

mech? ☺

What is the mechanical connection? Is there one? ☺

NECROMANCER'S CASTLE ☺

- Venom Dagger ☺ - What are the ramifications of having a poisoned weapon? What exactly does it do?



Concra: - Poison vs. undead ☺

- Poison in the Thief 2 universe

- unbalancing the game / making backstabbing too powerful

☺ * update - 4/19/00:

"Venom Blade" magically poisoned weapon that can cure undead but is ~~useless~~ ^{useless} for backstabbing - may or may not slowly poison etc.
 ~~useless~~ ^{useless} for backstabbing - may or may not slowly poison etc.
 ~~useless~~ ^{useless} for backstabbing - may or may not slowly poison etc.

Necromancers 

- Need to come up with semi-complete backstory
- What is their purpose?
- Connection / lack of connection to mages
- Connection between demons / Drachter's forces
- Connections to undead, ruined city - maybe a reference to those events / Haunted Cathedral?
- Symbolology?    etc.

Shoul 

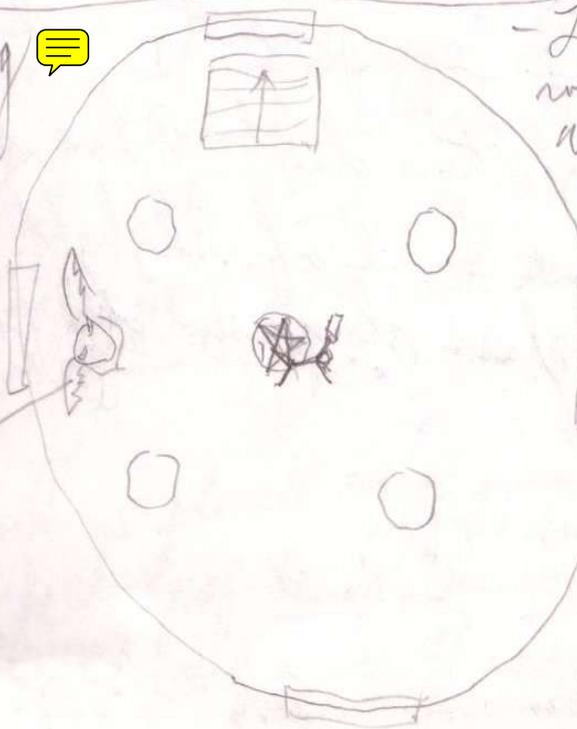
- "A becesssh!!" - shambling but fast - hideous. Uses apebeast mocaps but new sound. Fast claw attack. Eats the dead.
- "Fast eat the dead!"
- Claw attack does damage - maybe even

poisons/infects the player so he/she continues taking a couple points of damage after the strike.

