



FLASHBACK

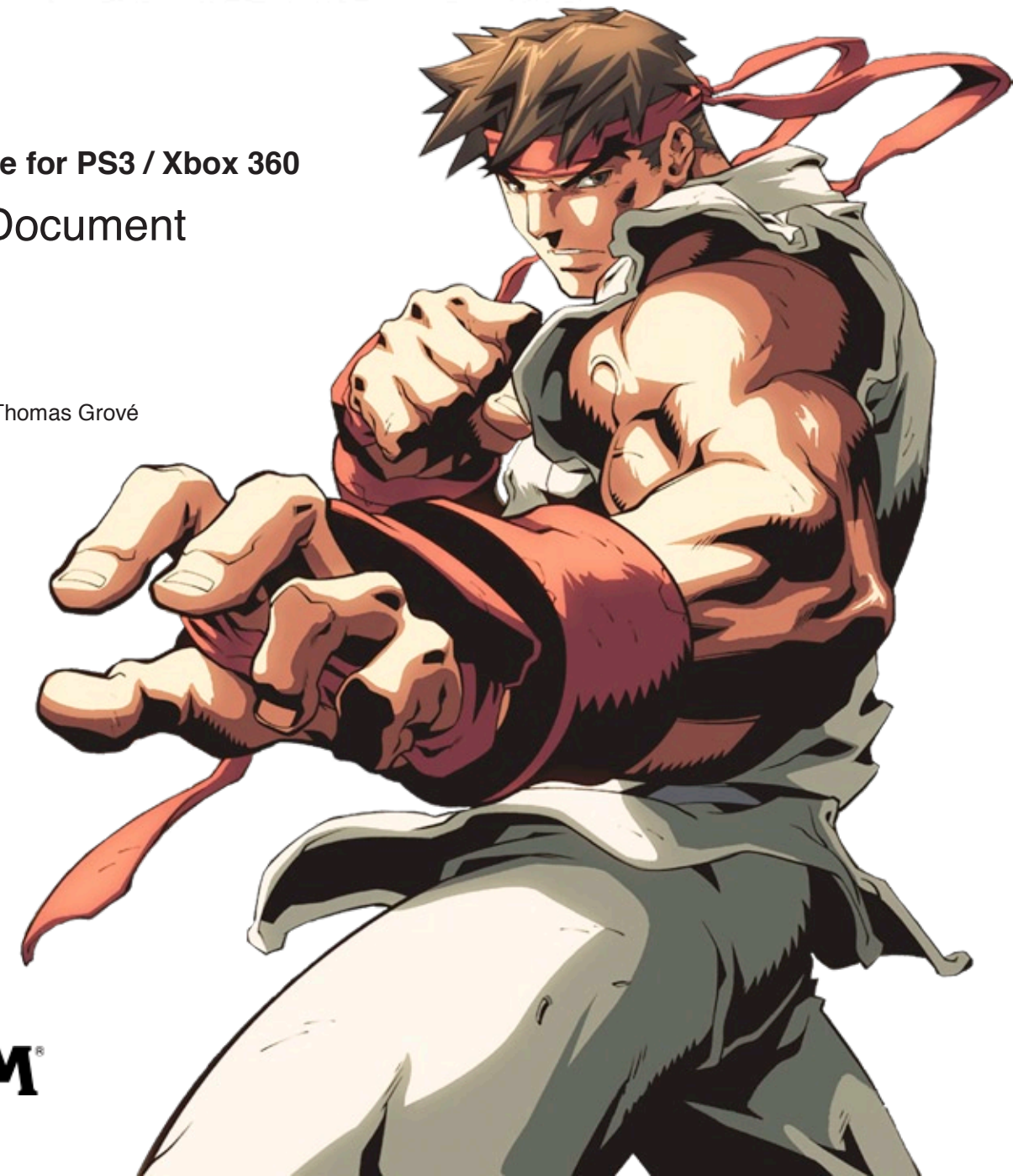
Fighting game for PS3 / Xbox 360

Concept Document

Prepared by David Sirlin & Thomas Grové

Version 11.1

January 9th, 2006
Contact: David Sirlin
sirlin@alum.mit.edu



CAPCOM®

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Introduction

Street Fighter is one of the strongest franchises in the video game industry. It dominated arcades in the 1990s and set the gold standard for the entire fighting game genre. All told, the franchise sold over 24 million units. In recent years though, the series lost its course. Those developers who were the soul of the franchise left Capcom and the series never really recovered. Meanwhile, the success of other fighting games has proven that strong demand for the genre still exists.

Recent Fighting Game Sales (in millions):	
Soul Calibur 2 (PS2/Xbox/GameCube):	2.1m
Smash Brothers Melee (GameCube):	2.3m
MK Deception (PS2/Xbox/GameCube):	2.1m
Dragonball Z: Budokai 1 (PS2/GameCube)	2.1m
Source: NPD TRSTS	

It's time for Street Fighter to return. This time it has a new soul, borne from its most devoted fans who were inspired to become game developers for this very opportunity.

