



Classic Game Post-Mortem Star Control

Fred Ford, Paul Reiche & Rob Dubbin
Toys For Bob Founders & Writer-Fan

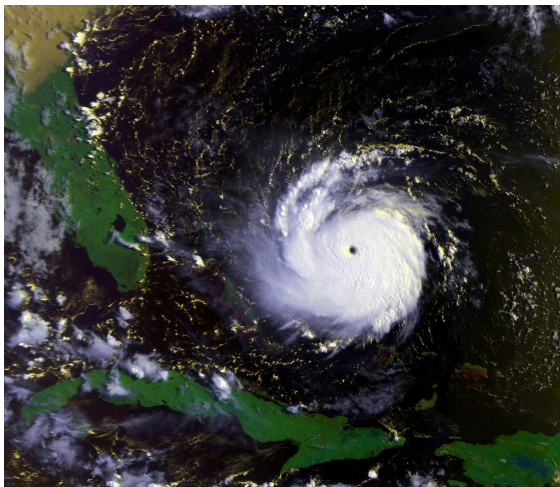
GAME DEVELOPERS CONFERENCE[®]
MOSCONE CENTER · SAN FRANCISCO, CA
MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015



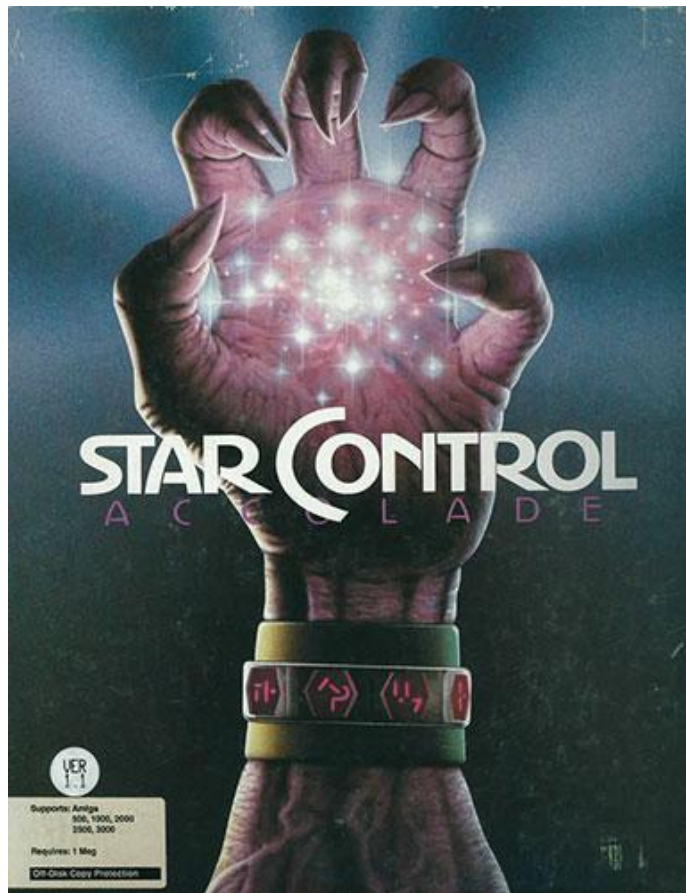
“Rob, what are you doing here?”



1992

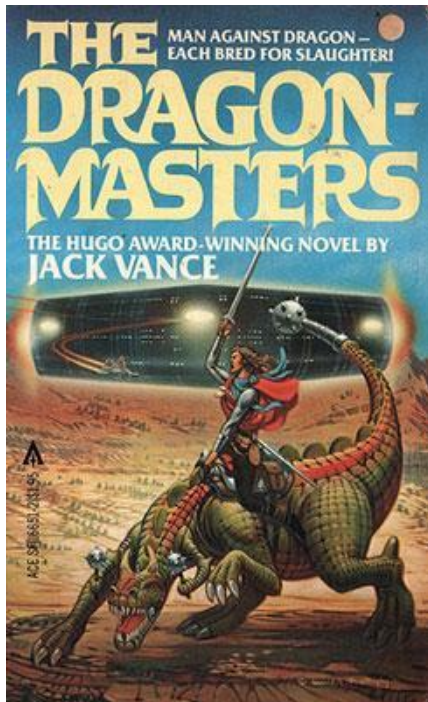




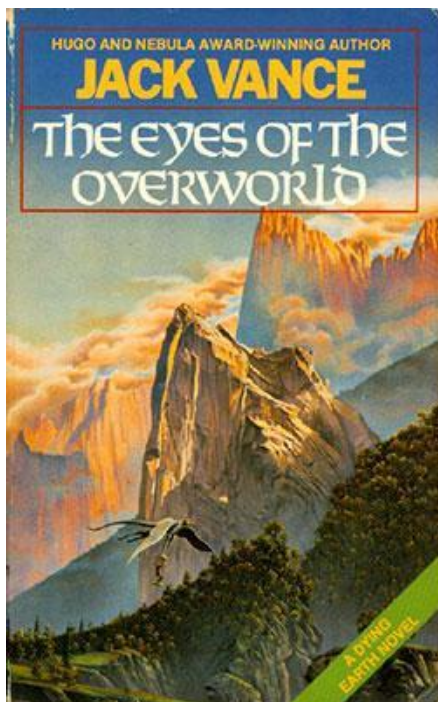




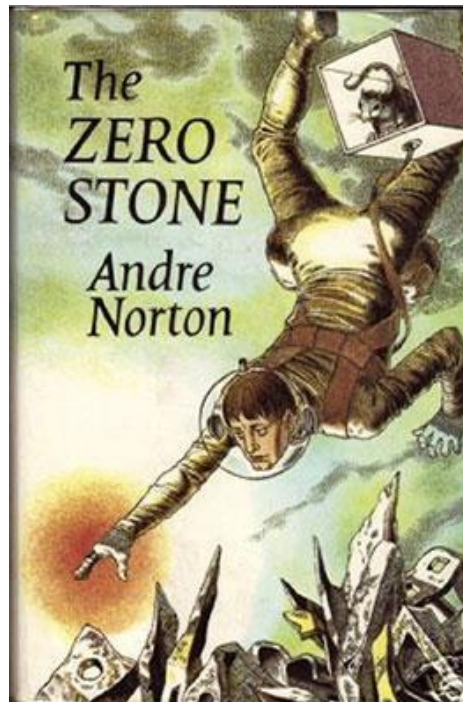
“We embraced standing on the shoulders of others”