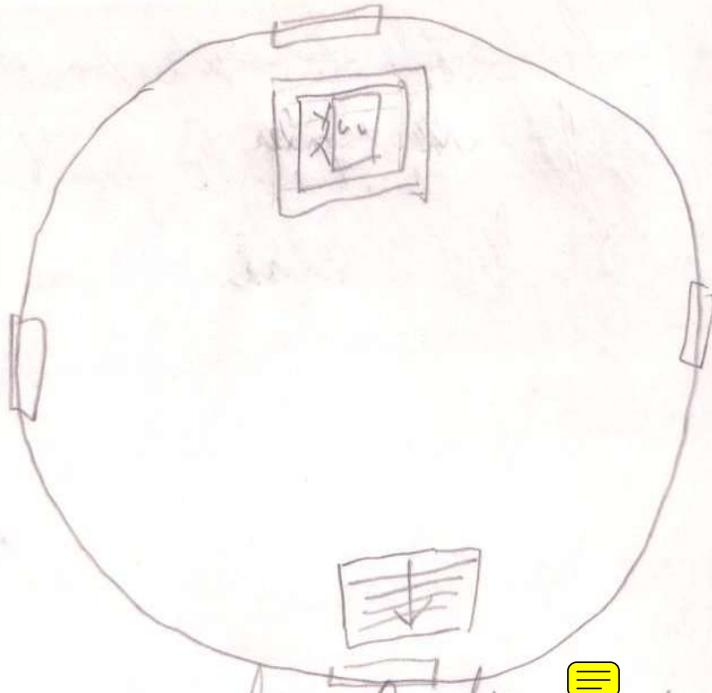


Summoning Chamber

Dark demon thing

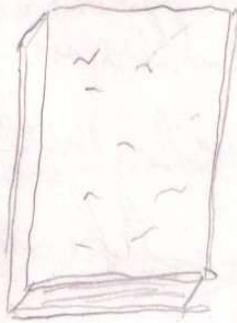


- Large windows with vine arrow accessibility
- Large stonewell
- NOT circular!
- Large columns
- Dead Necromancer with the back of his head at his outsketched head



- Main resurrection chamber ☰
- This is a classic Dr. Frankenstein's laboratory, complete with arcing electricity, ~~two~~ of lab equipment, and a tilted resurrection table. There should be some kind of skylight (blocked with glass, to prevent the falling snow).

BOOK OF ASH



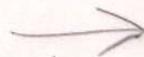
- From the outside, the book is rather nondescript, except for the fact that it is bound in (human!) flesh....

Destroying the Book of ash

- The book can't be destroyed
- It can only be sent back to the netherworld that spawned it
- The book must be dumped in a cauldron/summoning pit along with a few reagents (bat wings, goats blood, etc) a scroll is then read and "poof" - the book is sent back to the other world.

OR
- The book is placed in a magic circle along with the body of demon, ceremonial candles are lit/placed, and a scroll is read that

OR



☞ The book is simply brought to a great fire or put somewhere in the castle + destroyed "The Mordor Method"

☞ * Option 2 seems like the best one.



- Balmoraal - demon thingy
- Communication with Viktoria!
- Maybe you find the Necromancers' Crystal ball???

Objectives

- Find the Book of Ash
- Find a way to destroy the Book of Ash
- Destroy the Book of Ash
- Different things are required depending on difficulty.

Easy - The book of ash

Normal - Book of ash, light candles

Hard - Book of ash, food + light candles

Expert - Book of ash, food + light candles, food + placed bodies.

Mission Briefing

V. It seems we have an... unexpected problem

G. What now?

V. A powerful group of dark mages, known as Necromancers, has recovered an ancient artifact of great power, a tome known as the "Book of Ash."

G. Necromancers, huh? Sounds creepy. But what does that have to do with us?

V. The Necromancers are masters of the undead. They have dedicated their lives to the study of death... and the regaining now of the dead. It is said that the Book of Ash can summon forth creatures more powerful than the necromancers had ever dared hope.

G. You still haven't answered my question. I've tangled with the dead before, and I'd be damned if I do it again. Besides - corpses don't tend to carry much loot. Why do we care?

V. The Mechanists have commissioned the Necromancers to probe the book's power. They want to know if there's

some connection between the creatures of the netherworld and the forces of the Wood?

G. Is there?

V. (flaming) No! The Archster was a true god of old, the Woodie Lord of legend!

(calming) These ... things ... are but lesser denizens of dark + unknown places. Their realm is death ... not the green of wood + vale.

G. Not that it matters. If the Macfamists can control the book, who knows what power they could gain.

V. Yes! That is why you must travel to the Necromancer's castle, deep in the mountains north of the city. You must find the Book of Aelf + destroy it. I can supply you with a rudimentary map of the castle and as much information as I can.

G. Somehow, I knew you were going to say that....

- ☞
- The Balmsaal - Walks, wails, has small wings but can't fly.
 - Can't be killed by Garrett!!



- ☞
- But Garrett needs to steal one of its horns for the ritual. He must find the dead Balmsaal - it lies at a place where a couple of mercenaries fought one to the death. The horn can be simply removed.