Even after 15 years, Street Fighter's 2D gameplay holds up well, and we want to preserve and enhance the classic gameplay while giving it a new twist. The game must make the difficult leap from 2D to the 3D and it must be designed with an eye toward online play and console controllers rather than the arcade environment and joysticks.

- One of the best licenses in the game industry returns after a hiatus.
- New flashback features lets players rewind time!
- Simplified controls designed for the console. Choose between “classic” arcade and “new millennium” control modes.
- Beefy single player modes: Ryu's Story, World Tour, and Dan's Training Dojo.
- Emphasis on online play, rankings, and recording/sharing gameplay movies.
- Beautiful 3D updates of nostalgic settings and story moments.
- Unlockable games give fans a big surprise!
- 2 new characters.



1.1 The Cast



The original cast of twelve is supplemented by Sakura, Killer Bee (before she became Cammy), the head student at Ibuki's ninja village, a Chinese bodyguard, and the mysterious Akuma. Even the choice of cast reflects a flashback to Street Fighter's past, but with some new twists.

2 Executive Summary

3D Graphics

Street Fighter's heart is 2D gameplay, and we want to stay true to that, but it's time to bring the graphics to the next-generation of 3D technology. With the Unreal 3 engine, we'll use the latest techniques such as per-pixel shaders and normal mapping. We strive to exceed the technical excellence of Dead or Alive's 3D graphics, but with a style inspired by Street Fighter's 2D roots.

The Flashback Theme

The concept of the flashback repeats itself throughout the game. The story mode takes place during Ryu's flashback to SF2, allowing us to highlight classic Street Fighter moments and revisit familiar characters. A new game mechanic called flashback lets players rewind time to undo mistakes. And in a grand tribute to Street Fighter's past, we'd like to include emulated versions of all 12 major Street Fighters as unlockables. (SF1, SF2 series, SF Alpha series, and SF3 series.)

Console Controls

Street Fighter was originally designed to work with an arcade joystick and six buttons, but we now live in a world of console controllers. We offer the player two control modes: the "classic" arcade controls and a mode we call "New Millennium," based on the easier special moves in the GBA game Street Fighter Turbo Revival. This subtle feature makes the game more accessible and reduces the barrier-to-entry that complex controls create. This gives new players equal access to special moves when they fight against veteran players.

Story Mode

A good story can draw in a wide audience. Our story focuses on Ryu's journey to become a warrior, which is meant to mirror the player's own journey toward better understanding competition as a method of self-improvement. The spirit of the dead master Gouken teaches the player fighting techniques, while the sinister Akuma teaches Ryu what victory is really about. 3D roaming sequences link the battles together. The short roaming areas have designer-controlled cameras, like in God of War.

World Tour

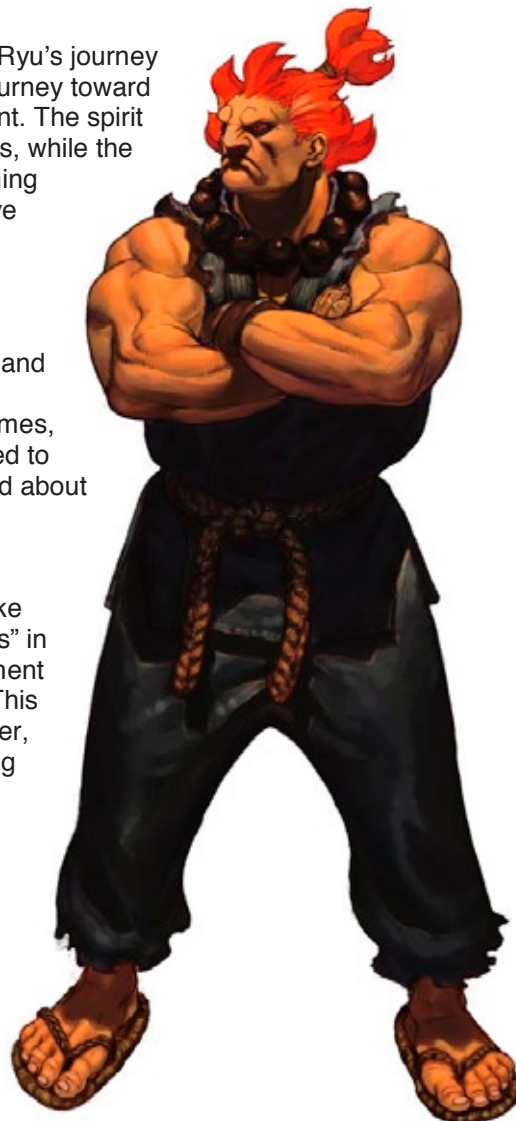
Single player content is important and usually lacking in fighting games. The World Tour mode lets players choose any character and progress through the ranks against many opponents and special challenges. Some challenges are almost like WarioWare mini-games, while others resemble more standard fights. This mode is intended to teach the player nuances about the fighting system in general and about tactics useful for their particular character.

