

# MicroCosm™ Features List

A "LUCASFILM UNIVERSE" DOCUMENT  
the various features and components of the **MicroCosm** system

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## Introduction

This document describes the various software features and components that make up the **MicroCosm** system. It also describes the particular elements that will be delivered according to various possible development scenarios.

## Features and Components of MicroCosm

- *Baseline home system* — The basic software which resides in the home computer to handle interaction, communications and graphics.
- *Basic object set* — The (home system resident) set of object behavior modules and imagery for the basic collection of common objects that everyone knows about and requires to exist in this world. Includes such things as minimal turf environment objects, clothing, weapons, basic transportation devices, and other basic elements of the Universe.
- *Advanced object set* — The (home system resident) set of object behavior modules and imagery for unusual (but interesting) objects. Includes rare treasures, specialized tools, unusual buildings, and so on.
- *Avatar personality kit* — Interactive package to allow a player to customize the appearance of his avatar.
- *Baseline host system* — The basic software which resides in the network host computer to make the universe work with multiple players.
- *Host database for basic object set* — Software modules to handle the part of the basic object set which must reside in the host.
- *Host database for advanced object set* — Software modules to handle the part of the advanced object set which must reside in the host.
- *Third-party software developers' toolkit* — Software package to allow third-party software developers to use the **MicroCosm** universe as a gateway into software of their own creation.

## Scenario I

Scenario I is an intensive development effort. The objective is to achieve an operational system as quickly as possible. It comes in two phases:

### Phase 1 — Minimal Commodore 64 System

Phase 1 obtains the minimal possible functional system for the Commodore 64.

October 15, 1985 — project start

May 15, 1986 —  $\beta$ -test release

July 15, 1986 — public release

August 31, 1986 — end of post-project ramp-down

features delivered May 15:

- Baseline home system for Commodore 64
- Basic object set for Commodore 64 (partial)
- Baseline host system
- Host database for basic object set (partial)

features delivered July 15:

- Basic object set for Commodore 64 (complete)
- Host database for basic object set (complete)

## **Phase 2 — Enhanced Objects and Amiga Support**

Phase 2 adds two major elements to the system: a set of additional objects to enhance the detail and interactive interest of the system and support for the Amiga computer in addition to the Commodore 64.

- March 1, 1986 — start Amiga implementation
- May 15, 1986 — start enhanced objects implementation
- October 1, 1986 — deliver enhanced objects
- November 1, 1986 — deliver Amiga system

Phase 2, then, delivers the following features in addition to those developed during Phase 1.

- Basic object set for Amiga
- Baseline home system for Amiga
- Advanced object set for Commodore 64
- Advanced object set for Amiga
- Host database for advanced object set
- Third-party software developers' toolkit

## **Scenario II**

Scenario II is a more extended development effort for both Commodore 64 and Amiga computers. The objective is to achieve a mature, full-featured system. The milestone dates are:

- October 15, 1985 — project start
- June 15, 1986 —  $\beta$ -test release
- August 15, 1986 — public release
- November 15, 1986 — end of post-project ramp-down

features delivered June 15:

- Baseline home system for Commodore 64
- Baseline home system for Amiga
- Basic object set for Commodore 64
- Basic object set for Amiga
- Avatar personality kit for Commodore 64 (partial)
- Avatar personality kit for Amiga (partial)
- Baseline host system
- Host database for basic object set

features delivered August 15:

- Advanced object set for Commodore 64
- Advanced object set for Amiga
- Avatar personality kit for Commodore 64 (rest)
- Avatar personality kit for Amiga (rest)
- Host database for advanced object set
- Third-party software developers' toolkit

### Scenario III

Scenario III is an extended development effort for both Commodore 64 and Amiga computers. It staggers the start of work on the two target systems so that the workload and financial burden is spread over a longer period of time. The objective is to achieve a full-featured system. The milestone dates are:

- October 15, 1985 — project start
- February 15, 1986 — Amiga development effort start
- June 15, 1986 —  $\beta$ -test release of Commodore 64 and host components
- August 15, 1986 — public release of Commodore 64 and host components
- August 15, 1986 —  $\beta$ -test release of Amiga components
- October 15, 1986 — public release of Amiga components
- November 15, 1986 — end of post-project ramp-down

features delivered June 15:

- Baseline home system for Commodore 64
- Basic object set for Commodore 64
- Avatar personality kit for Commodore 64 (partial)
- Baseline host system
- Host database for basic object set

features delivered August 15:

- Advanced object set for Commodore 64
- Baseline home system for Amiga
- Basic object set for Amiga
- Avatar personality kit for Commodore 64 (rest)
- Avatar personality kit for Amiga (partial)
- Host database for advanced object set
- Third-party software developers' toolkit

features delivered October 15:

- Advanced object set for Amiga
- Avatar personality kit for Amiga (rest)