

Team Responses:

) What's your name & title?

Cord Smith, Producer

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

I basically work for the team, so I do my best to keep them happy and productive. Although it's not unusual for me to be held hostage by our publisher over the phone, IM, and e-mail, I'm ultimately responsible for the final quality of the game. To accomplish this task, I work with our Production Manager, Lead Game Designer, and each and every lead to evaluate builds, resolve conflict, implement solutions, and make very hard choices about what makes it into the game and how each department moves forward--all the while keeping SEGA happy.

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

There is a tremendous work ethic at PSEUDO that allows our team to forge ahead without fear. One of my favorite things about this particular project has been observing the incredible incremental gains we've made as we took on the challenge of innovating the racing genre while sticking to our ambitious vision. Watching this team succeed while learning from my own mistakes has made for an awesome year.

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

I think other members of the team have probably said it best: whether it's the destruction, unwreck, or the subtle details that the genre's never seen, we've crafted a game that was only possible on new hardware. When you add in the incredible amount of audio, adaptive music system, dynamic presentation, and outrageous number of particle effects, you still haven't discovered everything about Full Auto that's going to keep people talking until the sequel shows up.

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

I can't reveal where it's heading, but I can tell you that once the rest of the industry gets there, they'll find a PSEUDO calling card and see a dust trail kicking up on the horizon.

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?

A static image can't do it justice, but I'm proud of the full package. It's a beautiful thing that this game found its way from being a concept and a notion to a "AAA" Xbox 360 title.