Online, tournaments, match recording

Any fighting game without online play is making a massive mistake (Tekken 5, Soul Calibur 3). In addition to the casual online "rooms" in Dead or Alive Ultimate, we will also create an automated tournament system, and support the recording and trading of match videos. This allows players to create their own content, to learn from each other, and to brag about their victories. It's amazing that no other fighting game is doing this.

Extras: Emulated SFs and Remixed ST

We want to go the extra mile in every possible way to make SF4 a 10. In addition to the main game, players will also get emulated versions of all 12 previous SF's, and a 3D update to Super Street Fighter 2 Turbo using emulation for the gameplay but completely new graphics.

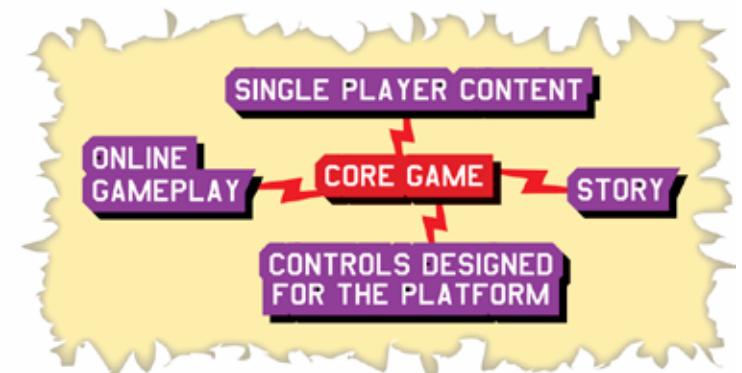


3 The Total Package

Like StarCraft was for real-time strategy games and Halo was for first-person shooters, Street Fighter 4 will deliver a total package beyond its base gameplay. Fighting games are a mature genre with well-defined player preferences, so the way to capitalize on that is to deliver familiar gameplay with refinements and a few twists, and supplement that with whatever modes and features the genre has been lacking.

Halo took a standard genre usually played on the PC and adapted the controls to consoles better than anyone had before—and it had a great single player mode. Starcraft also added a rich single-player campaign and had the most complete online matching system of its time with Battle.net.

The AAA Formula (for Competitive Multiplayer Games)



Our work is cut out for us because fighting games have always had terrible single player modes, and only spotty online support. Currently, the best online implementation of a fighting game is Dead or Alive Ultimate, a game that isn't even a good fighting game, has no tournaments, and a very small community. Fighting games are also notoriously bad at delivering story and at teaching players how to actually play.

Street Fighter 4 will be the complete package. We offer an interesting story that actually has something to say. Ryu's development as a warrior mirrors the player's development. The life-lessons of winning and losing are difficult, but definitely interesting. Our World Tour mode features many activities and learning tools designed to teach the player nuances of the game that other fighting games don't bother with. Our online support will go far beyond DOAU to include online tournaments with entry fees and prizes, massive spectator viewing, and the ability to save and trade replays of matches. This will enable users to create their own content. All of this will result in a passionate, educated, and involved player-base.

With controls designed for the console, rich single player modes, and serious online support, we will deliver the total package this genre-king needs to surround the solid base gameplay.

4 The Flashback Theme

Both the story mode and the new “flashback” game mechanic reinforce the flashback theme.

4.1 Flashback Mechanic



Every character has a new “flashback meter” that fills automatically over time. When the meter is full, press and hold light punch + light kick at the same time to rewind time! Everything happens slowly in reverse until the player releases the buttons (or until the maximum of 4 seconds is reached). From this point, gameplay resumes normally.

Each player will get about one use of the flashback per round, but the meter does fill faster the more you get hit, so a losing player might get as many as two uses per round.

The flashback can be used to “get out of jail free.” If you find yourself in a bad situation (knocked down at edge of the playfield, for example), you can flashback out of it. If you get hit by a combo, you can rewind to before the point where you got hit. If you are Zangief and the enemy jumped out of your Spinning Pile Drive attempt, you can rewind to the point just before they jumped away to get another shot at it.

The flashback also has an offensive use. When you rewind time, you undo any damage that you took during the rewind, but you do *not* undo damage that you already dealt to the enemy! So you can perform a combo on the enemy, then rewind that combo (the enemy is still damaged), and then do that same combo (or a different one!) on the enemy. You get to deal more damage this way, but you spent your “get out of jail free” card and won’t be able to flashback again for a while.

To counter the enemy’s flashback, players can create a “timestamp” by doing a taunt (press heavy punch + heavy kick at the same time). The enemy cannot rewind past this taunt. If you think the enemy is about to use his flashback ability, taunt to neutralize it and the opponent will waste his entire flashback meter. Alternatively, if you land a particularly good combo or get the enemy into a bad situation, you might to sacrifice some of your offense to taunt so you can ensure the enemy won’t flashback out of trouble. Be careful though—the taunt leaves you totally vulnerable to attacks.

