Grand Theft Auto
Advance
Planned improvements for final product
January 8, 2003

Introduction

The completion of the product Grand Theft Auto Advance will continue to follow the influences of GTA 1 and 2 for their top-down perspective, while using characters and settings influenced by GTA 3. The story will be neither a sequel nor a prequel to GTA3, and we will not be killing off any characters from that game.

The main mission of the game is to find the person or persons who ripped off the main character, while killing his mentor and friend, leaving them broke and on their own. We anticipate a large amount of feedback from Rockstar on anything in the game related to the story, characters, and text. The plan is to build a flow of functional, addictive, and engaging missions and make the story fit them, rather than trying to build missions that would be restricted by a finalized, existing storyline.

The batches of missions on the 3 different islands will be linear for the most part, but the fact that you can choose at least 2 of these linear paths most of the time, as well as rampages, side missions, and bonus missions, will make the game feel vary non linear as a whole. The missions that lead the player to the final confrontation with the enemy boss can also vary in regards to gameflow. This will be solely dependent on what path the player takes, but will give the feeling of a different gameplay experience, based on mission choices.

Current state of the game

We estimate the game to be 50% complete at this point in time, with the ROM size close to 95% of the budgeted 128Mbit size. We will be referencing the original game design document to cover the major features that are non-existent or functioning poorly at this point. This document will not cover specifics on the overall story or characters in the game. There is a gameplay flowchart in the document based on the 12/9 and 12/10 Digital Eclipse and Rockstar meetings. This should explain the story overview enough to show what is needed in the game engine. At the demo milestone (M3) we should be in a better position to see what is available in the scripting functions to build a story around gradually proven gameplay mechanics.

Stats:
Currently the stats screen in the pause menu is merely placeholder. There is no indication that the statistics are being kept for this screen or for save memory. We plan on tracking key mission stats in an x/x format, as well as a "score" based on money. Hidden pickups, ammo, health and life can also be displayed here. The original design called for approximately 35 statistics to be displayed on this screen. Our plan is to simplify this screen. 35 is not impossible, but the small size of the AGB screen would require many

Royalty Structure

$1.25/unit for units 1 - 500,000

$1.50/unit for units 500,000+

Grand Theft Auto GBA

Platform: Game Boy Advance
Completion Date: June 16, 2003
Genre: Action/Adventure conversion
Players: 1-4
Rating: M 17+

Overview:

Grand Theft Auto for Game Boy Advance is an Action Adventure game similar to the PSOne GTA2 version, with a top down perspective. This will be the first time fans of the game will be able to experience the GTA world on the Game Boy Advance.

- 3 islands to explore.

- Over 70 missions.

- Multi-player deathmatch with up to 4 players.

- Many different vehicles to "jack".

- A variety of music types to give the feel of different radio stations.

- Several original characters, not found in other GTA titles.

Notes:

Rockstar will provide\loan:

- Art/animation and sound assets from the appropriate sources
- All Customer and Quality Assurance testing.

Digital Eclipse will provide:

- Use of DESI's proprietary tools and sub-routines from DESI's Game Boy Advance development libraries.

1. Code Library Usage:

    The code for *Rockstar's GTA GBA* will incorporate components of DESI's proprietary Game Boy and PC tool libraries. Copyright and ownership for these particular library components (and customized elements) must remain with DESI, though license for unlimited usage will be granted to Rockstar for this project.

    All remaining code developed originally for this project will become property of Rockstar Interactive upon payment of the final milestone defined above. A build-able version of the source code for the original components will be provided at that time, with the DESI Game Boy library components omitted. A build-able ROM image will be supplied as well.

2. All time periods and dates are estimated and dependent upon the timely delivery of the assets outlined above and timely contract execution.

3. Payments are due as development milestones are reached.

4. DESI will get credit (w/logo) as the developer on the box and on all marketing materials (sell sheets, etc.) and all advertising (print ads, television, etc.).

5. Upon completion of the game (or earlier with Rockstar's permission), DESI will be allowed to detail its participation in the game on its website with all details subject to Rockstar's reasonable approval.

6. The game will be produced in English only. Should additional languages be required, Rockstar shall be responsible for translation of all in-game text and voice assets and a reasonable fee for localization of the game by DESI will be negotiated.

7. The game design assumes a 128Mbit cartridge size with save memory.

8. 50 copies of the game are to be given to DESI out of the first production run.