Objectives

- Enter the castle compound
- Find the book of ash
- Find a way to destroy the book of ash
- Destroy the book of ash.



* How do the objectives change????



- 1.) Enter the castle compound
- 2.) Find the Book of ash
- 3.) Discover a way to destroy the book of ash. The Necromancers' central library should hold that information
- 4.) Use the information you've gained + destroy the Book of Ash
- 5.) The Merchants have already paid the Necromancers in order to fund their experiments. Find the Merchant's gold + steal it.
- 6.) The Necromancers have acquired plenty of loot to fund their experiments. Grab xxx



worth of loot

 Enemy AIs + their relationships

- Necromancer (Dagger)
- Necromancer (Mage)

✓
- Friendly with the zombies

- zombies. The zombies are undead, and normally wouldn't attack other undead creatures. But they're also mindless automotons, and can be controlled fairly easily by the Necromancers. Therefore, it is possible, even probable, that the zombies will in fact attack the other undead in this mission.

☰ New Sky Properties (as used in LOTP)

☰ Editors → ~~Mission Quest Data~~
→ Mission Parameters

☰ - New Sky: Celestial 1:



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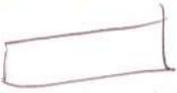
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☰ Cont. →

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□/✓

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☰ New Sky: Cloud Deck

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 New Sky: Stars

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 Sky Rendering Mode
Textures

Thief 2 Gold Major Meeting

Raid at Willard Square

active raid too difficult to implement realistically?

- Where are the cops / what do they do before the raid

- Get rid of brothel, hunt buildings

Don't dismiss cops as a threat

↓
connection to thieves guilds

↓
draw better distinctions

prototype dagger, but change references to it.

Mike's Mission

- * Issue of costume - Why??
Why need to go in costume??
(Why not do that in every mission)
- In Undercover, player is tempted to go into other rooms. Not really so in university.
- Probably drop intrusion issue.
- Focus on aristocracy a play down "college"/"university".
- * Scholar → NOT as collector
Simply studying.
- X- No reference in shipping +
Receiving.

- Have item in Masks.
- Mike time is limited.
- * Kill the infiltration

Walking the Dead

- Explain Why you shouldn't kill undead
- Better justification for doing the mission.
- ↓ full connection to what's already established.
- ~~Spell~~ - "Summon Pider"
- Break away from undead

Fallen Hammer

- Eliminate second quest
- Information gathering - talk to contact - no golem, no alarm
- Try to build ~~entire~~ architecture to match cutscene.

Remaining Issues

- Action of Rob's mission
- Health experience of Mike's mission
- Information or item the player receives in the Fallen Hammer mission
- Action of waking the Dead & the importance of the Book of Ash to the mission

Waking the dead
Action Issues

KIDNAP

CASING

DEAD

MASKS

HANNERS

SOUFARGE



Casing

- waiting for Serovskiy exhibit
- no other major Melans operations
- what could draw Barrett away

masks

Briefing Take 2?

They say the waiting is the hardest part, and now I know why. Sitting around while Gerovassius prepares his exhibit has me anxious, to say the least. Blech!

Now that Viktoria and I are playing the waiting game - biding our time until Gerovassius holds ~~the~~ exhibit, Viktoria has ^{asked} me to

O boy, so I screwed up. As it turns out, my ~~mission to Dapport~~ ^{present trip to Dapport} wasn't as successful as I thought. While tramping across the rooftops of Dapport I failed to grab a certain ancient ~~relic~~ tome known as the Book of Ash. It wasn't exactly a conundrum of mine at the time, ~~with the book with the~~ and I'm ~~presumably trying to fall~~ ^{not exactly} indeed ~~blech~~. ~~But my oversight~~ But it seems my oversight may have serious consequences. The book of Ash has been

recovered by the Necromancer order.
These twisted old fools split off from
the Hand Mages long ago, and like
to spend their time practicing the
darker, ~~and~~ forbidden arts - like
resurrecting the dead. If they tap into
the book's powers they could summon
both creatures more powerful than
they can imagine ... or control.