The flashback mechanic adds a whole new dimension to gameplay (literally the 4th dimension), while maintaining everything that’s good about the old 2D gameplay.

4.2 Other Time Mechanics

We’re also developing ideas to work in other time-mechanics, such as **speed up** (increase your own speed for a short time), **slow down** (decrease the opponent’s speed), and **record** (save a special move that your shadow can play back, like an “assist” move) in addition to the base **flashback** shared by every character.



4.3 The Flashback Story

Street Fighter 2 was the phenomenon. The casual player will relate to Chun Li and Blanka far better than to Twelve and Q (from SF3: 3rd Strike). That’s why we want this game to return mostly to the SF2 / Alpha era where we can focus on nostalgic story moments and characters.



The main story mode of the game starts with a weathered, tattered Ryu long after the events of Street Fighter 3. After defeating Gill viciously, Ryu—afraid of his own power—became a hermit. Sakura sought him out, and when she finds him, Ryu tells her his story. He does this partly because he thinks the story of his internal struggle and eventual triumph over Bison is the inspiration Sakura needs, but also because this might be his last chance to tell it.

Gameplay in the story mode takes place during this extended flashback.

The final scene of the game takes us back to the weathered, old Ryu. He stands up, telling Sakura that it’s finally time for him to face his ultimate challenge. Despite Sakura’s protest, Ryu travels to Akuma’s cave where he says “I’m ready.” Players who thought Bison was the final boss will be blown away by the Akuma/Ryu dream match that players have waited a decade to see resolved.

5 Capturing the “Feel” in 3D

No 3D fighting game has captured the “feel” of 2D. This is due to a lack of precise distance perception and the technical challenge of stretching, scaling, and replacing a mesh in 3D.

5.1 2D Gameplay

Although the game will be rendered in 3D, and the Story Mode features some scenes with 3D navigation, the core gameplay is still 2D. Capcom is the champion of precise 2D gameplay as evidenced by Extreme Ghouls’n Ghosts and Rockman Rockman, two new PSP games with 3D graphics and 2D gameplay.

Here’s a quote from Konami’s Koji Igarashi, creator of the Castlevania series:

It’s basically impossible to communicate the same experience [in a 3D world]. 2D gameplay is precise – it can come down to one pixel of accuracy for attacking, defending, jumping, any sort of platforming element. In the 3D gaming environment, appreciation of distance is much more subtle, and control has to be looser. In 2D, the distance between the player and the enemy is very important, and can be planned carefully. In 3D, distance isn’t the important thing, but rather timing. That 2D to 3D transition doesn’t really work, and a good example of that is the N64 version [of Castlevania]. They tried to fully incorporate 2D gameplay in a 3D environment, and it didn’t do well.

We agree with Mr. Igarashi, which is why we added the new dimension of rewinding time, rather than a new dimension of space, to Street Fighter.

5.2 3D Mesh Deformation



In Street Fighter Alpha 3, Zangief’s stand fierce makes his arm much bigger than usual, giving it more reach and a fun fantasy feel.



In Street Fighter EX, Zangief’s arm looks stubby and doesn’t reach very far.

The fantasy elements of 2D fighting games (Blanka’s low fierce makes his arm much bigger, Zangief’s stand fierce reaches across most of the screen in SFA3) are technically difficult to achieve in 3D. If an artist wants a 2D character’s limb to completely change shape during an attack, he just draws a few 2D frames how he wants. In 3D, it might require adding extra bones to the rig, which is usually not even feasible.

We have identified this as a key issue that must be solved to capture the fantasy feel of Street Fighter. We’re eager to demonstrate that the ability to change the size and shape of characters on the fly is one of the missing ingredients of other 3D fighting games, and one that we will provide.

6 Controls

The game is designed with the PS3 and Xbox 360 controllers in mind. There are 4 main attack buttons, rather than the traditional 6, so that all the main attack buttons can fit on the face of the controller. Also, we offer players both a classic control mode (where you throw fireballs with the old-school “quarter circle” motion on the d-pad) and a new, simplified control mode that we’re calling “New Millennium” mode.

Many versions of Street Fighter have attempted to offer easier control schemes. They’ve always been either way too weird (CvS2 EO) or too weak (SF Alpha1 limited easy mode to level 1 supers, while regular mode could do much more powerful level 3 supers). The best attempt to date was SF Turbo Revival on GBA. In this game, the optional easy control mode replaces the *qcf+p* motion for fireballs with just *forward+p*. Dragon punch is *down+p*, and helicopter kick is *back+k*. This is very easy and intuitive.

New Millennium			
Classic			

In SF4, there are actually two versions of every character: Classic and New Millennium (or just “New”). New Ryu does uppercuts with *down+p*. Advanced users will actually prefer Classic Ryu because while standing, it’s difficult for New Ryu to perform a quick low punch without getting an uppercut. Classic Ryu offers more precise control, but New Ryu allows new players to have a chance without having to difficult input commands. This one feature greatly helps us expand the market to new players.