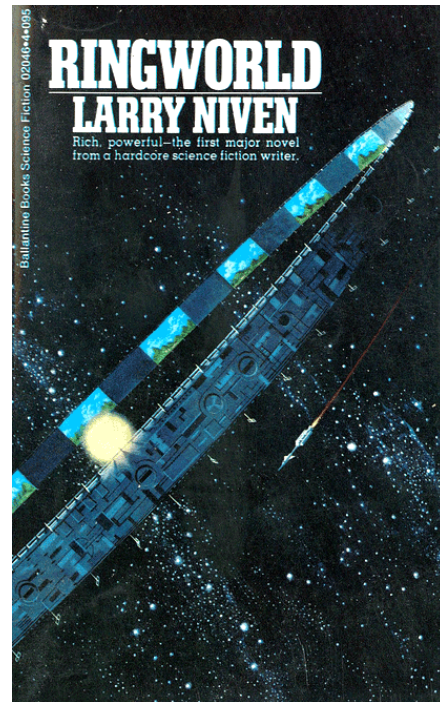
1963



1966



1968



1970



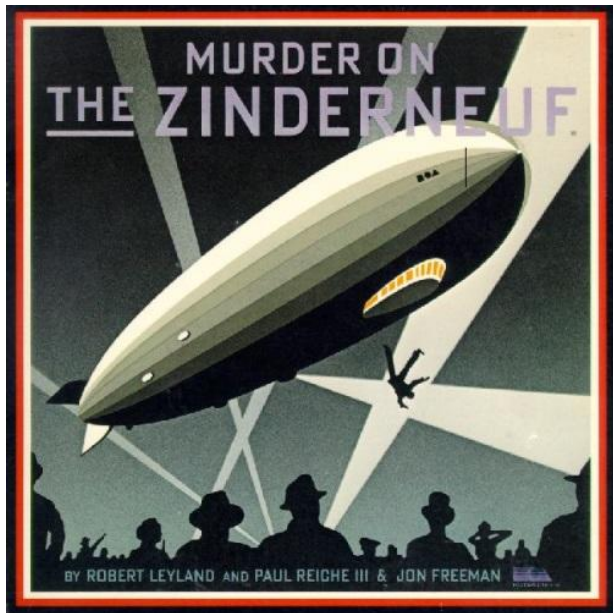
1962



1977



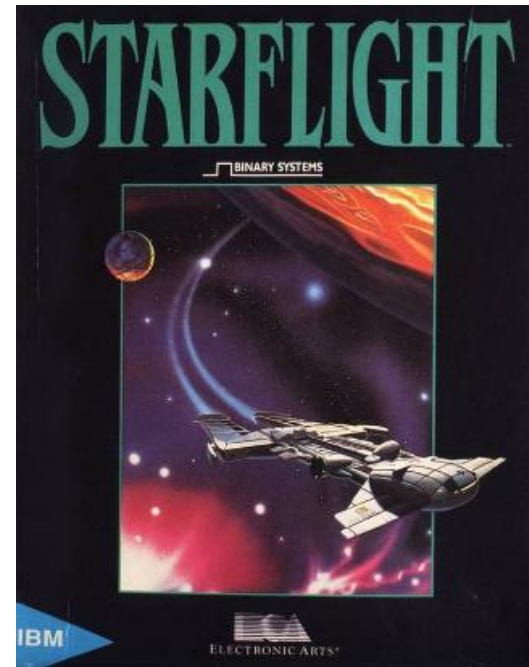
(Paul)



1983



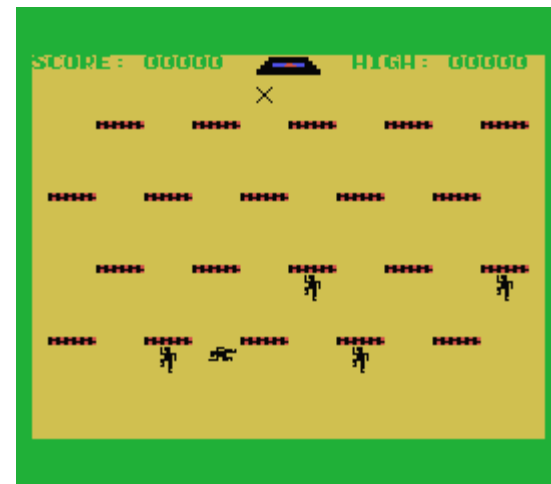
1983



1986



(Fred)



1983



(Paul and Fred)



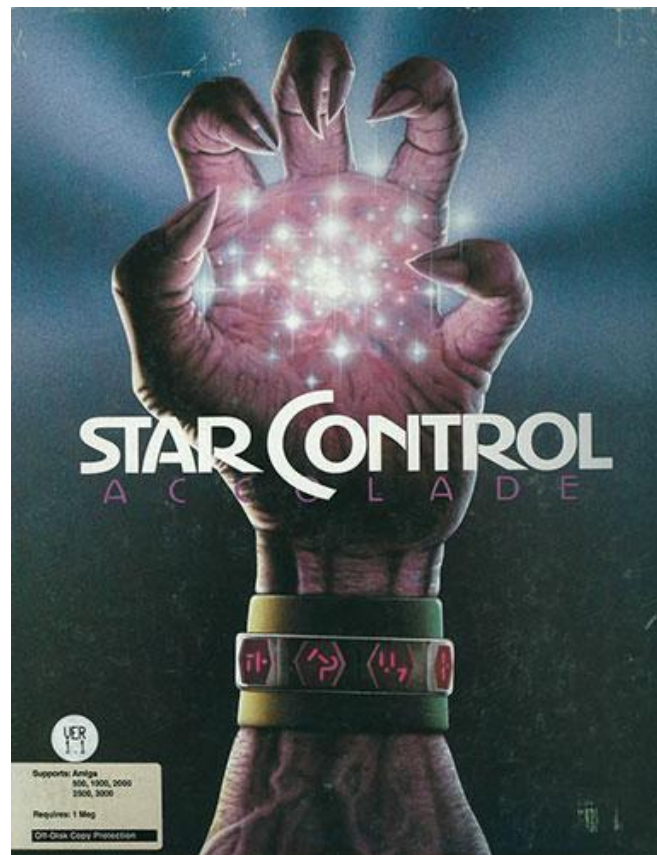
2011



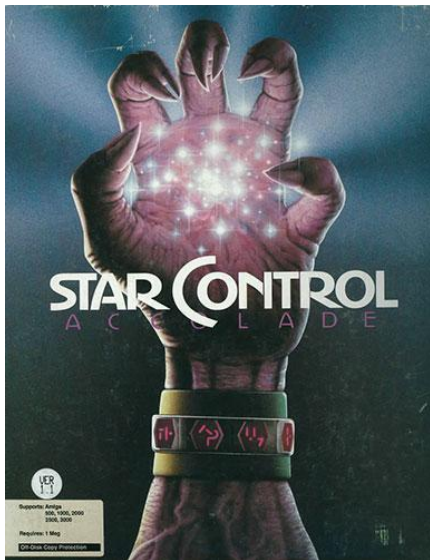
2012



2014

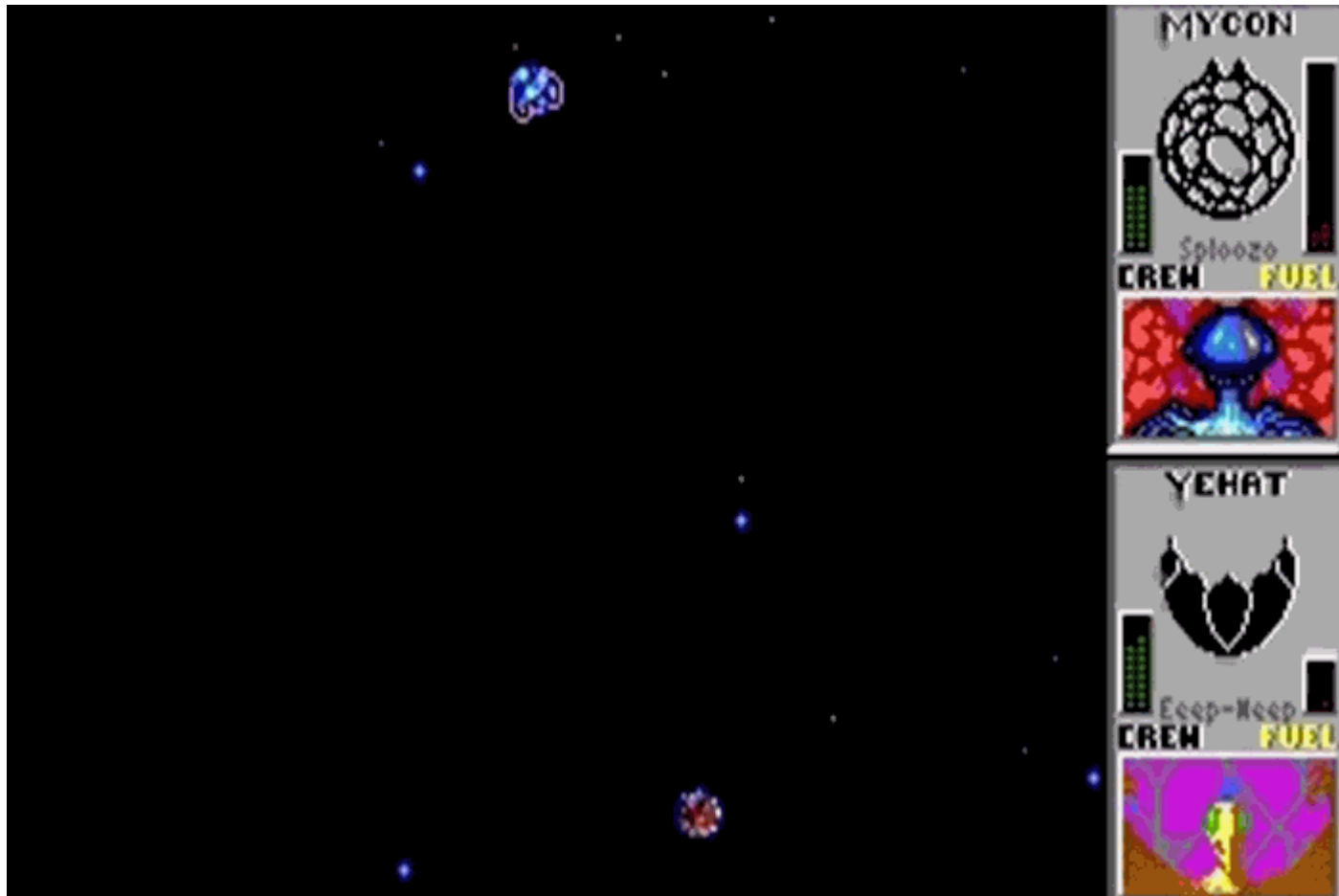


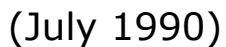
1990



1990

(video credit:
Joseph Larson,
youtube)