I've obtained a rudimentary map
of the Necromancers' castle, nestled
in the mountains just north of the city.
~~I plan on sneaking in~~ my plan is to
sneak in, find the book of ash, and
destroy it. Blah blah blah

High Level Fiction for "WTD"

- * No Mechanist connection
- * Book of Ash seems like the only logical connection/motivation
- * Victoria may or may not know about the mission, but she probably does.
- * Side mission, unrelated to main plot. Garrett wants to tie up loose ends.
- * Talk about old part of the city and Garrett's previous encounter with the undead, "RTC."

~~Post Mort Staff~~

Level Review 5/21/00

College

- Hills on either side of main entry are awesome, but note that the player can climb up right side and get flush with the outside of the world.
- Top of building, at large roof. Should be tile to keep the player off of it completely. Currently, you can only climb halfway up, because photo of roof hits the top of the "ceiling."
- Keep an eye out for places the player can get out of the world.
- Man room with tile and ~~is~~ dome is awesome!
Great lecturing.

- Small barred doors/windows on hill are great. Very flavorful
- Stairway is great - space feels really nice
- Overall, definitely on the right track

Texturing on floor - metal thresholds might suck. if carpet on other side, that's fine

Fallen Hammers but jumping over them will cause noise

Long ladder near garden is messed up - backward / phys model problems.

Falmer ghost is AWESOME! Everything, the nod of his head, the particle effects, the warping in of the item

General problem with wall thickness. The walls are all generally at a height that makes mantling, but they're too thin to mantle up to. Need to be 2 feet thick! This really has to be changed.

- The same is true of the well - player should be able to mantle up onto it and then into it.
- When jumping into the well, you can't get killed. The player is going to expect to be able to just jump down into ~~the~~ the well. Also, at the bottom, there NEEDS to be a place to rope arrow back up or otherwise get out of the well.
- Temple has a maze-like quality to it. The texturing should reflect this by having areas look different.
- Possible stair problem. Several smaller wedges have been used, instead of one large wedge. When stairs are cut out, could cause shader cell problems.

Willard Square

- Start point feels good
- Lighting needs to be improved/adjusted.
Too dark!!!!
- First gate ~~is~~ scenario is really good. Not too hard, but challenging. Having one guard there is good, good training experience
- From there to hole in floor feels very linear. Looks great, but I felt pushed along a single path
- holes in walls, burnt out stuff - excellent
- entering onto section with girders, etc. Wow!!
- But... don't NOT use the rubber texture!!!
It's a Mechanist creation that happens in Previous Cargo and is explained in that mission (specific to that mission). They're wooden beams - frustrating as hell. They're too small to be matted up onto.!! Maybe ~~just~~ just the bottom should be wood??

! - New section LOOKS fucking awesome.
Vertical is the way to go.

! - Renturing is very good

! - There is a window ~~you~~ into the room
with the dead woman - way too hard
to jump into.

! - What the Hell is with the dead
woman???

! - Some of the ~~ledge~~ ledges aren't wide
enough

! - bridge over water with guards. Feels
great but - wall needs to be
"mantle thickness" everywhere.

! - Otherwise, it is ACK!