Note that in SF Turbo Revival, there is no reason to play Classic Guile over New Guile. New Guile can perform Sonic Booms and Flash Kicks without holding back for one second, and has no drawbacks to counter this advantage. In this game, characters with charge-up moves and 360 moves (such as Guile and Zangief) have a “special move gauge.” Classic Guile has to “charge-up” (hold back on the joystick) for 1 second before he can sonic boom. New Guile can Sonic Boom instantly at any time, but then he must wait, say, 1.3 seconds before he can do another special move. This and other balancing techniques will be used to keep the Classic and New characters competitive with each other in tournament play. New Millennium control mode is not intended as the usual throw-away mode, but instead is intended as an integral part of the game: tournament-legal and tournament-balanced.

7 Fighting System

The fighting system is more like a “greatest hits” of Street Fighter than a radical departure. Each character has all the most useful versions of moves from previous Street Fighter games, plus some new twists. The new mind-bending Flashback feature (described in a previous section) is the biggest twist of all.

Here are the basic features of the fighting system:

- Throws
- Counter-hits
- Air Juggles
- Staggers
- Wall Bounces and Floor Bounces
- Super Meter and Super Moves

New Moves:

Many characters have new special and super moves. Lots of old special moves have new properties. The spirit of what each character is about is still intact.

Throws:

To throw, players simply hold toward or away and press either fierce punch or roundhouse kick, just like in Street Fighter 2. Throws work even against blocking opponents, so they punish defensive play. Like in Super Street Fighter 2 Turbo, the enemy has a short window of time after a throw where he can enter his own throw command to reduce damage. This is called a “tech hit.”

Counter-hits:

If players hit an enemy out of the beginning of a move (rather than the recovery), there is a dramatic hit-pause, similar to that used in Street Fighter Alpha 3. Also, the enemy’s hit reaction is different; allowing for him to be juggled by additional attacks.

Air Juggles:

Some attacks (and all counter-hits) put the enemy into a juggle state where they can be hit more times before they land. We’d like to incorporate this popular fighting game mechanic, but keep it much more limited than the over-the-top version from the Marvel vs. Capcom series.

Staggers:

Some moves have the ability to “stagger” the opponent, usually when they counter-hit a standing or ducking opponent. When staggered, you temporarily lose control of your stumbling character. An icon of a wiggling joystick appears above your character’s head, signifying that you can “mash” the d-pad and buttons to escape faster. This is a very useful design mechanic used in the Guilty Gear series.

Wall Bounce and Floor Bounce:

When certain moves register a counter-hit, they have the ability to bounce the enemy off the floor or off a wall, allowing for juggle combos. Guilty Gear and Soul Calibur make good use of this feature, and even Street Fighter 3 used it well.

Super Meter:

The super meter, first used in Super Street Fighter 2 Turbo, has become a standard mechanic in almost every fighting game. It allows the designers to give the players very powerful, limited-use tools. The super meter in this game can hold a maximum of “level 2.” The meter starts empty and resets to empty at the beginning of each round. Players can fill the meter by doing almost any offensive move, including walking towards the enemy. Whiffed moves build little to no meter (in many versions of Street Fighter, players avoid fighting so they can do whiffed moves to build up super meter, a play pattern we’d like to avoid). Characters have three to five super moves each, many of which are completely new in SF4.



8 Summary of Game Modes

Single Player Modes

- Ryu’s Journey
- Story Mode
- World Tour
- Survival
- Single Match
- Dan’s Training Dojo

Versus Modes

- Battle
- Special Matches (play versus mode with unusual rules)
- Dramatic Battle (2 on 1, or 2 on 2 matches)

Online (includes casual play, ranking matches, and automated tournaments)

Manage Data

- View Trophies
- Versus Records
- Misc Records
- Saved Replays
- Movies (cinematics, amazing gameplay footage, combo videos)
- Secrets Log (list of everything unlocked)

Unlockable games:

- All 12 Street Street Fighter games emulated!
- 3D graphic update for Super Street Fighter II Remix



9 The Street Fighter Mythos

Here is the backstory and the themes we have to draw from:

Goutetsu, the original master, passed on his fighting style to two brothers: Gouken and Gouki. Gouken later took on Ken and Ryu as students, but withheld the true power of the art from them, for fear of corrupting them. Meanwhile, Gouki had a completely different attitude. He developed Goutetsu's fighting style to its fullest. Gouki rejected the concepts of "corruption" and even the notion of "good and evil." He only pursued what would make him stronger. Some mistook Gouki for "evil," but it's more accurate to say that he does whatever is necessary for victory. He never had any interest in fighting or killing non-combatants; he only pursued matches with those worthy to fight him.

When Gouki delved deep down his path of victory, he took a new name: Akuma. He fought his own brother Gouken in an honorable match—and killed him. He faced his former master Goutetsu, and killed him as well. Goutetsu's dying gesture was a smile, for he knew his student had finally surpassed him.

With no one worthy left to fight, Akuma searched the globe for new opponents. He saw the potential in young Ryu, and thought if only he helped Ryu develop his skills, he would someday have another worthy opponent.

