Anarchy (Your Personal Amok)

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The article about Anarchy / Your Personal Amok (Y. P. A. or YPA), the historical/original development titles of Urban Assault.

1 Overview

Main Article: TerraTools

Urban Assault had many different project titles during the development. Specifically, Codename: Anarchy or Your Personal Amok (YPA) are more well-known original development titles. Various references to these original development titles and other project names can still be found inside numerous game data and files and press materials from Microsoft/TerraTools.

2 TerraTools Description

> Quote
>
> Y.P.A. (working title)
>
> YOUR PERSONAL AMOK: This new action/strategy sci-fi game is set on earth in the year 2YZ10 of the first interplanetary era, in the world capital. It is a dark time in human history, with a war of freedom being fought against the threat of colonisation by an aggressive, technologically superior enemy. The entire population of the world is living underground, and the surface of the planet is littered with sophisticated electronic defences against the enemy's remote-controlled automatic fighting units.
>
> You are the leader of a group of young, determined fighters who have taken command of the human fortress ship and plan to win freedom for mankind by carrying out a surprise attack on the enemy units.
>
> Y.P.A. combines two great genres, 3D strategy and action. Players pilot a fighter base in a stunning 3D environment. It's a complex and absorbing game with a number of unique software functions. Y.P.A. offers complete freedom of movement within a 3D environment with realistic movement simulations for the different craft. A particle system is used to create dramatic explosions, smoke and fire in real time, and a collision detector system keeps the game running smoothly.
>
> Players control the game through a complex but intuitive interface with transparent windows; the action is super fast as you click yourself into the cockpit of any craft to ensure you are always in the thick of the action.

You are fighting against both ground and air based units like tanks and fighter bombers. You can create new weapons and develop your tactics using your own defences and you are able to top up your vital energy sources by conquering or building power stations.

Your units are able to act independently. They can be combined into fighting units or each one can be individually controlled - the choice is yours as you desperately try to liberate the world capital.

Y.P.A. has a true polygon-based 3D engine, fully textured mapping and shaded environments with real-time rendering. The game's design ensures that the title provides players with a tremendous choice of movement and tactics. There are lots of levels, lots of worlds and lots of space where you can hide from your tireless enemies.

Remember everything in the game can be destroyed - you are in charge in the battle to win freedom for mankind !

Display More

3 History

Main Article: TerraTools

Anarchy/YPA was in development since the year 1995, based on the comprehensive set of proprietary engine software, assets, and tools that were privately developed by the original core Urban Assault development team members since the year 1993. The game underwent professional development and production phase under the direction of Professor Ulrich Weinberg in their own technology company TerraTools that was located in Babelsberg, Potsdam and later Berlin.

4 German Media Press Descriptions

Under Construction.

5 Notes

Under Construction.