☰ No One Lives Forever notes

☰ messages

- ☰ - Player spotted
- AI doing individual reaction "panic" to Hear Enemy Weapon Fire
- AI doing group reaction "panic" to Hear Enemy Weapon Fire
- Enemy doing group reaction "attack from cover" to see enemy
- Enemy doing individual reaction "attack from cover" to see enemy
- Enemy doing group reaction "attack from cover" to Hear Enemy Weapon Fire
- body found

☞ NOLF Built-In AI abilities

- ☞ - Can react to footprints, flashlight, weapon fire, footsteps, weapon impact, feeling pain, death.
- ☞ - ~~Attack~~ Reactions to Player - nothing, found alarm, Get backing, Hit switch, Surrender, Panic, Distress, attack, attack on sight, Charge, attack from cover (stay, always retry, retry once), attack from vantage, advance.
- ☞ - Others - (Including reactions to just hearing a weapon impact) - Go to cover, taunt, become alert, call out, look at, Investigate and stay, investigate and return.
- ☞ - Damage Properties - Mass, HP, armor, Can Heal, Can Damage, Never Destroy.
- ☞ - Attachment Points - left hand, right hand, nose, chin, back, head, eyes - Stuff like weapons, sunglasses, hats, scrub tank.

NOLF Observations

- What the hell is up with the distance ?? seems like if I shot at a distant enemy, my bullets would go right through him.
- Ridiculous falling damage
- Looks pretty much just like Lith Neck 1.

Interviews

artist - Kevin Dougherty

- Big on design
- Chief fan 1+2
- Very technical - lots of mocap experience
- X-Box ~~competition~~ competition
- I have my doubts about the ~~the~~ importance of mouth mocaping. Way too much attention to detail!
- More versions with characters
- Combining aesthetics with gameplay - casing
- More design
- art in Freelancer is done all over the world - alth... sweatshop gaming
- Use steampunk technology in ~~in~~ gameplay
- Early tech.
- Integrate you with gameplay



- Wants to make a medical game
 - Values originality
 - Jules Verne technology
 - Leaves environments the same - ???
 - Fantasy / RPG games
 - ask art questions  - get design answers *
 - Pulled off death without making it gruesome
 - Not a gore jockey
-

Paul Rogner



- again with ghost / alpha blending
- Programming generalist - Really likes AI
- Zero interest in physics
- Likes brief physics

AI in Thief



AI must complement game design.

- Entertainment
 - Challenge
 - Believability
- > go overboard with realism

Entertainment & Challenge > totally different

AI programmers job is to hand off stuff to designers

☞ A brief stealth

Stealth AI - cool

☞ Interactivity in a brief

↓
- People must talk

- Everything serves design.

☞ Jay Lee - ~~is~~ ~~the~~ in-house
artist candidate

☞ Jeff Reitman, Eric Dougherty

☰ Nate Blaisdell

☰ - Played a little T1 + T2

- Wanted to get foot in the door because of Thief

☰ Half - Life bad - Too fast paced, not enough interactivity

Thief - bad - Too supernatural
wished it had more choices.

☰ More than one person working
on a level.

Big sci-fi fan. Loves
Neuromancer. Loves Blade
Runner.

Doesn't like the way the
show is filmed. Loves the
Borg. Mindless Drones.

- as long as it's believable, that's
important - not realism.

- Gladiator - Best

- Gameplay always comes first,
f that's why games fail.

↓

Q make does this - Q make has

Shitty gameplay.

Alice - Looking forward too.

Likes 1st + 3rd person

↓
first person is more ~~to~~ immersive
third person lets you see more
expression, etc.

- For console - thinks 1st + 3rd
would be better in 3rd person.

- Design for your audience, dev.

- 1st for console audience.

- T3 multiplayer - use factions
in coop. and competitive

↓
one person controlling team
spec. ops

THIEF 3 AESTHETIC MEETING

- Add windows to texture list.

10/18/00

THIEF 3 GENERAL DESIGN MEETING

10/19/00

- Look at BG2 - city sections.

Eric Dougherty Interview

mostly PC Gamer

↓
Interstate 76, Deus Ex, Red Alert
& Dungeon Keeper

↓
Like hacking in Deus Ex - Karbo
sneaky approach. →

- D beef is anti-frag

↓
difficulty levels tied to killing - liked

- "thiefing"?

- Libe of the Party / shipping

- more of a "big picture" type of guy.

