

Epic MegaGames

The New Name in Computer Entertainment

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Todd Daggert

Seattle, WA 98105

Dear Todd:

I liked the huge plan of ideas for your new action/FRP game. Here are many more thoughts on the project. This game has the potential to be extremely successful, if you can make it appealing to a large number of people!


Looks like Jeff Rubin will do most of the tile drawing and creature animation. His work is truly outstanding, and he's an experienced D&D player, so Jeff will probably contribute many ideas to the game. He's a full-time artist (also working for Apogee), so we need to impress him by doing a great job on the programming and design. Dan Froelich is a good musician for the project -- his compositions are very eerie and should be appropriate for a fantasy dungeon-style game.

One thing to keep in mind: You need to control this project and see that the artist and crew go in the right direction. His ideas are great, but you know the limitations in terms of programming, disk space, etc. The game needs to be designed cleverly to accommodate that. Also - very important - don't get into the position where you're waiting on the artist so you can continue. You'll still need to do a lot of artwork yourself -- especially in the beginning while you are creating the game system and mapper. Ultimately, the entire project relies on you.

Here's a \$200 advance to get you started on the project -- right now, that will involve lots of phone calls to Jeff and Dave, writing plans, and working on the programming. First of all you need to design the program layout and board editor -- and work out the graphics style (size/palette) with Jeff so that he can start on the tiles and creatures. Then you need to work on the specifics of the program and game.

You are already off to a great start -- your game plan is GREAT. Now the really hard work will begin as the project gets moving. But if you go all-out creating this, you have a real chance at knocking Commander Keen and Duke Nukem out of the #1 and #2 positions on the shareware charts in 1993. Make it a reality!

Best Regards,


Tim Sweeney