

DEEP FIGHTER : Questions & Answers

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Q : What is Deep Fighter ?

Deep Fighter is an epic tale of action, strategy, exploration and conquest set deep below the ocean.

Q : On what format will be Deep Fighter available ? When is the release date?

Deep Fighter will be available on PC and Dreamcast on Q1 2000..

Q : Who developed the game and how many people worked on it ?

The game was developed by Criterion Studios, creators of Sub Culture and Redline Racer. The Deep Fighter team consists of 10 people:

Executive Producer: Jamie Macdonald

Assistant Producer: Griff Jenkins

Designer: Bob Churchill

Artists: Chris Healy, Mark Rendle, Peter Lake

Programmers: Dave Faller, Marcus Lynn, Tree, Steve McCrea

Q : When did development begin ?

Approximately January 1998

Q : What will be the technical innovations of the game ?

There have been a number of innovations which include those made to the physically modelled environment. These include utilising real physics on player controlled vehicles, in game objects, a complex collision system, and realistic explosions, etc.

Physically Modelled Environment

- *Player controlled vehicles utilising real physical properties, allowing precise control and 'feels right' factor for each and every vehicle.*
- *All in game objects have physical properties allowing them to be pushed, pulled, attached to via physically modelled chains all with correct behaviour.*
- *Complex collision system. i.e. Allowing huge cruisers to be controlled, push and pulled.*
- *Realistic explosions - Exploded parts are thrown around, sometimes exploding again when hitting the landscape or drifting around as available scrap metal.*
- *Variety of physically correct models from submarines and turrets to an amphibious 6 wheeled tank/sub.*

Sound

- *Dynamic context sensitive music, where the mood and style of the music changes depending on the current environment and action.*
- *Full 3D environment audio utilising 3D hardware if available*
- *Uses hardware post-processing for additional sound effects (reverb/chorus/flange etc.)*
- *Environment based sound, i.e. when in a tunnel sounds will echo to heighten the sense of immersion.*

Living / Breathing Environment

- *Correct day-night-day cycle, light beams break the water surface, a time dependant dappling effects illuminates the seafloor, the sun and moon travel across the sky.*
- *Water level changing based on time of day allowing access to hidden areas.*
- *Full day and night effect, watch the sun rise and cross the sky, then set while the moon rises and stars appear.*

Special Effects

- *Full dynamic coloured lighting.*
- *Volumetric fogging, massive areas of localised fog and steam*
- *Full array of multi-pass effects*
- *Alpha blended explosions, particles, trails in the water*
- *Advanced texture projection system allowing spotlights and other effects*
- *Advanced shadow system allowing realistically projected overlapping soft shadows*
- *Light sources with coronas for that ultra realistic look*
- *Landscape deformation from earthquakes and cracks in landscape*
- *Uses proprietary bones animation system to achieve dynamic and smooth creature animation.*
- *Environment mapped submarines*

A.I.

- *Individual AI personalities, certain adversaries have their own particular skills/weaknesses and temperament.*
- *Hierarchical creature AI, as with real life creatures will have their own enemy and their own prey.*
- *Sophisticated Object Command Interface allowing numerous other friendly submarines to be given orders.*

Network

- *Second order state space prediction system, produces smooth positioning for networking objects over low bandwidths.*
- *Client – server implementation.*

Input

- *Force feedback support.*
- *Supports all analogue/digital devices through user customisable control system.*

General

- *LUA interpreted scripting language for missions allowing designers to directly work on missions.*

DreamCast VMS

- *Little sub game allowing the build-up of resources to add to the actual game.*
- *Mothership status information while in game.*

Q : What differentiates this game from such a game as Sub Culture ?

We feel that Deep Fighter is a far more involving and interesting game than Sub Culture for many reasons, while still retaining those elements of uniqueness that made Sub Culture special. The perfect balance is what we strive to achieve, the perfect balance of each of the different gaming elements that provides the best playability while still appealing to a wide range of people.

- *Extended game length.*
- *Game structure more focused.*
- *ACTION.*
- *Vastly improved combat.*
- *Big bosses.*
- *Character/Player progression.*
- *Extended replayability, thanks to an innovative scoring system.*
- *Improved graphics engine that can be configured to each player's machine.*
- *Progressive A.I. for a vast array of sea creatures as well as player and non-player vehicles.*
- *Ability to go above water.*
- *Wide variety in landscapes each on a far larger scale.*
- *Living, breathing environment that the player can interact with at will.*

Q : Is Deep Fighter a 100 % action game ?

No. Although very much action orientated, Deep Fighter requires the player to think strategically and use their exploration skills to successfully complete missions, thus adding an extra dimension and realism to the game. One such example of this is the strategy and resource management skills required when assigning and shuffling the repair of droids and cargo drones in a bid to keep the mining installations running at full efficiency.