- Been to E3

- Would like to work on anything - AI,
high-level systems, physics.

- Would prefer a direct translation.

↓
Good insights into console translation,
etc.

- Fan of Ultima 6 and 7

- Too excited about joining the industry -
afraid to be critical

- More stats - shows using the entire
system - s. & the AIs become alert & etc.

☞ - Casing + Masks -



- more diverse arsenal
- Persistent Economy
- Likes options, likes being able to do things the way he wants. Tires of designs that limit the player too much.
- ~~The~~ synergy approach
- Independent worker but will seek out help.



Design Meeting 11/2/00



Demo - artists should look at it

Initial ~~to~~ footprint

- Schedule for art demo

- Tech Needs Doc - Renamed "Features List"

- Establishing the gameplay vision

↓
Specific to Thief 3



↓
mission design docs - mission
breakout docs.



- Using documents for designs

↓
- What are design & technical goals?

- What new tools are introduced

- Technical limitations

- Resolved ideas

5 days - demo

1 day - documentation

Perri Action Meeting 11/2/00

3 points

- 1.) Time travel ✓
- 2.) Introducing player to Thief universe -
no understanding of Thief 1+2
- 3.) "Foreign" architecture.
- 4.) Baron
- 5.) What is the witch?? ✓
- 6.) Not just gargoyles, but any ✓



statue -



- Connection to necromancers?

- Gamall's goals:

- Extend her life
- Protect her own ass
- Do away with Garrett, so he won't ~~know~~ discover she is the brethren + betrayer

- Garrett encountering mysteries in the city.



- Poly Counts

SMALL MAP



132 Polys - looking up massive staircase, with pipes

Big map

- 22 polys - from street, looking up to tower
- 26 polys - from tower base looking down
- 27 - looking down staircase

Demo Art Review

- Leaning buildings
- Lots of pipes/steam
- Bevelled edges on buildings
- River/channels
- Pipes to traverse city
- Lots of ~~beam~~ beamwork on bridges
- Catwalks - find upper boundaries
- Hybrid large + confined
- Rope arrow-use

- 1.) Define one building - incredibly detailed
- 2.) Small avenue - 3 buildings each side - leading up to the highly detailed building

- Underground ~~of~~ sewers leading to Grotto



- Gothic
 - Spanish Medieval
 - Medieval, but from different areas
 - Lighting!!!! ~~Use Unreal~~
 - Use Unreal for now
 - Lots of staircases
 - Slopes - steep stairs
 - Make buildings look like real buildings
 - Ancient Jerusalem
-

Daniel Patton Interview

- Gamer - Wolfenstein, Doom, Quake, Unreal
- Very technical - push the engine
- Worldcraft, ~~Unreal~~ Unreal, made mods
- Good use of connectivity
- Big into game community - important for multiplayer
- seems to know what he's talking about w/ mod groups - pushing mod support
- Likes "types" of levels, originality - Hong Kong
- Has a good eye for textures
- About Deus Ex - Doesn't like level reuse - finds it boring/frustrating. Wishes the areas had been changed.
- Likes realism - shoot a guy in heart, he should die, etc.
- seems to like the slower-paced military sims
- Chess analog - likes to think.
- Like fear - being freaked out.
- made a lock in 3D studio max to put on a

Perri Auction / Mission Meeting

- Jack the Ripper (Randy, Perri, Zuko, Emil)

- Failed assassination
- jail (P.O.W. camp) - Pagan jail?? The Deer

- Monsters can see in the dark, but not in the light. - Subterranean society

- Pirate ship

- Orphanage - Hammerite

- Chinese temple

- Leaves drop in a Church

- Ideas

- Thieves mission

cool

- made his own fucking security monitor - used screenshots w/ flashing textures
- did shooting stars in the skybox
- Moving billboard - graphical touch.
- Thinks functionally.
- Loves systems
- Didn't like consoles in the past - too limited