

Underworld III

IBM PC

WHY ORIGIN?

1.0 High Concept:

State of the art first-person adventuring in classic Underworld style, but with all-new technology that sends the competition back to the drawing board.

2.0 Why this is an ORIGIN product:

Underworld I was the standard by which all 3D, first-person games were judged. Underworld II was a minor improvement. Sales of both were strong and we now have a loyal following. We don't want to desert them or the category and we don't want to leave the competition with leadership in a field we pioneered.

3.0 Product Overview:

To come...

4.0 Technical Overview:

IBM PC 486, 4 Megs RAM, 320 x 200 VGA, full sound board support. Mouse, joystick and keyboard supported.

5.0 Audience:

Existing fans of Underworld I and II plus new buyers interested in exploring the wonders of virtual reality on their home computers.

6.0 Deal:

\$500,000 Budget.
Planned ship in Q3 (November '94).

7.0 Risks:

Moderate to high -- If anyone other than LookingGlass does it, we have to ramp somebody up on 3D technology AND on the Underworld "style." Even if LookingGlass does it, we have all the risks involved in a ground-up technology project and a short timeline. (By the time they start UW3, it'll be late fall, leaving a year to finish the game.)

8.0 Status:

Looking for concept approval so we can Go For Script.