Microsoft Games

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Microsoft Games (also known as Microsoft Game Studios, now Xbox Game Studios) is the publisher of Microsoft Urban Assault.

(This article is currently under construction!)

1 Information

Microsoft Game Studios is the primary video game department of Microsoft Corporation, and the official publisher of the video game Microsoft Urban Assault.

2 Overview

Microsoft Games (also known as Microsoft Game Studios, and now Xbox Game Studios) was the official video game publisher of Microsoft Corporation. The studio was the first dedicated primary video games department of Microsoft. Since its inception, the studio published various video game titles including Microsoft Urban Assault (originally had working titles such as 'Anarchy' or 'Your Personal Amok' during the development phase).

3 Development

The prototype demo of Urban Assault was originally showcased at E3 Atlanta, Georgia in the year 1996 under the development title of Anarchy. During this time, the initial publisher of Urban Assault was Warner Interactive. However, this was changed in the year 1997 when Urban Assault was once again showcased at E3, where it had been also revealed that Microsoft had successfully forged a new and final publisher contract with TerraTools for the upcoming title Urban Assault.

Urban Assault was scheduled to be released in the year 1998, and so the final development work including beta testing sessions as well as implementing all the necessary changes and adjustments had to be completed in a relatively short time frame under the 'crunch time'. More than 1200 people applied for the beta test of Urban Assault on the first day.

Microsoft Games had provided substantial manpower and support to assist the TerraTools development team at finishing their new video game title. Despite the game engine's complexity and numerous features and content that were either cut or removed due to time restraints, their new final game product was

successfully released into the retail market.

Microsoft Game Studios also arranged the official interview session with several key TerraTools developers from Potsdam/Babelsberg, Germany when they visited the main Microsoft campus in Seattle, Washington during early 1998.

The Microsoft interview with TerraTools developers can be found at here:

Q-and-A (Microsoft Interview with TerraTools Developers)

4 Microsoft Urban Assault Website

Microsoft also hosted and managed the official Urban Assault website (titled 'H O S T S T A T I O N') since early 1998 for promotion and to provide latest update information and announcement about their new upcoming development title.

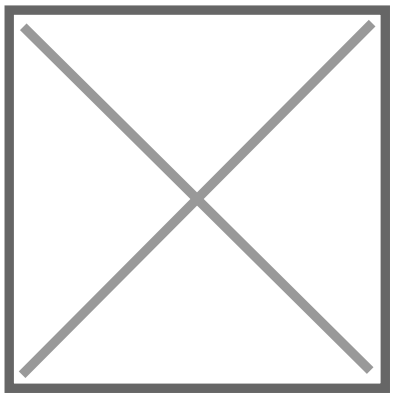
The official UA website had various interactive information pages about the game's settings and backgrounds, as well as providing downloading options from their main FTP host server for extra game contents including the screenshots, soundtracks, and the installer file of the official Urban Assault Trial (Demo version). This website was also fully independent from another official German Urban Assault website designed and maintained by the game's developer, TerraTools.

The official Microsoft Urban Assault website is now offline, together with all the other 'classic' Microsoft Games web pages that were originally present on the main Microsoft website since their website renewals in the year 2014.

The official Microsoft Urban Assault website also had multiple localisation variants to support other languages than English; such as the translated German, French, or Japanese web pages with slightly modified layouts and details.

4.1 Original Urban Assault Website Links (Legacy/Defunct)

4.1.1 English



Xbox Games | Xbox
Experience the new generation of games and entertainment with Xbox. Play Xbox games and stream video on all your devices.
www.microsoft.com

4.1.2 German

Microsoft – Cloud, Computer, Apps und Gaming
Entdecken Sie Microsoft-Produkte und -Dienste für Ihr Zuhause oder Ihr Unternehmen. Surface, Microsoft 365, Xbox, Windows, Azure und mehr. Hier finden Sie…
www.microsoft.com

4.1.3 French

Microsoft – Cloud, ordinateurs, applications et jeux

Découvrez les produits et services Microsoft pour votre usage privé ou professionnel. Achetez Surface, Microsoft 365, Xbox, Windows, Azure et bien plus encore.…
www.microsoft.com

4.1.4 Japanese

Alle Spiele durchsuchen | Xbox

5 Urban Assault Credits (Microsoft)

5.1 Microsoft

Microsoft Production	
Program Manager	Jonathan Sposato
Product Planner	Peter Bergstrom
Product Manager	Sebastien Motte
Test Lead	Earnest Yuen
User Education Lead and Writer	Alexandra Shapiro
Technical Support Lead	Steve Kastner
Development Support	Michael Lyons
Story Writer	Grant Fjermedal
Testers	Scott Gerlach, Sean Kellogg, Chris Robinson, James Mayo, Charles “Chuck” Cooper, Chris Ganje, Jeremy Hill, Jason Janicki, Luis Barriga
Editor	Dana Fos
Print Design	Chris Lassen
Localization	Laurence Krzemien-Smith
Help Art	Connie Braat
Art Production	Kathleen Billington
HTML Developer	Tom Simmons
Setup Developer	David Shoemaker
European Localization	Peter Connelly, Paul Delany, Cosmo Greco, Sandra O'Neill, Roisin Cree
Far East Localization	Atsushi Miyake, Kazuyuki Kumai, Juichi Takahashi, Sachio Horikoshi
Beta Coordinator	Matt Alderman
Configuration Testers	Paul H. Gradwohl, Harold Ryan
Microsoft Management	
Product Unit Manager	Stuart Moulder
Lead Program Manager	Alan Hartman
Product Planner Manager	Ed Ventura
Development Manager	Craig Henry
User Education Manager	Jo Tyo
Test Managers	Brian Bennink, Matt Gradwohl
Microsoft Studios	
Opening movie produced by Microsoft Studios Design Team.	
Directors	Tyler Davis, Dan Colvin

Producer	Melody Strickwerda
Technical Director	John Deutscher
Executive Producer	Quinn Edamura
3-D Modeling and Animation	Scott Benza
Interface Design and Animation	Noel Rubin
Sound Design	Sanford Ponder, Tom Betz, Rick Senechal
Musical Score	Mark Snow
Editor	Reeve Baily
Additional Design	Becky Johnson, Kate Dresen
Synaptic Doner Unit	Eddie Bundro
Host Station Voice	Mary Montgomery
Additional Voices	David White, Mark Dias, Don Brady
3-D Earth model by Viewpoint.	

Microsoft would also like to thank all Beta testers for their time and support.

Note: This is the official full credits of the Microsoft department for Urban Assault development. For the credits of the TerraTools department for Urban Assault development, please check the TerraTools article.