U.S.A. TOP 20

ランク	今年	前年	ソフト名	メーカー名	機種	価格	備考
1	1		ULTIMA VI	Origin	PC	\$59.95	17
2	5		SECRET OF THE SILVER BLADES	SSI	PC	\$49.95	18
3	4		FRIGHT OF THE INTRUDER	Spectrum Holobyte	PC	\$59.95	19
4	-		F-19 STEALTH FIGHTER	MicroProse	AM, PC, ST	\$59.95	20
5	-		STAR CONTROL	Accolade	PC	\$49.95	21
6	3		RED STORM RISING	MicroProse	AM, ST	\$59.95	22
7	2		THEIR FINEST HOUR	Lucasfilm Games	AM, PC	\$59.95	23
8	15		CENTURION: DEFENDER OF ROME	Electronic Arts	PC	\$49.95	24
9	-		JACK NICKLAUS	Accolade	PC	\$49.95	25
10	-		BANDIT KINGS OF ANCIENT CHINA	Koei	AM, PC	\$59.95	26
11	6		STRIKE ACES	Accolade	G, PC, ST	\$49.95	27
12	-		RASTAN	Koei	AM, PC	\$34.95	28
13	-		WINGS OF FURY	Broderbund	AM, AP	\$39.95	29
14	-		TREASURE TRAP	Electronic Zoo	AM, PC, ST	\$39.95	30
15	-		WELLTRIS	Spectrum Holobyte	AM, MAC, PC	\$34.95	31
16	11		FACES	Spectrum Holobyte	PC	\$39.95	32
17	-		DAMOCLES	Bethesda Softworks	AM, ST	\$49.95	33
18	-		SEARCH FOR THE KING	Accolade	PC	\$49.95	34
19	-		GLOBAL DILEMMA: GUNS OR BUTTER	Mindscape	MAC, PC	\$49.95	35
20	-		THE COLONEL'S BEQUEST	Sierra On-Line	AM, PC	\$49.95	36

Electronic Boutique, Warner's Cross, Computer Store Lane, Amazon, Software Etc. (11/10/93) 17



“a time of great technological change”



CGA (4 colors)



EGA (16 colors)



VGA (256 colors)





(also sound)





“...a crossover action-strategy game”



August 1990

Proposal 4: Star Control II

The Ur-Quan Masters

Star Control II will use much of the code and data developed for Star Control I, and add on a good (though not necessarily epic) role-playing shell. Many of the ships from the old game would be available in Star Control II, as well as enough new ships to delight the dedicated Star Control I fan.



August 1990

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Time to Complete: Realistically, I don't think this can be done in 12 months. Probably 14-18 is more on target, largely depending on the amount of artwork and animation we choose to include in the game.



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Concern:



“feed the hungry monster”



In the past, there were
... And there were many great battles...
against the evil Ur-Quan ^{Hierarchy} ~~invaders~~...

Earth and her companions in the FreeStar Alliance
and their ^{deadly} battle thralls,
~~For years~~ ^{for years} ~~the war raged~~ ^{ever fiercer, growing} closer and closer through the stars;
~~stars, from as the Ur-Quan invaders~~
growing ever closer to the Alliance homeworlds - towards Earth.
And the destiny of a dozen star-faring races was
~~finally~~ ^{alliance} A thousand Hierarchy ships ~~flamed~~ ~~flamed~~ as
~~Great fleet~~ ^{still came} departed the home



STAR CONTROL II -- Intro preliminary script.

(voice over in bold)

Fade up from black to a starfield. A few explosions erupt from the edges of the screen and momentarily fill much of screen.

There were many great battles...

As explosions fade away, pan to Earth in the distance.

Earth and her partners in the Alliance of Free Stars....

Earthling cruiser enters screen from bottom, its front section full screen width as it enters, point of view is above it and close to it.

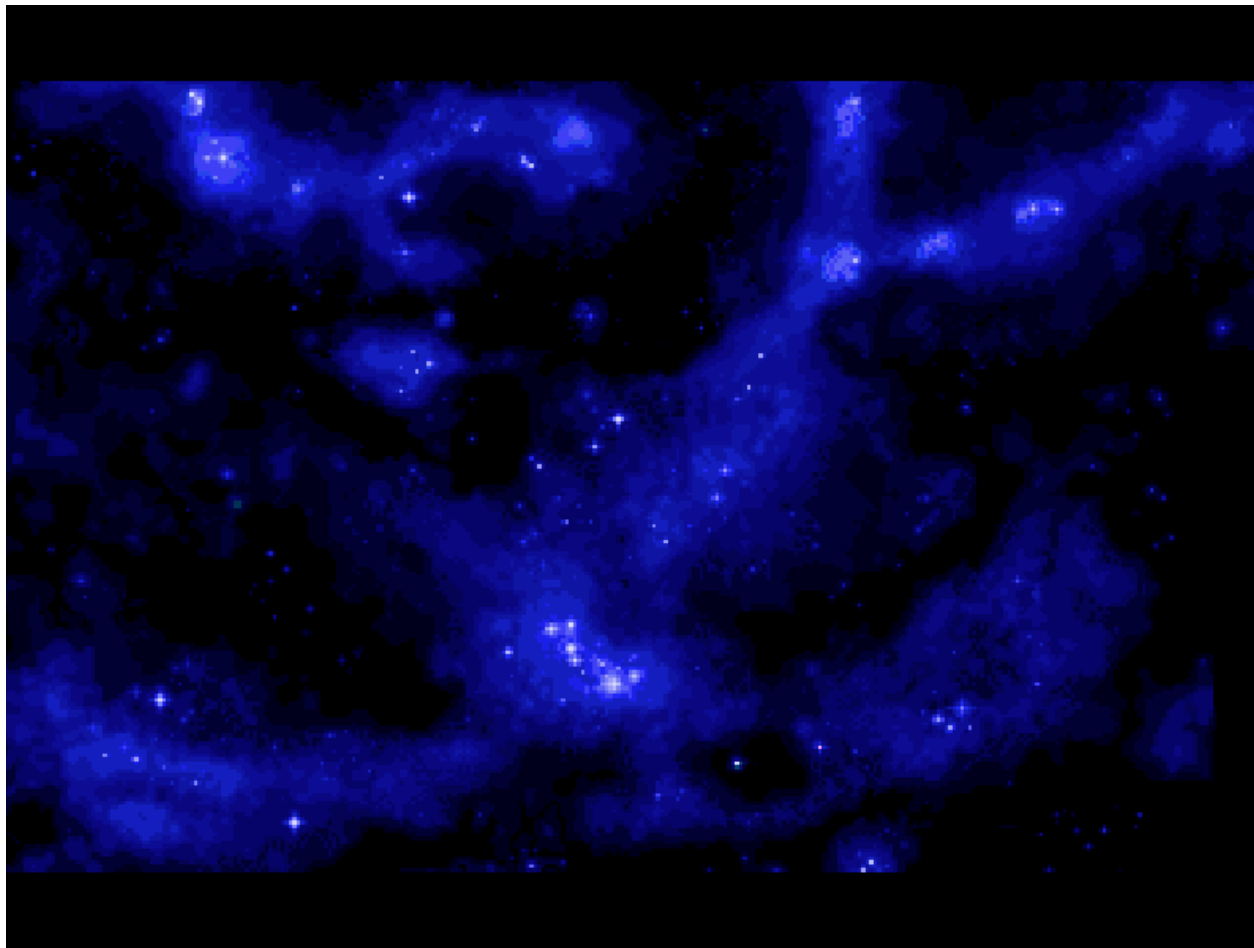
Against the evil Ur-Quan and its Hierarchy of Battle Thralls.

Alliance ships (Arilou, Syreen, Mmrnmhrm) join in formation from sides.

...and the Ur-Quan were winning...

Ur-Quan ship appears in distance, fires some plasma blasts which explode and destroy at least some of the Alliance ships.