Ryu has a lot to learn on his journey. Through meditation, he visits the spirit of his dead master Gouken, and receives instruction about the mechanics of fighting. The mysterious Akuma teaches him the uncomfortable lessons of how to achieve victory. According to Akuma, you must harass your opponent, annoy him, scare him, and throw him mentally off balance. His advice is a stark contrast to Gouken's friendly teachings of the basics. Ryu must eventually learn (through playable flashbacks) about the shocking history, though: Akuma is the same man who killed his master.

The truth is devastating to Ryu, and yet Akuma's words have unnerving power. Akuma believed Gouken to be weak because he was not willing to do what's necessary to win. He would only use the "good" forces to win. Meanwhile Bison draws all his Psycho Power from negative energies. Bison, like Gouken, does not use everything available to him, only a part of the whole, so he too is weak. When Ryu finds himself in conflict with Bison, how can he ignore the words of Akuma? Should he adopt the same philosophy?



10 Story Mode Mechanics

In arcade mode, players can learn about every character's story through very short cut-scenes before and after each fight, and through the character's ending movie. But the "Story Mode" is a far more in-depth experience that follows only Ryu. No fighting game has ever featured a single player mode as immersive as this one; it's our attempt to grab the attention of mainstream gamers who don't normally play fighting games.

Story mode features:

- A free-roaming ("God of War") mode that links the fights together
- Occasional "playable cutscenes" in the style of Shenmue and Resident Evil 4
- Training sessions with the Spirit of Master Gouken, teaching the player game mechanics
- Encounters with the mysterious Akuma, who teaches cut-throat tactics useful against human opponents
- Battles against more than one enemy at a time, and battles with special rules
- Mini-games such as "beat up the car" and more
- Dramatic cut-scenes
- An actual story worth telling

10.1 Fighting, Roaming, and Playable Cut-scenes

There are three main control modes in Ryu's Journey: 1) fighting, 2) roaming, and 3) cut-scenes (sometimes playable).

Fighting

The fighting portions are very similar to the versus mode matches, but sometimes involve multiple opponents in a row and even multiple at one time. To support combat against multiple opponents who are not on the same line of attack we'll explore adding a "change target" button to Ryu's Story mode only. The fighting sequences also sometimes involve special rules (eg: opponent can only be damaged by super moves).

Roaming

In the roaming sections, the controls change to allow running in any direction on the ground plane (no jumping or ducking) and switch to designer-controlled camera angles. While near a friendly character or an object, the player can press the circle button to talk to the character or interact with the object. We'll experiment with disabling the attacks during these sections (like in the PS2 game Genji) to see what feels best. Destroying objects and talking to people in the roaming areas is fine, but we want to keep fighting to minimum while roaming (if it's allowed at all). Fighting should stay in the normal, side-view mechanics, otherwise we're teaching the player techniques he can't use in the versus game.

