

MINUTES

Team Meeting Minutes

March 31, 1997

The meeting was called to order by Alen Ladavac at 3:30 p.m.

In attendance

Alen Ladavac, Admir Elezovic, Davor Hunski, Davor Tomicic, and Roman Ribaric.

Approval of Minutes

The minutes were read from the March 14 meeting and approved.

New Team Members

In the last meeting we discussed the applications that we received for new positions within the company. Now that Serious Sam is in development we have a need to expand our team. We voted to approve the following:

- Damjan Mravunac - Musician
- Dean Sekulic - Programmer
- Dinko Pavicic - 2D Artist
- Petar Ivancek - 2D Artist
- Tomislav Pongrac - 3D Artist

Additional note: Dean has also expressed an interest in using photography to help with asset creation. He will present his proposal at the next meeting.

Software

Admir has reviewed the current market offerings in 3D modeling software and has concluded that Lightwave is our best option at this time.

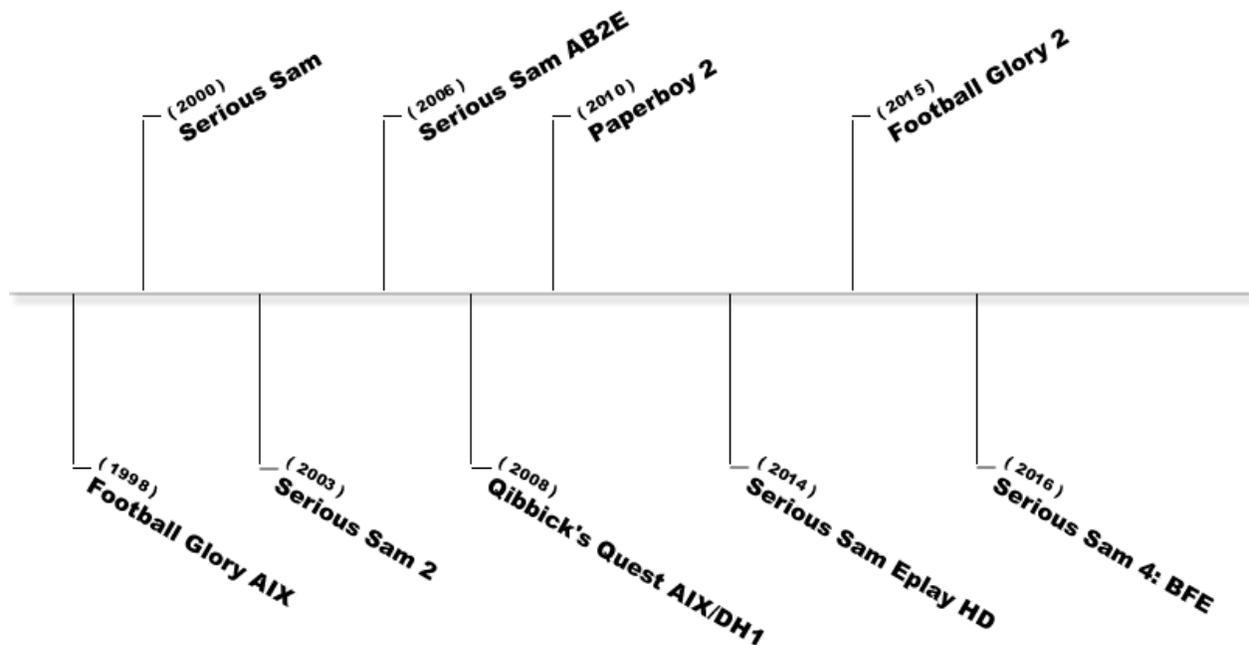
Mike Wilson has recommended that we take a look at using GameSpy as a platform for our networking codebase. It looks useful but Alen is not entirely convinced. He said that you can never predict the lifespan of a 3rd party service and that it could disappear at any moment, leaving your product crippled.

IP Roadmap

The following roadmap for future projects was proposed by Roman and approved by the heads.

All of the dates are approximate and are completely flexible, assuming that GoD or Take2 don't get in the way.

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Croteam's Internal IP Roadmap Circa 5200 BC

To be revised as needed.

Short Descriptions:

Football Glory AIX – This is going to be an improved version of our classic Football Glory. Gameplay will be the same, but we'll add several details to make it seem more like you're actually there, like sweaty fascists yelling racial slurs at the opposing team and fights in the stands.