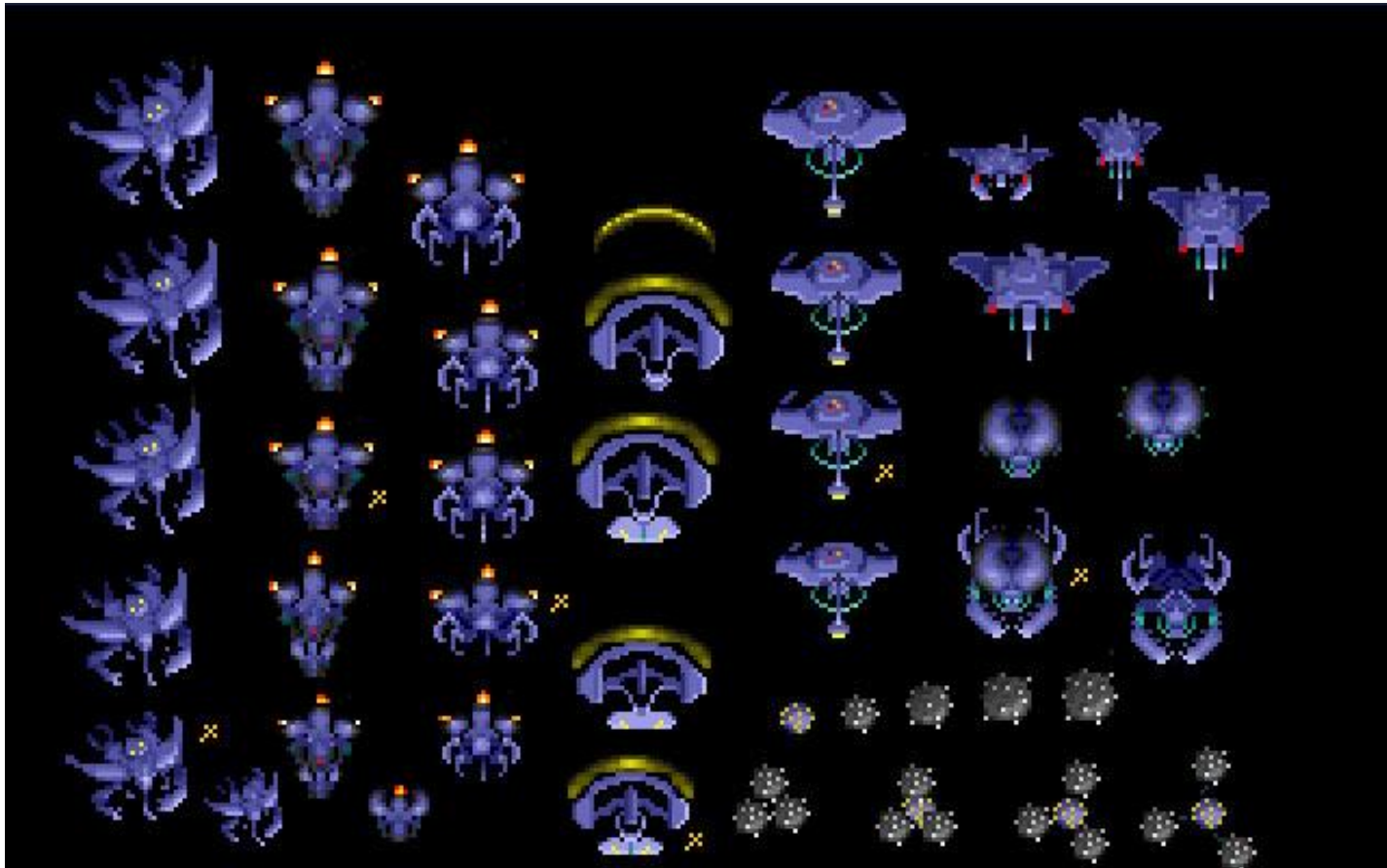
Meanwhile, on the edge of the known frontier an amazing discovery was made...