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MILESTONE APPROVAL FORM

Product:	**Grand Theft Auto Advance**
Developer:	**Crawfish Interactive**
Milestone #:	**1**
Milestone Description:	**Execution of Agreement**
Contractual due date:	**March 4, 2002**
Date Arrived:	**March 4, 2002**
Amount:	**$45,000**
Invoice #:	**324**

The criteria for the above milestone have been met, and the milestone can now be considered complete. Payment of the above amount is hereby authorised.

Signature: **Signature:**

Name: Jamie King   **Name:** Sam Houser
Date: **Date:**

Signature: **Signature:**

Name: Jamie Leece   **Name:** Kelly Sumner
Date: **Date:**

Milestone Delivery Schedule And Payment Schedule

MILESTONE	PAYMENT	DATE	DESCRIPTION
Milestone 1	$25,000.00	12/20/02	Starting/Signing/Executive Overview
Milestone 2	$20,000.00	1/6/03	Design Document (Planned improvements for final product). Utilities List (1st draft). Technical risk assessment.
Milestone 3	$20,000.00	1/31/03 2/15/03	Demo version. Complete art layout of Island 1. Implementation of scripting and map tool output to show final mission scope. Cartridge memory map
Milestone 4	$20,000.00	2/28/03	Playable 1. Complete art layout of Island 2. Scripting for main missions in Island 1. Implementation of final music driver, and examples of music with midi and/or sampled sound. First pass on all vehicle and character sprite improvement
Milestone 5	$20,000.00	3/31/03	Playable 2. Complete art layout of Island 3. Scripting for main missions in Island 2. Implementation of final music driver, and examples of final music with midi and samples. First pass effects sprite improvement. First pass final HUD. First pass final menu structure.
Milestone 6	$20,000.00	4/28/03	Alpha. Final art on all 3 islands. Scripting for main missions on all islands. First pass on bonus missions. Complete SFX, Music, Menus and HUD. Completion of all vehicle and character sprite improvement. Test map for multiplayer deathmatch.
Milestone 7	$20,000.00	5/9/03	E3 demo
Milestone 8	$20,000.00	5/26/03	Beta: The Beta version will have a full feature set: the entire game structure, including all the functions of the game, cinematic/cut scenes, menus, and the entire sound track (music, voices and sound effects). Save EEPROM code will be final. All in-game text. 2-4 Player deathmatch functional.
Milestone 9	$40,000.00	6/16/03	GMC - NOA Submission.
Milestone 10	$35,000.00	TBD	NOA Approval
Milestone 11	$10,000.00	TBD	Archive
TOTAL	$250,000.00		

[handwritten notes in right margin:] re-implement sound might need to do a sprite handling tool. 3) studio max source files from GTA 3

[handwritten note at bottom:] Ram consumption — imp. for multiplayer. This is on-going concern.

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64 – 70 High Street
Croydon
Surrey
CR0 9XN
England

INVOICE:	324
DATE:	4th March 2002
TO:	Take-Two Interactive Software Inc., 575 Broadway New York NY 10012 USA
TITLE:	Grand Theft Auto – Gang Wars
FORMAT:	Gameboy Advance
MILESTONE:	Signing
TOTAL:	$45,000.00 (US Dollars)
TERMS:	14 Days Please

For wire transfers, our bank details are as follows:

Bank Address:	Lloyds Bank PLC 95 George Street Croydon Surrey CR9 1ZN
Account Name:	Crawfish Interactive Ltd.
Account Number:	0931961
Sort Code:	30-92-45

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WWW.CRAWFISH...

INVOICE:	341
DATE:	20th May 2002
TO:	Take-Two Interactive Software Inc., 575 Broadway New York NY 10012 USA
TITLE:	'Grand Theft Auto Advanced
FORMAT:	Gameboy Advance
MILESTONE:	Milestone 2
TOTAL:	$45,000.00 (US Dollars)
TERMS:	14 Days Please

For wire transfers, our bank details are as follows:

Bank Address: Lloyds Bank PLC
                    95 George Street
                    Croydon
                    Surrey
                    CR9 1ZN

Account Name: Crawfish Interactive Ltd.
Account Number: 0931961
Sort Code: 30-92-45

Grand Theft Auto GBA

Budget Proposal
December 12, 2002

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SOFTWARE INC

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