

Von: Jon Hare jops@tower-studios.co.uk
Betreff: RE: Funding for SWOS
Datum: 24. Juli 2014 um 13:00
An: Philipp Habermann philipp.habermann@gmx.de



Sounds great... keep up the good work :)

-----Original Message-----

From: Philipp Habermann [mailto:philipp.habermann@gmx.de]
Sent: 20 July 2014 10:44
To: jops@tower-studios.co.uk
Subject: Re: Funding for SWOS

Hi Jon,

some update:

Zlatko is still working on the net code to further improve it.
Now, up to 8 players can join simultaneously, 2 play, 6 watch... You can switch from watcher → player after the game in the game lobby.

More options to come:

- Load custom tactics for online games
- Option for extra time and penalties

Kind regards,
Philipp

Am 05.06.2014 um 03:14 schrieb Jon Hare <jops@tower-studios.co.uk>:

Hi Philipp

Sounds promising...

Yes David is highly capable of this, he has been a professional games programmer for about 25 years... he is just busy right now.

The other less likely possibility is Chris Chapman.. original SWOS coder...

if he has the time

Cheers

Jon

-----Original Message-----

From: Philipp Habermann [mailto:philipp.habermann@gmx.de]
Sent: 04 June 2014 20:08
To: jops@tower-studios.co.uk
Subject: Re: Funding for SWOS

Hi Jon,

thanks for your answer.

A „PC only“ build should be fine if it is bug-free and a straight port of Amiga/PC SWOS.
About the money issue we are still checking possibilities, and looking for a big investor.

Player names licensing should be no problem. We should just use spoofed names, like on XBLA.
DATA folder (TEAM.XXX files) can be edited later by the community.

We'll stay in touch. I will ask Zlatko for the source code of his latest SWOS++ patch. David has not replied so far. Don't want to step on SWOS++ anybodies toes, but is he capable of old assembler language?

Cheers,
Philipp

Am 03.06.2014 um 15:14 schrieb Jon Hare <jops@tower-studios.co.uk>:

Hi Philipp

I think most controller issues can be overcome although they will need to conform to some kind of standards Windows and Mac can be supported but all is extra dev cost Cross platform online again increases dev cost and complexity

Seems to me a stable PC only build is the best starting point.

Codemasters do not really value Sensible Soccer.. but equally if people want to access it then they block them. They are struggling for money right now so unless they are offered money up front they are unlikely to be interested.

There is also the player names licensing problem which adds risk

Best thing is to watch this space for news about Codemasters

Cheers

Jon

-----Original Message-----

From: Philipp Habermann [mailto:philipp.habermann@gmx.de]

Sent: 02 June 2014 14:29

To: jops@tower-studios.co.uk

Subject: Re: Funding for SWOS

Hi Jon,

thanks for your thoughts.

Right now, there seem to be too many questions unanswered.

100.000 pounds is a huge amount, and I doubt that we will manage to get this together.

Simple questions people asked:

- Will this game have USB controller support? Seems like a MUST for SWOS. Consoles are locked down to unsuitable big gamepads. You need only 1 button for SWOS! :)
- Will it be released on both Win & MAC osx?
- Cross platform online mode?

So, are there no other possibilities?

I cannot quite understand why Codemasters isn't producing this game itself, with the options I mentioned above. And very important, involving people who really have a clue about it. You, and Zlatko Karakas for instance. He is a genius and achieved more without the source code than Codemasters did with it (adding a new menu to the game, a game lobby, online playability etc... everything is better even in beta status than the XBLA version). These facts should perplex

Codemasters...

Right now, PES is dead and people are bored of FIFA. There is no really good Facebook-footie-game or whatsoever.

So, of course it still sounds good for me. But still, my concerns are as described above.

Any ideas how to continue?

Cheers,
Philipp

Am 23.05.2014 um 03:22 schrieb Jon Hare <jops@tower-studios.co.uk>:

Hi Philipp

In my opinion Kickstarter may be a world of pain.. a lot of expectations and a lot of pressure

I have spent the last 15 years now dealing with Codemasters do I know their style...

- a. Codemasters will want good royalties and money up front for it but I think a 30% royalty and £30,000 advance may be enough
- b. Then there is development costs... allow £50,000 in the budget
- c. The I will need to be paid as creative director, promoter and validator of the whole project... allow another £20,000 for that

Then we will need to think about how we handle license content

And finally we will need publishing and marketing power to bring it to market

This is the reality

Let me know if it still sounds good to you

Cheers

Jon

-----Original Message-----

From: Philipp Habermann [mailto:philipp.habermann@gmx.de]

Sent: 19 May 2014 12:03

To: Jops@tower-studios.co.uk

Cc: Michael Jansch; Carsten Rothhaar

Subject: Fwd: Funding for SWOS

Hi Jon,

over the weekend I had several conversations about a funding for SWOS.

Feedback was rather reserved and cautious, and that is for one reason:

Codemasters!

People have absolutely no trust & faith in this company, or rather lost it

over the years and all those unfinished and mediocre games, that were dropped and never supported or updated/bug fixed whatsoever...

But, if we can get more transparency into things, people seem still willing to invest money.

So, concluding, a kickstarter project or something similar seems the only

possible way right now for people to deal with a project in which Codemasters is involved!

The other option:

- Codemasters tells the price they want and what we'll get in return

(license? code? etc.?!). Then we can talk again.

—> That's what many guys said who are willing to invest!

A blind money offer seems a no-go right now.

What do you think of that?

Kind regards,

Philipp (Playaveli)