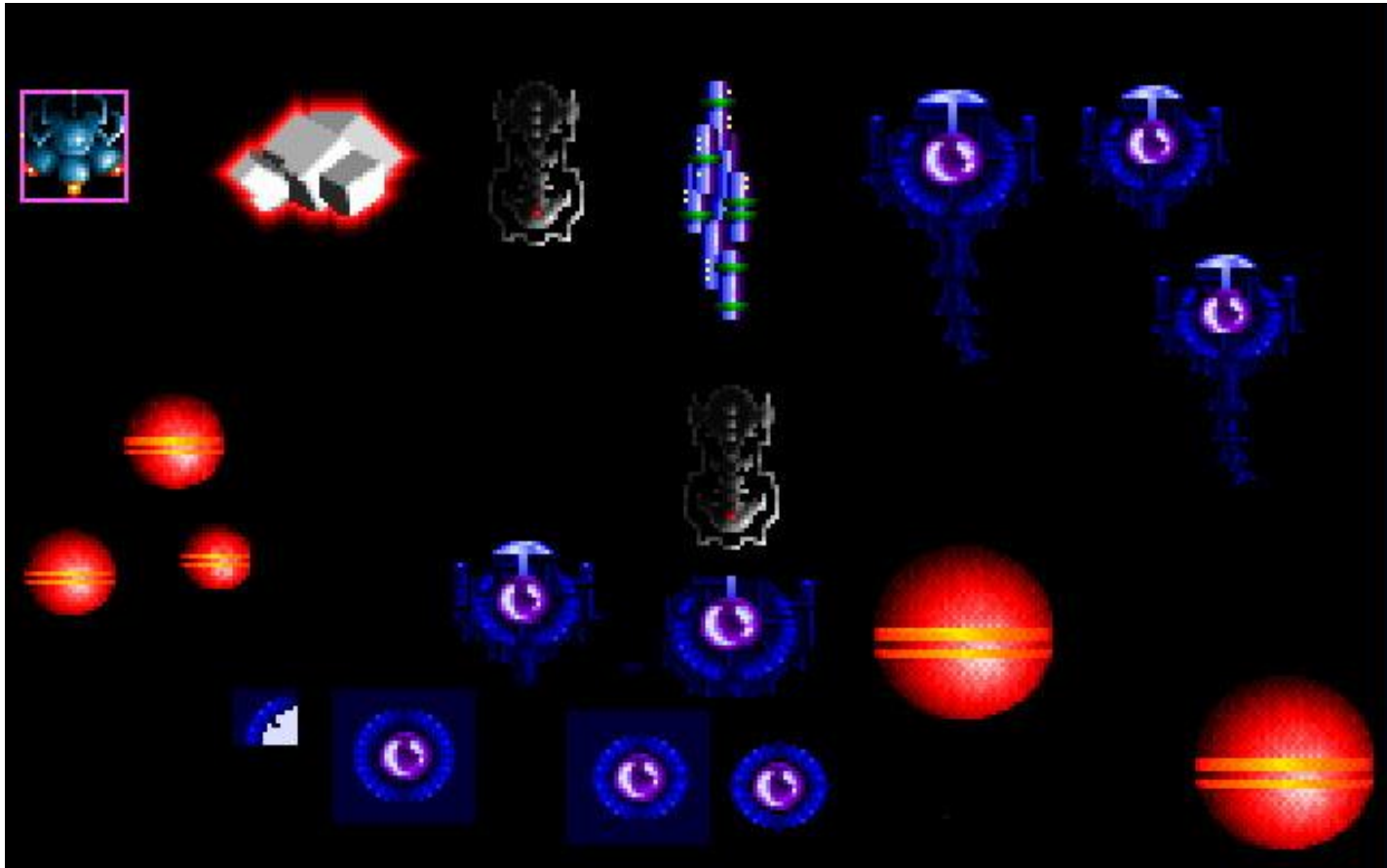


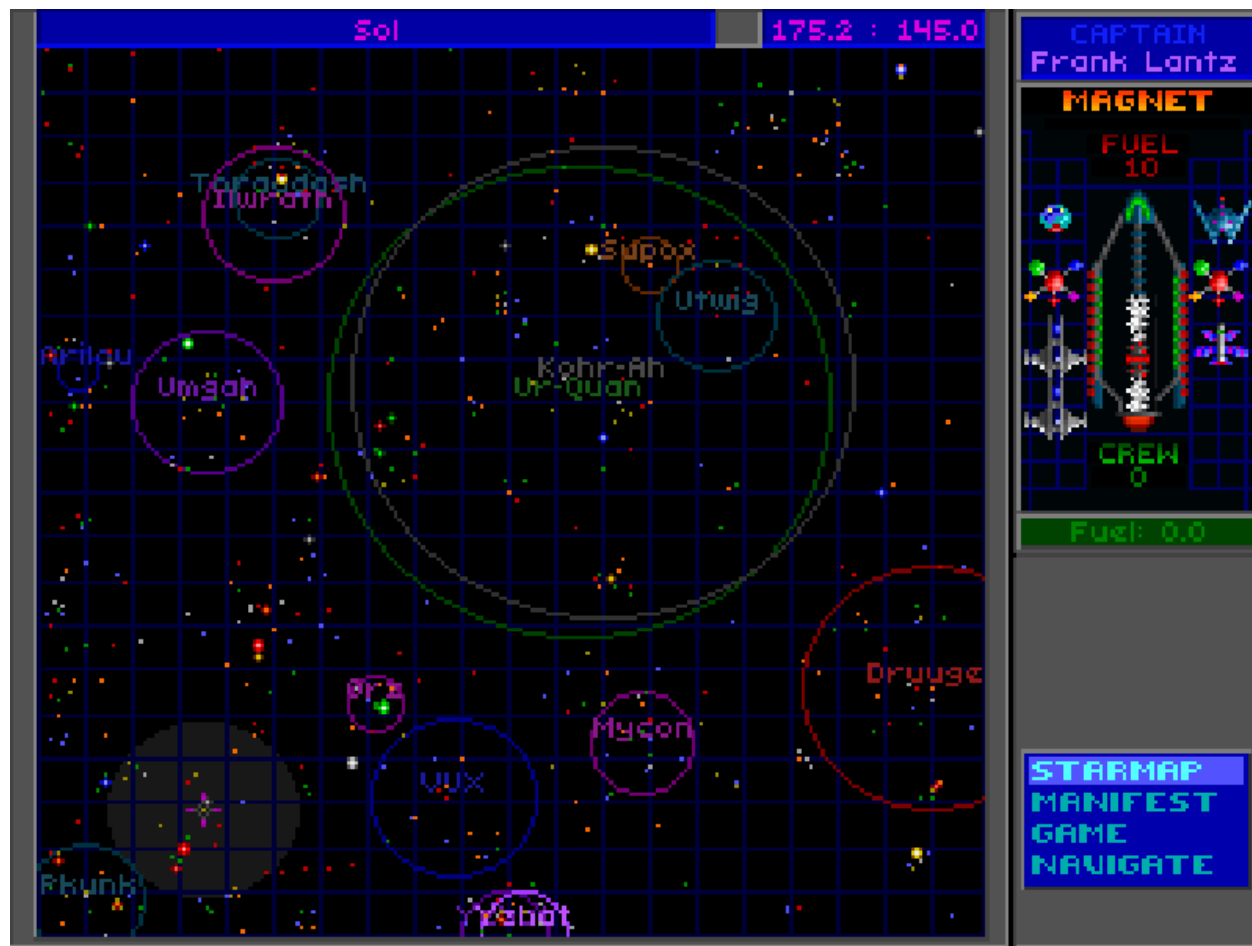


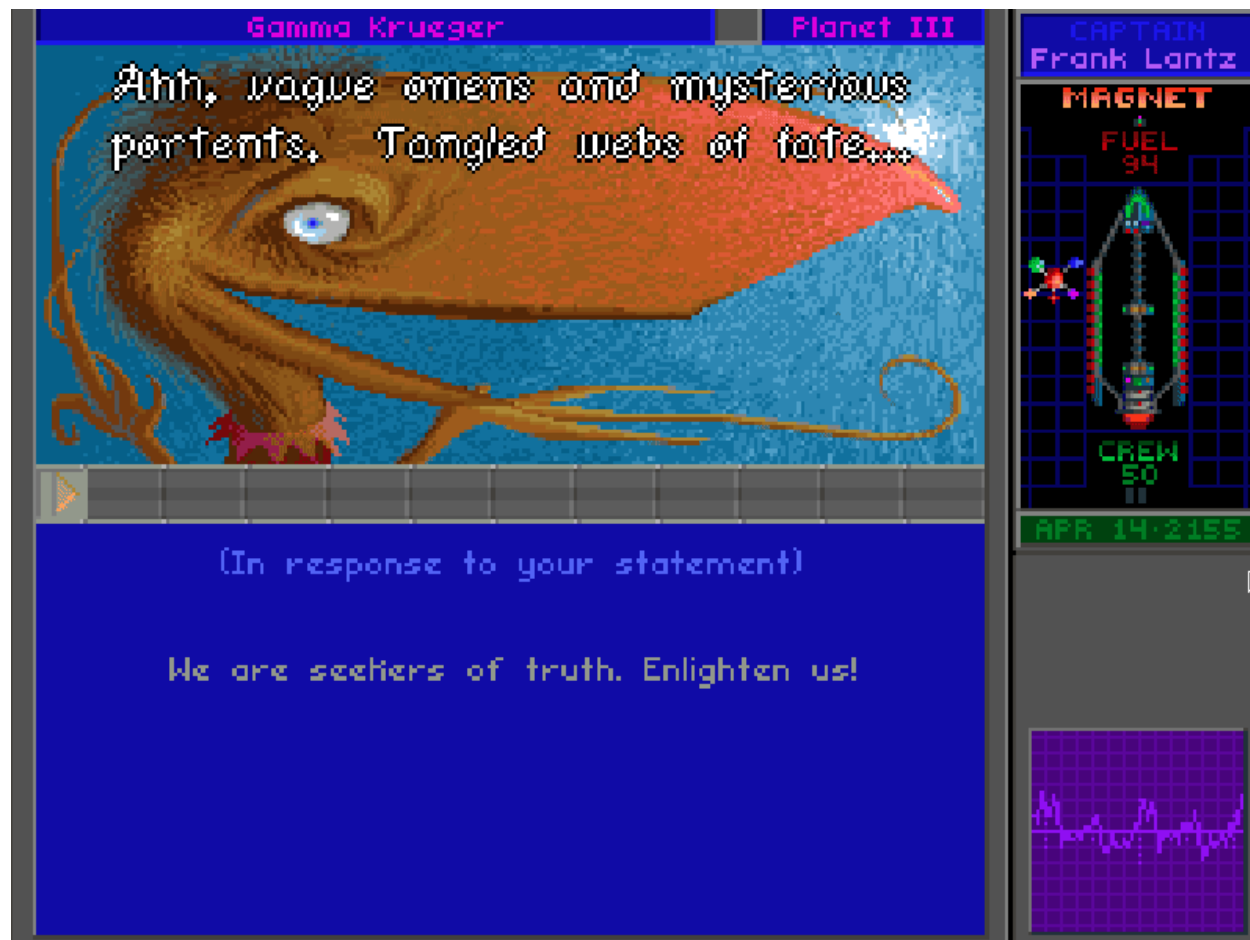
















Star Control II: THE UR-QUAN MASTERS

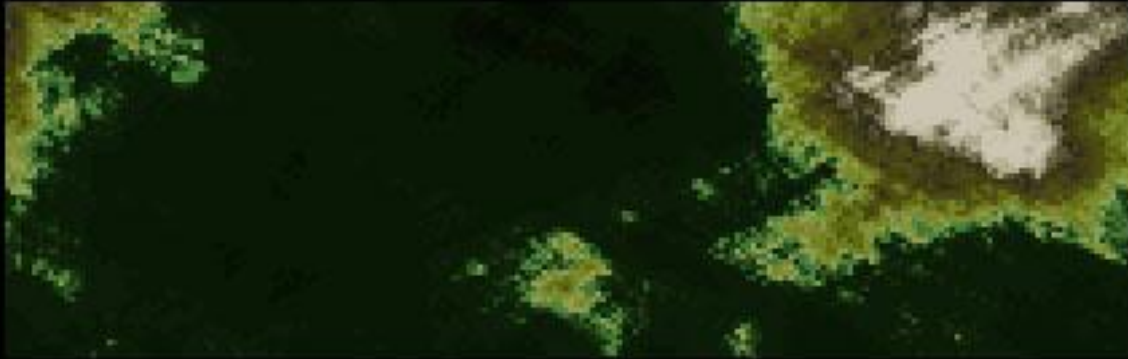
Product High Concept and Hot Elements, plus Plot Synopsis.

A huge area of space to explore and "liberate" (a kinder, gentler form of *conquering*). There are 500 stars, each with unique and varied planets and moons.

