time targets necessary to win or complete challenges.

- Tracks will unlock in batches and in combinations – for example, initially only four tracks will be accessibly on an easy mode, and as the player progresses, further tracks and difficulty levels will unlock. This progression will be independent to the progression in car/team promotion.

- Track variations will be considered – the simplest variation available is the reversed track, but another possibility is slightly edited tracks – e.g. the two short circuits available at Silverstone.

- Bonuses

In order to reflect the successful nature of recent Japanese style games, it is believed that rewards and bonuses should form a significant part of the arcade game. These bonuses need not all be game-play altering rewards, and should be large in number to present a longevity for the player wishing to collect all the rewards.

For example, the rewards structure in *Soul Calibur* requires completion of the game around 250 times to receive all the bonuses, which do include some game-play extras (such as extra characters) but also include a number of trivial awards – gallery pictures for example.

Based on this, we can offer the basic structure as outlined in the arcade play design above, which would enable the player to progress along pit-straight and unlock the right to drive different teams. In parallel the player increases in difficulty level, unlocking extra track sets, harder opponents and even the track variants and game-play extras we have time to incorporate.

On top of this, we incorporate more visual rewards:

- A virtual trophy cabinet. The real trophies from the races can be rendered into the game, and displayed within a graphic of a trophy cabinet. As the player achieves the wins in each race, they get the appropriate trophy in the cabinet, hopefully ultimately adding the coveted championship trophy as pride of place at the top of the cabinet. This can also serve as the unlock mechanism for the latter stages of the challenges – as a row of trophies is gained, the next row opens up for competition.

- Bonus galleries of exclusively commissioned photographs from the teams and drivers. Ideally this will include a few pictures for each driver and team, as this will ensure the player will replay the game a number of times to unlock the pictures for each driver, playing as different drivers all the time.

- Multi-Player

The multi-player mode will be represented by split screen, which will be available both horizontal and vertical to suit the players' tastes.

The development target is to be able to provide a full grid of AI cars for the players to race against. This allows the game to present anything from a simple head-to-head challenge, through single races, right up to complete seasons playable over a number of sessions.

- Quiz Feature

Originally proposed for *Formula One 99* but a victim of deadline constraints, it is proposed that a small "for fun only" quiz mode is presented during loading breaks.

The player(s) will be presented with a simple multiple-choice question related to Formula One and can guess the answer while the track is loading, which will be around five seconds.

Four answers will be presented, which will be tied to the traditional PlayStation theme buttons – cross, circle, square and triangle – which the player can hit during loading to mark his/her guess. The game will then highlight the correct answer.

Questions will be generated both from tabular data (by entering the results of, say, the last five years, a number of different questions can be generated) and maybe from pre-generated questions.

During two-player games, both players can hit a button for an answer and therefore the correct player is easily identified on screen.

No other game features will be unlocked this way – it is purely as a loading time diversion.

- Driving School / Tuition

Although a step was taken towards tuition in *Formula One 99* with the track preview drive-around and the testing sessions allowing unlimited time on the track, it would be ideal to expand on this area and create some more detailed training for the inexperienced player.

One key inspiration for this area comes from the Formula One driving school features shown on ITV before the races in the 1999 TV coverage, presented by Martin Brundle. This can also be contrasted with the popularity of the License tests within the *Gran Turismo* series of games, although it would probably not suit this game to make the school a pre-requisite for racing.

Suggested features of the Formula One driving school incorporate the drive-arounds and unlimited track time of the original, but also include such options as highlighting start discipline, how to take corners, looking for braking positions etc. Some basic

information on what makes Formula One driving so different would be great as an introduction.

Some visual add-ons can be used for the tuition – such as high-visibility race-lines, with added braking markers on track, but the majority of the tuition should come from voice-overs, preferably direct from Martin Brundle.

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Developer: Studio 33 for Psygnosis
Publisher: Sony Computer Entertainment Europe
No. of Players: 1-4 **Peripherals**: Analogue Controller (DUAL SHOCK), Memory Card, Multi-Tap