Serious Sam – Serious Sam is a Doom-style first person shooter where the goal is to kill a lot of enemies with a lot of weapons. The player will start out in ancient Egypt, then head into space and go through themed planets before reaching the futuristic lair of the evil Mental. We expect to have it wrapped up by 2001.

Serious Sam 2 – An expansion pack after Serious Sam is complete. We'll do even more Egypt maps and add a sniper rifle. We might also re-add some stuff that might get cut from Serious Sam, but I doubt we're going to cut a lot of Serious Sam.

Serious Sam AB2E – A sequel to Serious Sam, but more realistic and bigger than the first! More weapons, more mayhem, drivable vehicles(!), and expanded versions of the themed planets from Serious Sam! We should get with a major publisher for this one.

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Qibbick's Quest AIX/DH1 – After Serious Sam gets big, we're going to work on an RPG called “Qibbick's Quest”. The main plot is that you are Qibbick, a spring-shaped man in a cartoon world that must find out why Mayor Belay is acting strangely. In this game, Qibbick is the weapon; he can transform into various forms in order to defeat enemies. His shape while on the overworld will determine what class he is. To shock the player, Qibbick will kill himself at the end of the game after seeing that Mayor Belay cannot be changed.

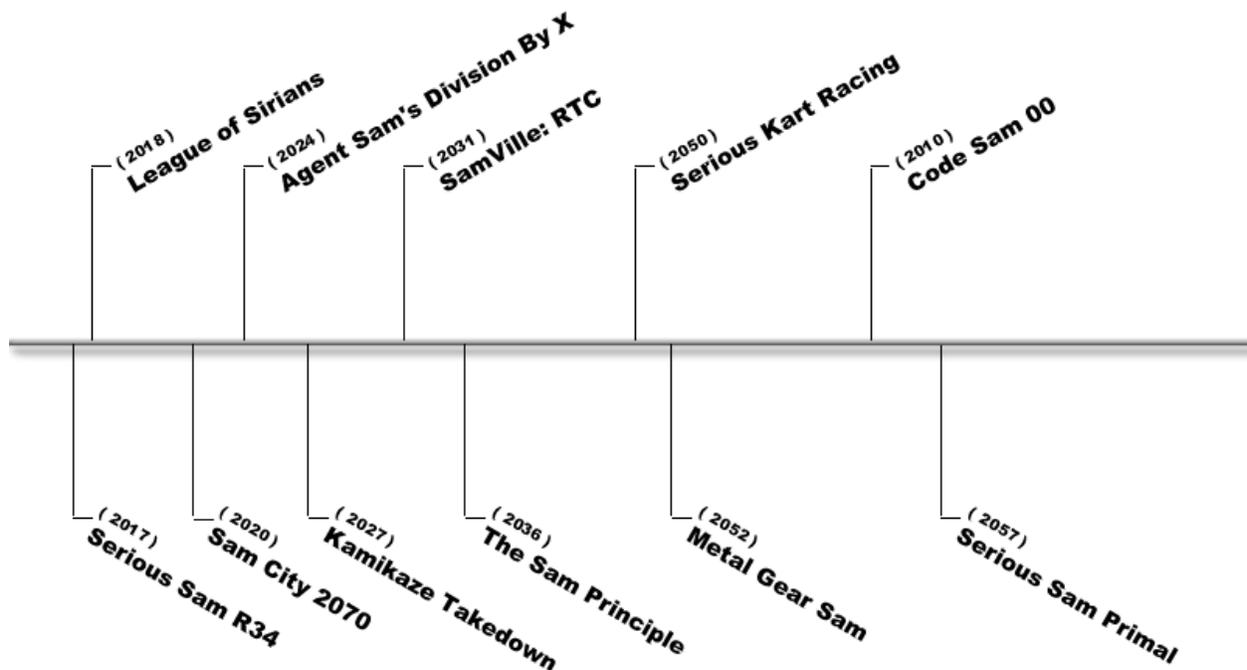
Paperboy 2 – We managed to get the Paperboy license for dirt-cheap, and by God we're going to use it. In this sequel, the Paperboy has to deliver paper...DURING THE APOCALYPSE! Demons will burst out of the ground, spewing flames at the Paperboy while he tries to toss the Sunday paper at customers. Kamikaze robots will rush the Paperboy in order to blow him up. The military will be trying to shoot the Paperboy in order to remove any survivors that could reveal the truth about what has happened. Beware; some of the customers are armed, and will shoot if they see the Paperboy toss a newspaper at them. The game will feature multiple neighborhoods; Pleasant Street in Ruins, Raider Camp, Disaster Relief Camp, Evil Corporation, Satanic Temple, and Inner Comet.

