



Unleashing speed a la *Full Throttle*

When Intel wanted a game to be designed to represent the speed of its C2D processor, the company approached RedOctane – publisher, developer and distributor of interactive entertainment software, hardware and accessories. RedOctane, headquartered in Sunnyvale with a development studio in Chennai, India, offers interactive entertainment products in versions that operate on the PS2, Xbox and on PCs.

Conceptualization

The game was to be played at dedicated Intel kiosks across Asia-Pacific. Says Anjan Cariappa: "Intel wanted some kind of a racing game that would be about five to seven minutes long, and they had some conditions of what a game can and cannot be like. The initial idea of a drag race was dropped because it could obviously last only a few seconds and Intel was looking at something unique."

At this stage, RedOctane approached Cariappa who suggested the idea of "racing 18-wheeler semis down a rugged terrain". Intel instantly approved the idea and *Full Throttle* was conceived. "The player gets to choose between three mammoth trucks and has to race this machine through various terrain such as rock quarries, mountain passes, deserts and swamps. The duration of the game is

seven minutes. After the completion of the game, the score is registered in a database and prizes are given to the best scores," says Cariappa.

Development stage

The game was to be made complicated. The obstacles, direction signs, damage levels, fuel indicator, speed pick-ups, in-game Intel brand promotion and so on. The maximum utilization of the engine was the biggest challenge. A huge terrain, enormous number of props, effects like water, tire emitters, smoke, dust, sand dunes, rains etc were added to make the game play more interesting.

Adds Cariappa: "We designed the game based on the Torque engine and pushed it to its limits. Though well suited for racing games, Torque is a very basic game engine. Everyone we spoke to initially

discouraged us from attempting this game due to various reasons. For one, we had very little time on our hands (a team of three programmers, two content artists, six modelers and animators and two texture

Full Throttle was nominated in the category of PC games for the FICCI BAF Awards, 2007.

artists executed the game in six weeks). Further, the team was new and this was their first game based on the Torque engine. But we went ahead nevertheless."

The back ground score was composed by RedOctane with the help of a rock band in Chennai. Getting the exact beat and synchronising the animation with the background music was easier said than done and underwent much editing, omissions and re-takes.

Last but not the least, localising the game in seven different languages was a task in itself. English version of the game was released first, followed by Thai, Indonesian, Malay, Chinese, Japanese, Korean and Vietnamese.

(This feature was compiled based on the views of RedOctane directors and Anjan Cariappa who worked as a director on the project).