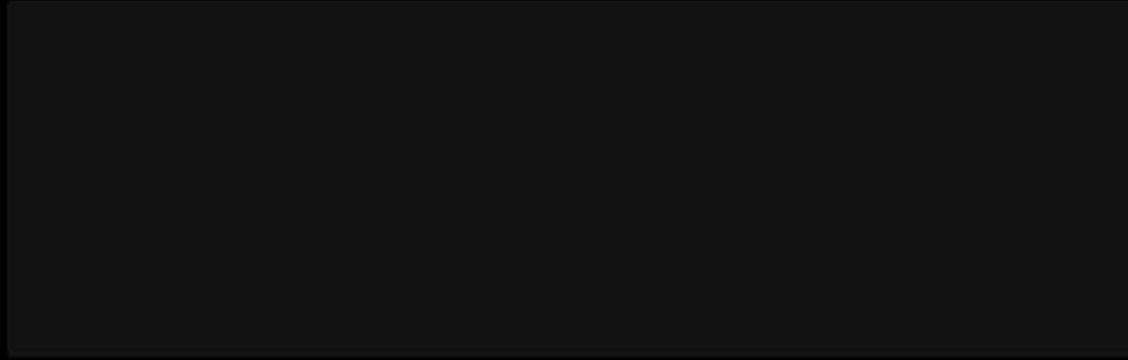
Exceptional 256-color graphics of stars, rotating planets, hyperspace, and fractal-generated planet surfaces as well as detailed alien portraits and ship-to-ship combat imagery.



