Hello Aldo,

Here are some short information about different ways, which game to develop:

1. The game with direct idea you want:

Time: 1999 A.D. **(It's a question)**

Story: This is a story of Johnny Rusty, who is punished to Mortorium High boarding summer school due to his low grades. The rumour is that no one gets out of Mortorium High alive. The school is run by the toughest principal in the country: Mr. Hurts U.

MY QUESTION: What the country must be? Magic/Mystic? From Tales?

How the game should be:

3D setting but with characters seen outside, not through his eyes.
For example you see the full body of the player, fighting, running,
walking and so on. The goal of the game is to destroy the school down by
blowing it up. Every kid's fantasy when they are in school.

The game can be under DOS or Windows 95.
**In DOS possible to support good stereo graphics, in Windows we need to use
resolution not less then 640x480, which is bad for super fast graphics output. Usually it
seems as a bad quality, because problems in Windows as a system, when we must
change all times full screen per frame. Yes, ReelMagic card is superb, but when it will
be in each or even 70% of computers? But about later.**

Intro. 1, intro. 2**, like you want, it possible always in different styles of the games. And
also other different intros..., between levels/floors.**

Floor 1:
The first floor is basically a maze, where you have to find the elevator
that takes you to the tenth floor. On the first floor there are also stairs
that take you to the secret basement. On this floor you fight
janitors and their beasts only.

Some possible scenarios for the other floors:

On a floor you have to use your bat to smash all the desks in each classroom
to find the key. On another floor you have to throw all the
books down from the library shelves and burn them down. On another floor
you have to go through all the lockers to find the key. In the chemistry lab
you have to take some chemicals and create some bombs and so on.

The game would include:

10 floors + basement + terrace

GREAT IDEA. Question right now, what the technology to use...

Some extra features:

-Video screens like T.V. on the walls give announcements,
  i.e.: The principal shows up and says: "You're running away, but we
      will get you!!"
Possible.

-Radar screen that shows your position
Possible

-You can get captured, and once captured you are chained to a brainwashing
machine, but you have a chance to escape.
Possible

-The final scene consists of getting the last keys, that are in each of the
principal(twins) pockets, each principal goes down with several combinations
of shots (sling shot, plus bat, plus kicks)
Possible with various.

-If possible some fights should be in a 2D direct mode like Mortal Combat
I told you before...

The Cast that you encounter and fight:

-The principal Mr. Hurts U. (There are actually 2 twins, the evil comes twice)
-2 Vice Principals
-6 teachers
-4 different types of evil janitors
-2 different type of janitor's beasts (half dogs, half beast)
-Hall supervisors

Weapons to picked up in several places:
-punches
-kicks
-knife
-baseball bat
-whip
-sling shot

How to solve problem with blood? If it is a problem, of course.

We continue the work under our own project MADSPACE for DOS,

so you can see, what the technology (in common case) we use.

It will be:

a) engines in the game like in DOOM + DARK FORCES (resolutions of the objects approx. 2 times better), plus engine like in Interplay's CYBERIA.

b) Idea of the game is not the same as all of these games. We mix different technology, but the game should be as one style game.

c) We develop it for stereo graphics support (right now only one virtual system is ready...) and even, when user have 4x speed CD-ROM, you can see stereo graphics support for the flics-technology, like in Cyberia or Haos Control, but STEREO FULL SCREEN.

d) The game will run with different features of the graphics on almost all computer systems, like 4 MB RAM (min.), 8 and better.

e) Sound like pseudo-binaural (not stereo 8-channels like in famous games) without discreet steps in stereo base. Full binaural sound will be possible to support, when I'll have access to "rabbit head" for experimental work.
Type of sound: WAVE 16 bit quality.

f) Music support: - Sound Blasters(TM) all types 100% compatibles.
                  - Gravis Ultrasound MAX
                  - PAS 16.
Type of music: MIDI, WAVE 16 bit, REDBOOK(redbook, where is possible to read it from CD, when the game is run).

Do you want the same type/style of the game?

ALSO....
I have idea of the game, which is not the same as you want.
1. Engine, like in CYBERIA.
2. You are a second pilot - shotter of the Interpol's Helicopter (various of this theme a lot of... and can be continued at list three times), You can fly in the cyties, mountains, under forest..........
Great idea, if possible to generate the movies like the main streets of most important cyties in the world (from photos, and to made this photos especially for the the developers, who works with 3D-studio....)
By this way is possible to make a lot of the games... and to insert cheap stereo-glasses in the packages of some part of the printed CD, like MicroMind spectacles connected on LPT or COM ports...), The first serie can be in 4-5 cyties plus forest and montains, plus some little puzzles , if neccesary.

Or to make absolutely futuristic game on other planets and stars.... This is another idea...

How much I pay for different developers (which is important to know):

testers - from 200.
middle experience - from 600 USD up to 800 per month.
good experience - from 800 USD up to 1100 per month.
best - from 1200 + bonuses from royalty

It is in common case, and not included some taxes and profit company.

My private automatic answer/fax/telephone system (095) 433-83-31, here is my private office. Old also works: (095) 137-69-44 Tel/fax, but there I'm one time per week.

To be continued, I'm very tired, sorry....

Bye,
Oleg