

1) What's your name & title?

Jason Hasenbuhler, Code Lead.

2) Can you describe your role in the development of Full Auto?

I make the AI, weapons, game modes, and also whatever the other coders don't have the time to do. I also try to keep the Code Team heading in the right direction.

3) What's your favorite part about working on Full Auto?

The team. We have a great group of people here at Pseudo and the working environment is second to none.

4) From your perspective, what elements truly make Full Auto a next-gen title?

The copious amounts of destruction and our rewind feature. These are two things that are not easy to pull off by themselves and putting them together is just certifiable insanity. On the last generation of consoles what we are doing is a practical impossibility.

5) How will Full Auto change gamers' perspective on the racing genre?

I love the rewind feature. It goes together perfectly with a racing game and I can't believe no one thought of it sooner. After a few weeks of having it in our builds we were instinctively looking for it in other racing games every time we wiped out or messed up a corner. I'd personally be quite shocked if future racing games did not take up this feature- particularly ones that have more static environments where it would be easier to implement.

6) Where do you think the racing genre is heading?

I fully expect to see better integration of physics into racing games and far more interactivity in the environments. What most racing games call physics is very canned and constrained. Granted, it is usually very well implemented and presented, but you can always see the seams if you push the models.

7) If we were looking at a giant screenshot of Full Auto, what would you point out first? What's your favorite feature or element, if you could only pick one? Of what are you most proud?

I do not think that screenshots do our game justice at all. That's one of the problems of working on a game where the meat of your innovations are actually in the gameplay. You have to *play* the game in order to find out what we did differently. My favorite feature is the rewind, of course! I'm very proud of it as well because a lot of blood, sweat, and tears went into its development and maintenance. There is a lot of information at any one time in our game, and we had a constant battle to ensure that we could backtrack through it at any point without very bad things happening. I think it was well worth it though and I think most players will agree.

CODE

-What does your engine do that you feel no other engine does as well?

Our engine is the jack-of-all-trades, master of Physics. We've implemented 3rd person shooters, platformers, flight sims, car combat games, and even a turn-based strategy game in our engine. Last example excepted, everything - absolutely everything - in our engine is physically based from the ground up. Our engine is a world simulator, first and foremost, and it is very good at what it does.

-How did this engine evolve?

If I know my company history correctly, it actually started as a class project for a mechanics course in university. From there it evolved constantly to fit the needs of whatever project was being worked on. There are bits and pieces from every project we've ever touched working together in our codebase to make Full Auto what it is.