Serious Sam Eplay HD – With the way graphics are going, Serious Sam is probably going to look pretty old by 2009, so we're going to do an HD remake in 2009 to give it a new coat of paint!

Football Glory 2 – It'll be like our hit Football Glory, but with violence and gore! The ball will fly through people and gib them if it goes fast enough! At the end of a game, the winning team will be able to beat the losers to death in a hail of blood and guts. We've also got some unfinished code for controlling after-game riots and a fighting game between players during a match for the original Football Glory that we can expand on.

Serious Sam 4: BFE – This Serious Sam is going to be all about getting up close and personal. We're thinking of a powerful melee weapon and some sort of ability to tear enemies apart with your bare hands! Instead of redoing Serious Sam's planets again, we're going to trick the player and make it take place in a modern day Egypt, but with the player visiting Cairo and ruins.

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Serious Sam R34 – The Serious Sam dating game you never knew you wanted! Date Hellfire, Serious Sam, female Gnaar, Scythian Witch-Harpy (Serious Sam 1 or 3; your choice!), Stainless Stan, Hilarious Harry, Serious Sammy, Vegetable Vaughn, or a Beheaded Kamikaze and develop a romantic relationship with them in a high school setting! Serious Sam 1 Harpy, Stainless Stan, Hilarious Harry, Serious Sammy, Vegetable Vaughn, and the Beheaded Kamikaze must be purchased through the in-game store. 18 and up ONLY.

League of Sirians – A Serious Sam MOBA, complete with Gnaar and Kleer creeps! Announcers include the Witch-Bride, a Gnaar, a Bighead, and the EXTRA LIFE! voice from Serious Sam 2. Microtransactions included.

Sam City 2070 – Build cities, but this time as Serious Sam! Ignore your advisor's suggestions in favor of building more cannon and minigun turrets! Fight off alien invasions with your city! Tax your citizen to afford more exotic weapons like laser guns! Make double barrel shotgun ownership a requirement for your citizens! Use Mental's invasions to clear out traffic jams and remove poor city design! Online only. Account with Croteam's new Crolink distribution service required for play.

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Agent Sam's Division by X -- As a new recruit on the planet X4-93, you must work with the human military to repel Mental's attacks on the planet...or betray them. This MMO-like includes weapon customization, quests, and raids! Microtransactions included.

Kamikaze Takedown – a fun, casual game for mobile systems. This game is clay pigeon shooting, but the targets are Beheaded Kamikazes! At first, it'll only be harmless Kamikazes, but Beheaded Rocketeers will get added into the mix and you have to shoot them before they hit you!

SamVille: RTC - A farming game with a Serious Sam twist! As Sam, you must take your grandfather's run-down farm and make it into a vibrant center for farming and animal husbandry while fending off Mental's forces, who want to destroy your farm! Dating and marriage included!

The Sam Principle – Serious Sam and the Child from The Talos Principle join forces to solve the mind-bending puzzles Mental has scattered throughout Earth!

Serious Kart Racing – Every franchise needs a kart racer, right? But, instead of driving vehicles, you ride famous Serious Sam enemies, like Sirian Werebulls, Kleer Skeletons, and Biomechanoids, and use their powers to briefly incapacitate your opponents!

Metal Gear Sam: Sons of the Marsh Hoppers – A stealth-based twist on Serious Sam! As Sam, use stealthy weapons like a sledgehammer to defeat aliens while experiencing a large and confusing story told entirely through 1 hour long cutscenes and NETRICA entries!

Sam Code 00 – A full-fledged Serious Sam anime! Serious Sam, Serious Sammy, Boxer Barry, and Pirate Pete team up to clear out Mental's forces from the most corrupt city on Earth to secure a Sirian artifact!

Serious Sam Primal – A Serious Sam FPS that takes place in 20,000 BC. As Uga-Sam, you must use hatchets, bows and arrows, and clubs to defeat Moo-tel and his tribe, which has control over animals like woolly mammoths.

Committee Reports

- **Findings on building for rent downtown**
- **Progress on automated Pizza ordering app**
- **Proposal to consider philosophical puzzle genre**

Announcements

Next Meeting

April 1, 2016, at 3:30 p.m., the future

Motion to adjourn was made at 3:31 p.m. and was passed unanimously.