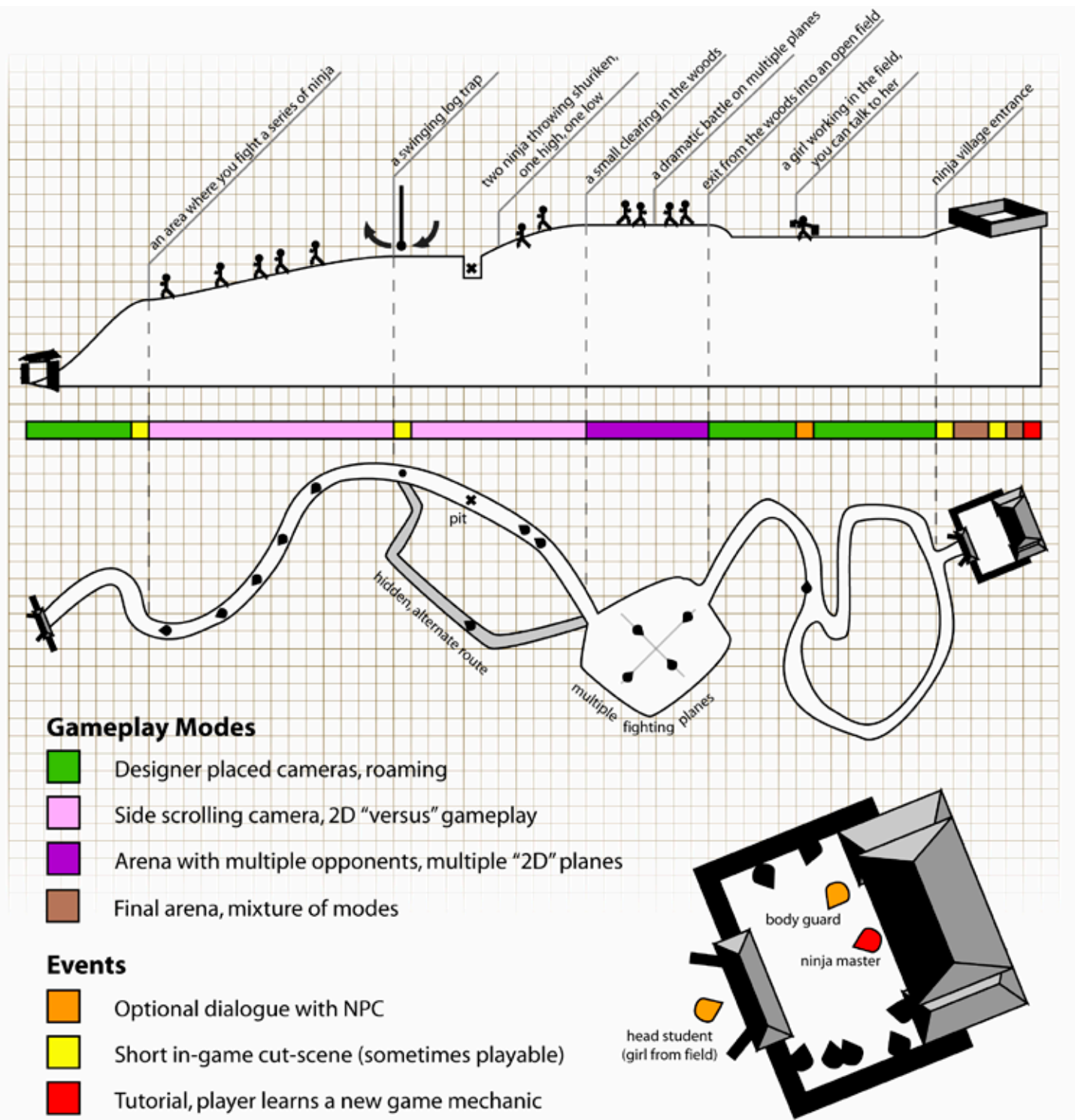
These roaming areas are short and only exist to give the player the feeling that fights and environments are connected. It will be important to eliminate any loading times between fights and roaming areas. These sections help mix up the gameplay and present the adventure in a way far more familiar to the mainstream gaming audience than a purely side-view game could.

Cut-scenes

Cut-scenes are another way to transition between fights or between roaming areas. Some cut scenes prompt the player to enter a few commands to reach the end of scene or to affect the outcome of the scene. For example, when encountering Honda, the player has to press Left, then Fierce Punch to avoid his attack in the cut-scene. If the player fails, then the cut-scene seamlessly transitions to the actual fight starting with Honda doing a bear hug to the player. There's no loading or pause or "Round 1 - Fight." Instead, the fight starts directly from the situation shown in the cut-scene. This technique was used in Resident Evil 4 with great success and it forces the player to stay on his toes, even during cut-scenes.

10.2 Sample Scenario in Ryu's Journey: The Ninja School

This part of Ryu's Journey occurs soon after Ryu's master Gouken is killed by Akuma. Gouken's ghost urges Ryu to continue his training by challenging other schools, starting with a hidden school for young female ninjas. For "fan-service" this is actually the school Ibuki trains at, but she is only five years old at this point.





11 World Tour Mode

World Tour mode is a full single player experience which allows the player to play any character. (Note that in the story mode, only Ryu is playable.) You start out at Rank 1 with a menu of challenges. Each challenge rates you from 1 to 5 stars. Once you get enough stars, you become Rank 2 and gain access to all the new Rank 2 stars.

Note that you do not get more powerful as your rank up, because the entire concept of Street Fighter is that you must improve your personal skills, not gain artificial advantages like in an RPG. This system does give the player the same feeling of progression as an RPG, though. You always have clear goals (complete challenges to get stars) and a clear measure of your progress (your Rank). Along the way, you unlock many special items, such as alternate costumes and trophies.

Examples of challenges in World Tour mode:

- Defeat the dummy opponent in under 7 seconds
- Defeat the enemy using only super moves
- Fight the onslaught of Kens, who all attack with jump fierce (teaches you anti-air moves)
- Fight a series of 10 opponents, your lifebar does not replenish
- As Dhalsim, attack the falling leaves (teaches you the angles of his attacks)
- As Chun Li, attack the falling watermelons with standing roundhouse (teaches you the angles of her attacks)
- As Honda, defeat the stubborn Ryu who will only throw fireballs and dragon punch (this is the basic strategy to beat Honda, so the player must learn to overcome it)

12 Training, Arcade, Survival, Single Match Modes

Training Mode

Dan Hibiki hosts the tutorial mode in his dojo. The joke here is that Dan is the weakest character in the Street Fighter universe. Even if he can't do the tutorial exercises himself, Dan can still teach them to the player. This mode takes the player through a "textbook" of lessons about the game system. It's similar to the excellent lessons in Virtua Fighter 4 and Soul Calibur 3.



Story Mode

This mode allows the player to play through a gauntlet of opponents similar to a traditional "arcade mode," but with cut-scenes and short events between each fight. Each character's story is intertwined with main storyline of the Ryu's Journey mode.