Q : What is the structure of the game ?

The game will follow chapters or acts as in a film. Each of these will have specific missions relating to the objective for that act. The game has a looser mission structure the further you get in. Very directed at the start, by the end it'll almost be about solving puzzles to get through landscapes. The overall objective, that runs throughout the game, is to build the Mothership and save your civilisation. The impending doom (the destruction of your landscape) will be shown visually with lava eruptions, cracks splitting across the seabed, rockslides etc.

Your homeland will be the central area of the world, with new locations being accessed from here (like a hub system with the spokes leading to new territories). New locations will open at certain points throughout the game. The entrances being unlocked by, for example: A mining operation discovering a new cave network, skipping over a rock barrier on the surface, diving further into the deep with your enhanced hull strength or entering high caves when the tide is right.

Q : What is the atmosphere of the game ?

There is a great deal of tension created in the game, which has an almost cinematic style. This is achieved with an array of special effects, dynamic context sensitive music - which changes depending on the current environment and action, plus a number of cut scenes that help create a totally immersive experience. This is further emphasised with the living, breathing, gorgeous, ultra realistic, non-linear environments that allow you to go anywhere and do whatever you like.

Q : What is the goal of the game ?

The overall objective, that runs throughout the game, is to build the Mothership – The Leviathan - to escape from the current area and thus save the players civilisation.

Q : Who is the hero ?

You are a private in the specialist defence force called The Deep Fighters, just out of the academy and thrust into the throes of battle. Work your way up through the ranks, command other subs and pilot the numerous sub aquatic vehicles at your disposal. Do your up most to defend the mining installations, fend off predators and ultimately help save your race.

Q : What kind of vehicles will the player be able to control ?

General purpose and specialist vehicles give Deep Fighter a sub for every situation. Each one comes fitted with a standard set of tools. Plus each sub will have their own separate set of weapons, some unique to that particular craft.

Standard Attack Sub – A good all rounder; your starting vehicle.

Modified Police Fighter Sub – Increased number of weapon slots, new tool and weapon capabilities and the first sub with a special battle manoeuvre.

Military Fighter – Highly manoeuvrable, Advanced HUD, weapons system, flight controls and a unique finishing battle move.

Worker – Adaptable, manoeuvrable sub, useful in tight spaces. Fitted out with every tool you could wish for.

Stealth Fighter – Specially constructed for stealth missions. With an anti-radar hull, silent running engine and a unique weapon set, this is the ultimate GP sub. Also fitted with a stealth escape battle manoeuvre.

Carrier – Large sub used to transport loads and useful in multiple rescue scenarios.

Tank – Reinforced hull, anti-matter shield and powerful weaponry gets this craft into places no other sub can go.

Military Cruiser – The sub aquatic version of an Aircraft Carrier, a huge mother of a sub that can carry Military fighters in it's docking bays.

Q : Who will be the enemies ?

Pirates.

Sea creatures.

Silents (alien lifeforms.)

Q : Did the development team work hard on the AI ?

Yes. Don't talk about it... There's A.I. and behaviour patterns for every living creature in the game. Be it baby fish following their parents, attack patterns of numerous crabs, spiders, jellyfish ... and then there's the pirates... and then the silents, which I am definitely not getting into.

We have incorporated a variety of enemies and organic life, all with a different behaviour patterns.

Enemies will attack and react differently to one another, as well as to particular situations, thus creating certain styles of battle. This goes the same for fish and other organic life, eg. they won't stick around and get slaughtered like lemmings if they sense danger.

Options will be open to enemies, governed by rules and situations. For example: an enemy scout ship will flee and contact reinforcements if he thought he was outgunned or his damage was high.

Q : Is Deep Fighter a difficult game ?

We are currently trying to implement a level of difficulty feature which will vary the difficulty according to the performance of the player within the game.

Q : Is Deep Fighter a multi-player game ?

Yes. There are four different network modes:

Standard deathmatch - pick ups for weapons. Subs drop weapons when destroyed.

Resource deathmatch - each player has a small installation that they have to protect. This unit, when fuelled by ore/scrap that the player collects, produces goods: turrets, weapons, shield repair, enhanced hull etc.

Free Willy: This would be a unique mode that allows players to race each other (only accessible in multi-player). There is no designated route but there will be numbered checkpoints placed throughout the environment (these must be hit in order, indicator on HUD showing direction of next check) this allows the players to take slightly different routes. Hitting the gates would increase your time.

Rockball: Another unique game, only available in Multiplayer, this is basically football with a rock. In a small walled environment the subs cruise around trying to get the rock into the opponent's goal. The players can use their weapons (shoot & knock), tools (grab & tow) and the sub itself (bump) to achieve the desired result.