Generating Surface Topography



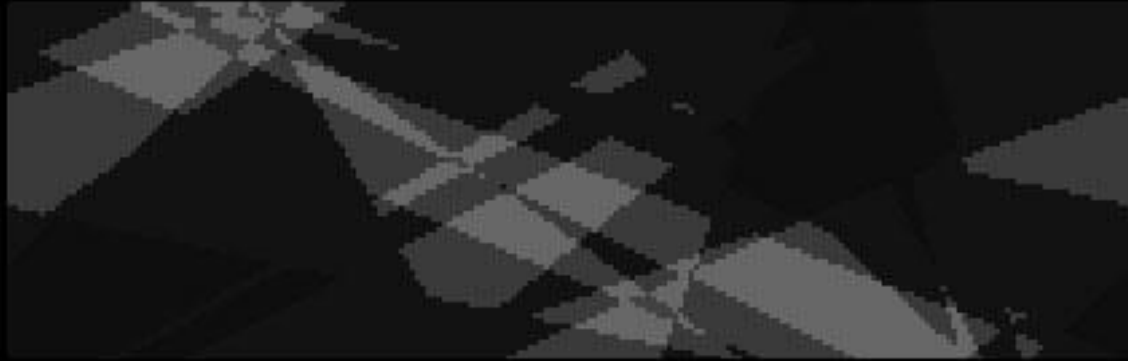
Begin with Flat Ground



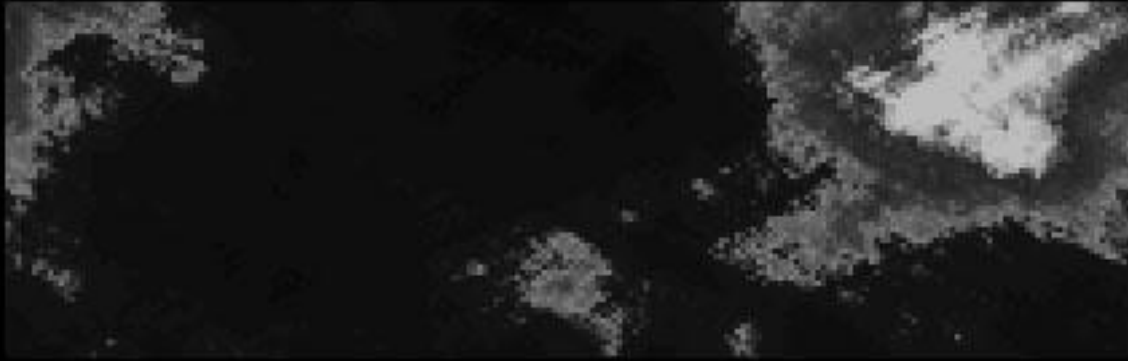
Fracture Ground to Generate Height Map



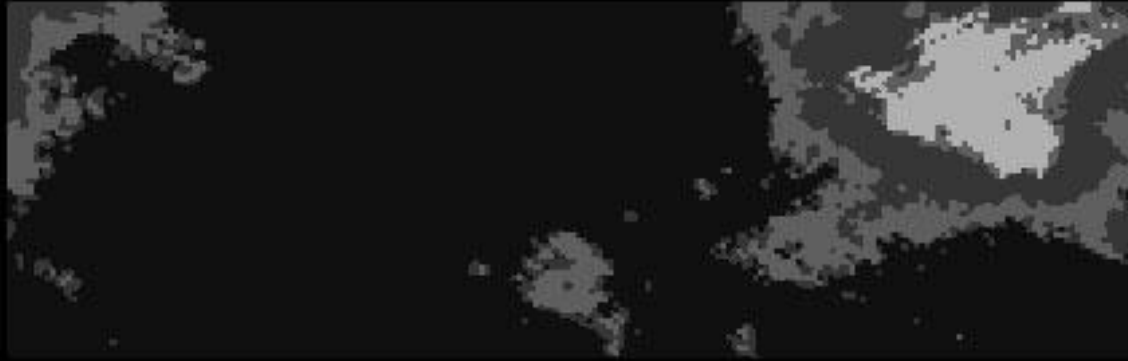
10 Fractures



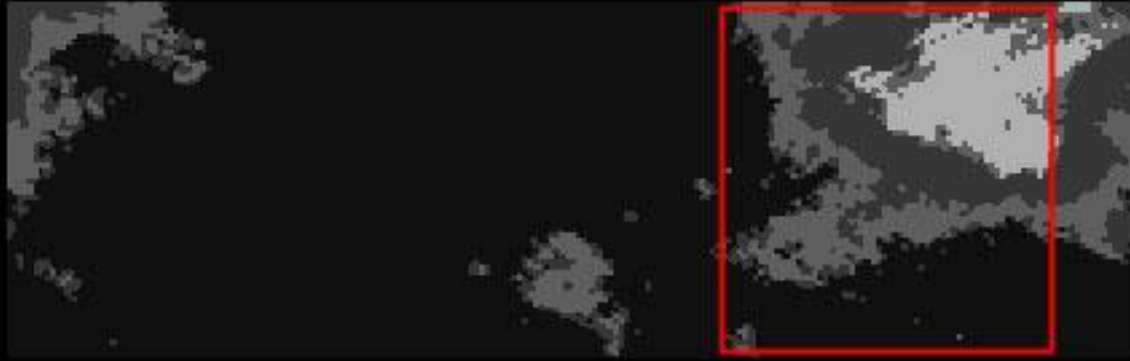
500 Fractures



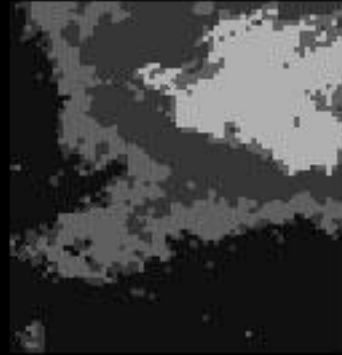
Quantize Height Map to Four Levels



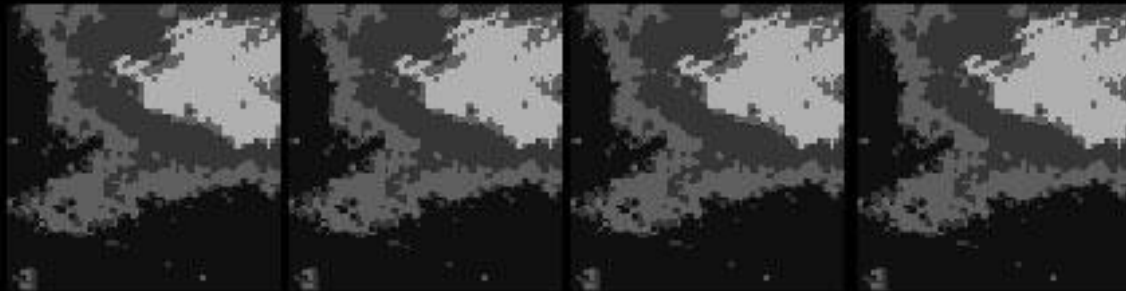
Pick Section of Height Map to Render



Pick Section of Height Map to Render



Isolate Quantized Elevations



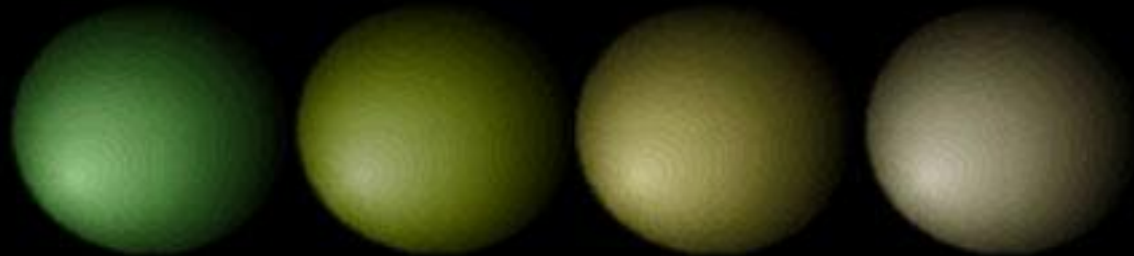
Isolate Quantized Elevations



Build Masks from Isolated Elevations



Pre-Rendered Spheres with Directed Lighting



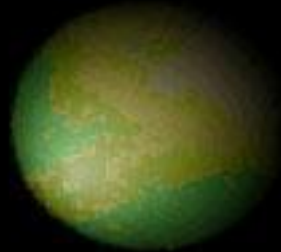
Apply Masks to Spheres



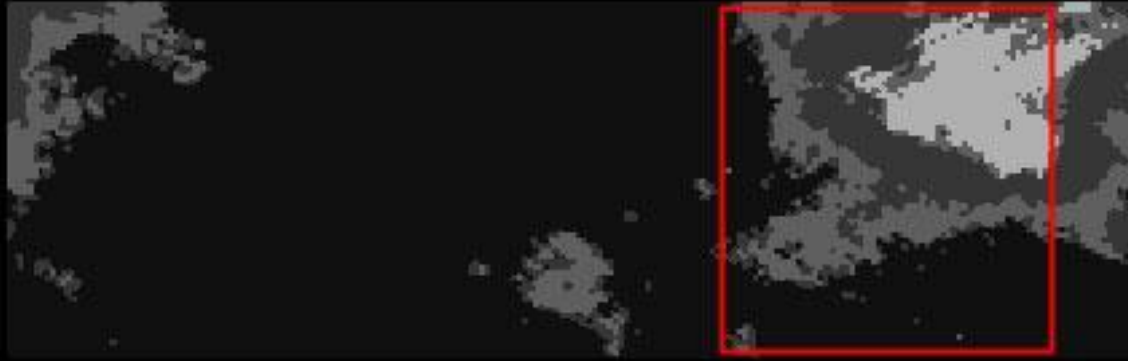
Masked Sections of Spheres



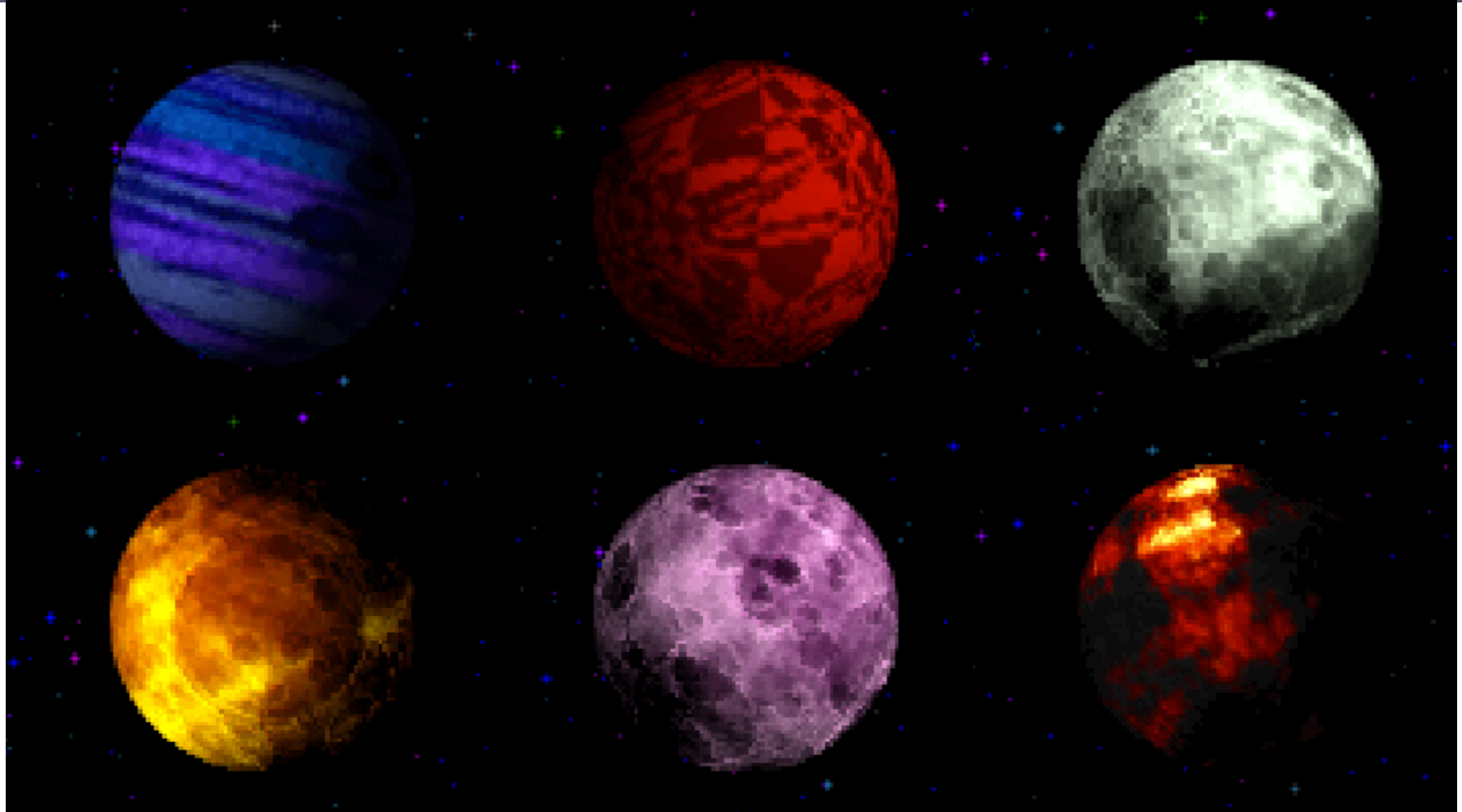
Combined Sections Create Final Planet



Slide Selection Window Over 1 Pixel, Repeat

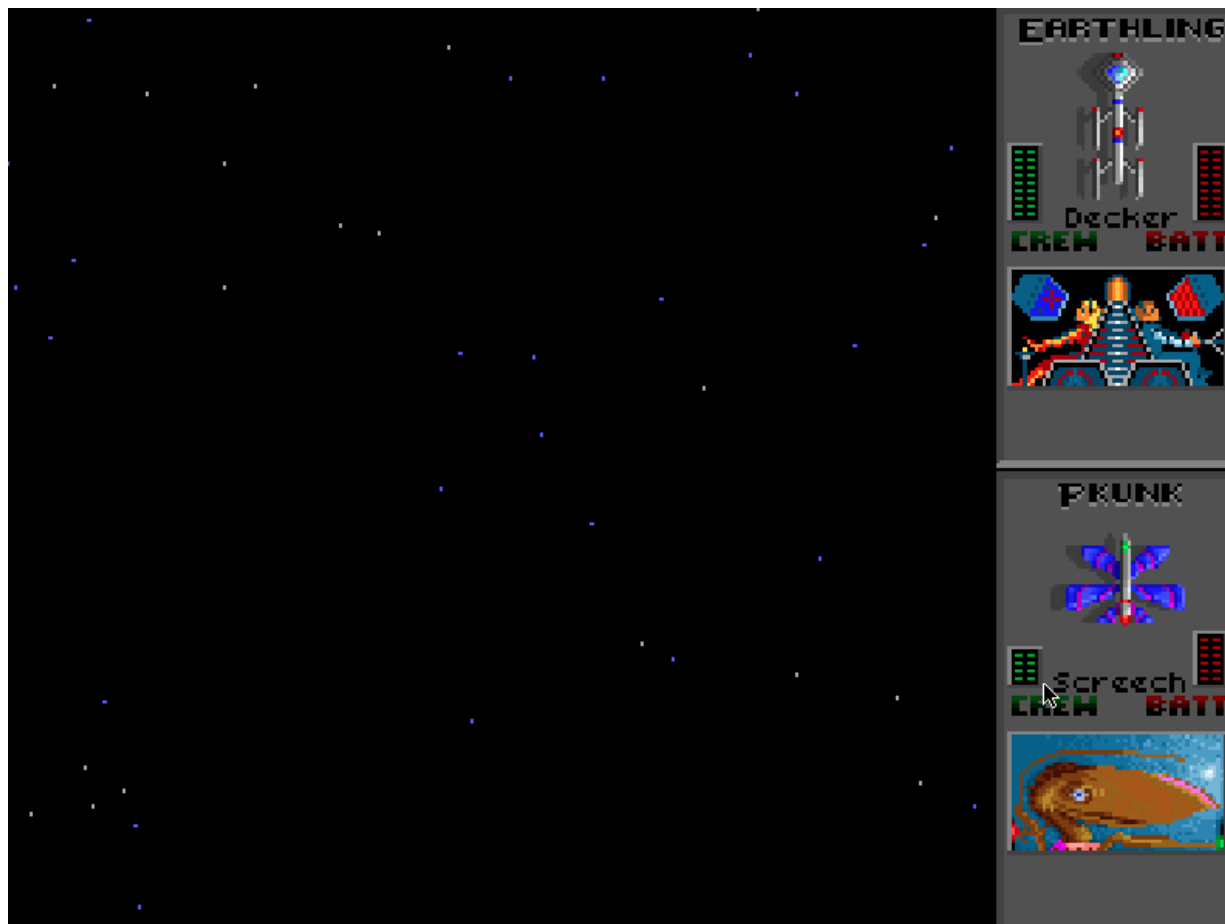






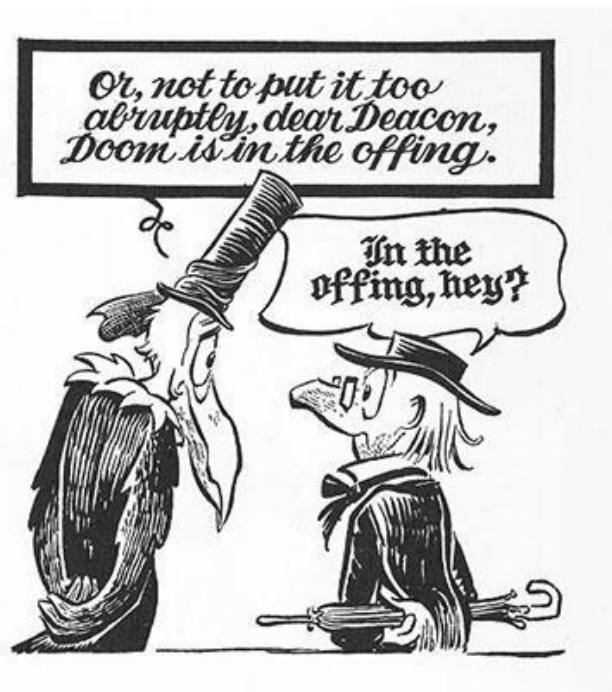