Survival Mode

In survival mode, players fight a stream of enemies one at a time. There are challenges to defeat 5, 10, 20, 50, and 100 enemies, as well as an endless mode. It's important that when each enemy dies, the next one jumps in right away without any loading time or stopping of the action.

Single Match Mode

In single match mode, players select their character, then the computer's character, play a single match, and then return to the character select screen. This is useful for practicing against a particular character over and over.

13 Online Ranking and Tournaments

One of our online modes is based on the concept of small rooms of 2-8 players, just like Dead or Alive Ultimate's online mode. Players in the same room can all voice chat and watch each other's matches in a "winner stays, loser gets in line" system. This system does a great job of simulating the fun of arcade play at home.

The player can choose whether to play in "ranked rooms" or "unranked rooms." While playing in ranked rooms, players' online ranking can go up or down, but only slightly. We believe that ranking systems that allow players to play an unlimited number of matches and to control who they play against are inherently flawed, because players can game the system by avoiding the best players and only win-trading with dummy accounts. Dead or Alive, Capcom vs. SNK2, and nearly every other ladder system we know of all suffer from these flaws. The solution is to integrate online tournaments.

A tournament is a regularly scheduled event that happens every week or two. Players cannot control who you fight in a tournament (very important to avoid cheating). Most notably, the best player in a tournament will usually win the tournament, regardless of whether or not he played as many ranking matches during the week as everyone else. Rankings will be mostly affected by tournament placing, and only slightly affected by the much less reliable measure of ranking matches.



We want to enable players to enter pay-tournaments and win real cash prizes, as well as view live matches and replays of exciting tournament matches. There are technical hurdles here, but they are definitely worth solving.

The nuances of designing an automated online tournament system are nightmarish, but design director David Sirlin is not only a multiple-time national tournament champion in Street Fighter, but an organizer of the annual Evolution Fighting Game Championships, the largest fighting game tournament in the US. He was also a consultant on APEX, www.shoryuken.com's national fighting game ranking system. We'll get it right.

14 Saving and Downloading Match Replays

The ability to very easily save movies of matches is an important, overlooked feature in fighting games. Ideally, players could tell the game to record every single versus match they play and save it to the hard drive, or they could set the game to prompt after each match whether that recording should be saved.

The players are really the content creators, and they will create movies of amazing combos and amazing matches long, long after the scripted story content of the game has run dry. Players love to learn from each other, and to gloat about their wins by showing each other who they beat and how. We will create a mechanism that allows them to share their content with each other, and they will stay interested in Street Fighter for years. This might be the single most important feature of the game, and a huge competitive advantage.

15 Unlockable Games

15.1 True Arcade Emulation of All Street Fighters

Tekken 5 includes a “museum” of arcade emulations of Tekken 1, 2, and 3. We can do much better than that by making this disc the ultimate flashback to entire history of Street Fighter. We’ll include emulated versions of all 12 of the main version of Street Fighter:

- Street Fighter 1
- Street Fighter 2: World Warrior
- Street Fighter 2: Champion Edition
- Street Fighter 2: Hyper Fighting
- Super Street Fighter 2
- Super Street Fighter 2 Turbo
- Street Fighter Alpha
- Street Fighter Alpha 2
- Street Fighter Alpha 3
- Street Fighter 3: New Generation
- Street Fighter 3: 2nd Impact
- Street Fighter 3: 3rd Strike

These are the ultimate unlockable treats to the fans. Note that this might be the only way to get these games on Xbox 360 as Microsoft is against stand-alone discs without HD quality graphics.

15.2 Super Street Fighter II Turbo

(3D Enhanced Super Street Fighter II Turbo)

SSF2T (or “ST”) as it’s called by Street Fighter players, is still played today in tournaments, both in the US and Japan. The rest of the SF2 series is fun to play for nostalgia, but the fact that this version is still played competitively 12 years after its release is quite a testament to its greatness.



No one is expecting this classic game to show up with a 3d facelift. We’d like to include a special remade version of “ST,” using the original code and hitboxes from the 2D game, but rendered with the SF4 3D characters and 3D backgrounds. It’s a technical challenge, but we feel the payoff is worth it. It’s a similar technique we’ve used before (in 3D Q-bert, for example) to add new graphics while emulating old gameplay. A new generation of fighters will discover this classic game for the first time if we present it with modern graphics. It’s even possible that this game will see as much online play as the actual SF4!

Ideally, this game has online play and a training mode as well.

16 Attachments



Massive Black is a premier art studio with a proven track record in both film and games. We are working closely with Massive Black to make sure Street Fighter 4’s 3D art is technically well-crafted and rendered in a style true to its heritage.

Udon is a 2D art house that has become the center of Capcom art in the Western World. We are using their 2D art as a basis for our 3D models.

Unreal 3 is the clear winner in next-gen engine technology. It can literally reduce the size of our programming team by dozens, and it’s the choice of Microsoft Game Studios, Midway, Silicon Knights, and BioWare.