“hitting your friend in the head with a stick”





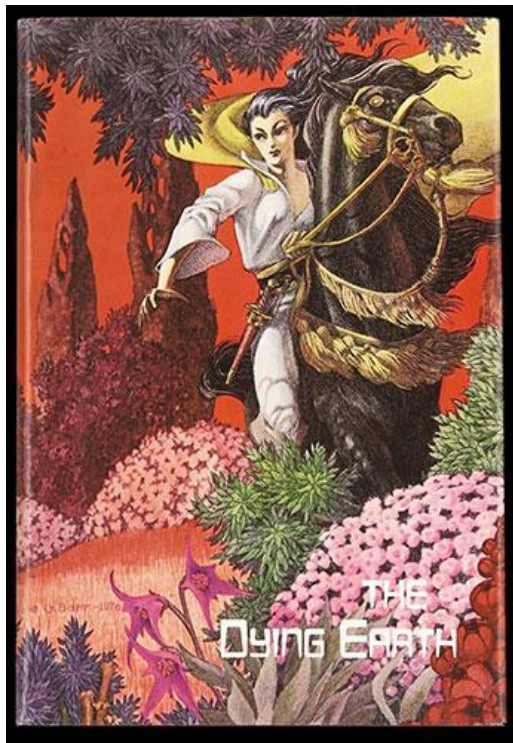




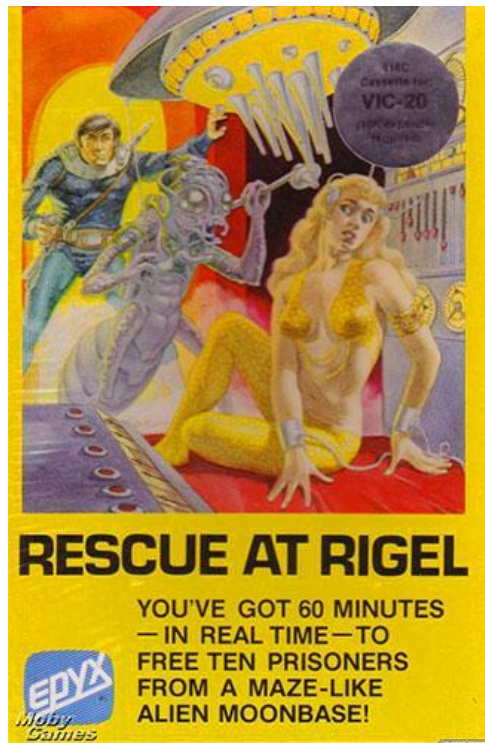




George Barr



1950



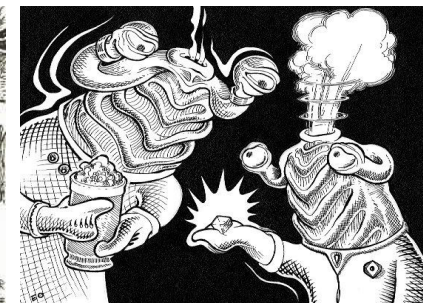
1980



1974



Erol Otus





STAR CONTROL 2 - REVISED SCHEDULE

(7-15-91)

MARCH '91

FRED

Finishing touches to Super Melee

(Adding arrows to menus, and whatever other small items crop up)

Theft Protection

(Assuming this is just a variant of Professor Zorg.)

Hard Disk Installation Script

Additional sound board support

(Adlib Gold, SoundBlaster I & II, Microsoft?)

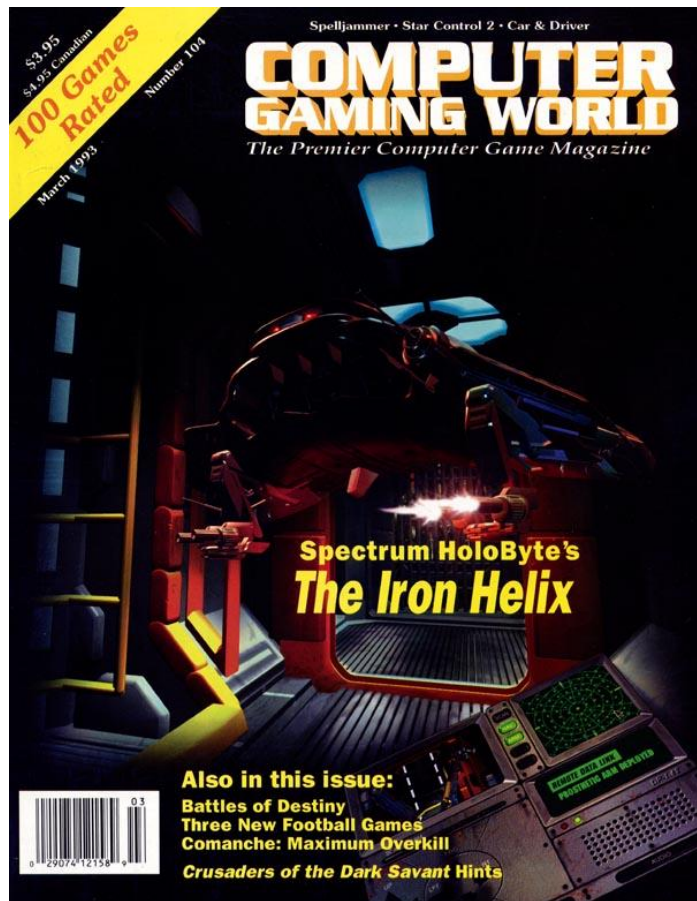
Platform Specific Art Low level loading code

PAUL

Theft protection art

Draw 22 module pictures

Convert 256 color art to 16 color



March 1993



Star Control II has been placed on this reviewer's top ten list of all time. This has been one of the most enjoyable games to review all year. It is not often that such a perfect balance is struck between role playing, adventure, and action/arcade. Often,







?