

Barbara Michalec Sega-Genesis Collection
MS.060

Container List

Box	File	Contents	Dates
New Game Ideas / Misc Games			
1	1	New Game Ideas	1979
1	2	New Game Ideas	1980
1	3	New Game Ideas	1981
1	4	New Game Ideas	1982
1	5	New Game Ideas	1982
1	6	New Game Ideas	1982
1	7	Dabb Associates	1984-1985
1	8	American Speedway	1987
1	9	Zombie High Game Overview	1990

Choplifter Sprites

2	1	Choplifter Vehicle Sprites	1984
2	2	Maps (Sprite Flowcharts)	1984
2	3	Tank	1984
2	4	Development update and checklist	1984
2	5	Movement and Animation	1984

Hydroplane

2	6	Game Specification and other notes	1988
2	7	Floppy Disks	n.d.
2	8	Development updates, outlines, and lists	1988

Box	File	Contents	Dates
2	9	BGRAF (Boat Code outputs and Timings)	1988
2	10	TGRAF (Lenny Island Timings and Outputs)	1988
2	11	AGRAF (Racing ASCII and Charts)	1988
2	12	MGRAF – Tracks	1988
2	13	Boat Implementation	1988
2	14	Colors	1988
2	15	Boats (Screen Outputs)	1987-1988
2	16	Boats (Assembly Code)	1987
2	17	Boats (Track Character Names and Scores Assembly Code)	1987
2	18	Boats (Main Game Loop Assembly Code)	1987
2	19	Boat6 (Assembly Code Bit Value Outputs)	1988
2	20	Notebooks	1988

Maroon Cartoon / Rodger Rabbit – Hare Raising Havoc

2	21	Hare Raising Havoc	1986-1987
2	22	Testing and Notes	1991
2	23	Schedules and Memos	1991
2	24	Specs (+ Game Adjustments)	1991
2	25	System and Game Information	1991
2	26	Splash (Color Codes and Assignment)	1991
2	27	Livingroom	1991
2	28	Kitchen	1991
2	29	Bath	1991
2	30	Yard	1991
2	31	Street	1991

Box	File	Contents	Dates
2	32	Zone	1991
2	33	Dairy	1991
2	34	Sounds	1991
2	35	Game Outline	1991
2	36	Testing Notes and Memos	1991
2	37	Rodger Rabbit	1991

Ariel the Little Mermaid

2	38	Writers Guide	1992
2	39	Designs	1992
2	40	Records and Notes	1992
2	41	Design Documents	1992
2	42	Phone Numbers and Schedule	1992
2	43	Animation	1992
2	44	Package	1992
2	45	Formats	1992
2	46	Sounds	1992
2	47	Maps	1992
2	48	Memos and Game Specs	1992
2	49	Notes, Maps, and Test Reports	1992-1993
2	50	Notebook	1992-1993

The Ren and Stimpy Show - Stimpy's Invention

Box	File	Contents	Dates
3	1	Notebooks	1992-1993
3	2	Ron's work	1992-1993
3	3	Guides and Game / Design Proposals	1992-1993
3	4	Technical Design Documents Preliminary / Old Versions	1992-1993
3	5	Design Guides	1993
3	6	Due Dates for Designers	1993
3	7	Design	1993
3	8	Technical Design Document Version 2.5	1993
3	9	Package	1993
3	10	Enemies	1993
3	11	Game Name Competition	1993
3	12	BKGD Info	1993
3	13	Grocery	1993
3	14	Blank Forms	1993
3	15	Project Notes	1993
3	16	Show Info	1993
3	17	Schedules	1993
3	18a	Design Process	1992-1993
3	18b	Design Process	1992-1993
3	19	Saga Genesis	1986-1993
3	20	Saga Genesis Handouts	n.d.
3	21	Meetings Agenda	1996

Desert Demolition Starring Road Runner and Wile E. Coyote

3	22	Map Printouts	n.d.
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Box	File	Contents	Dates
3	23	Notes	1993
3	24	Stuff From Coders – Jeff, Barb, Tony and Jenny	1993-1994
3	25	Game Design Doc	1993-1994
3	26	Technical Design Documents	1994
3	27	Schedules	1994
3	28	Package	1994
3	29	Backgrounds	1994
3	30	Tools	1994
3	31	Gadgets	1994
3	32	Sounds	1994
3	33	Overview	1995
3	34	Development Documents and Tests	1994-1995
3	35	Notebook #1	1993-1995
3	36	Notebook #2	1994
3	37a	Notes, Reviews, and Suggestions	1994
3	37b	Notes, Reviews, and Suggestions	1994

Newsletters and Publications

3	38	Composition Notebook	1994
3	39	Newsletter Input	1995
3	40	“Cloud Coverage” Vo. 1, Issue 1 – Vo. 2, Issue 7	1994-1995
3	41	“Bluesky Programmer News” Vol. 1 No.1 – Vol. 1 No. 4	1994
3	42	“Bluesky Programmer News” Vol. 2 No.1 – Vol. 2 No. 8	1995
3	43	“The Sega Scene”, “Sonic Times”, “Sega Developer News”, “Maxwell Gazette”, and “Scholastic”	1994-1995

Box	File	Contents	Dates
3	44	Childrens Game Design Submissions	1995-1996

World Series Baseball 96'

4	1	Baseball Research	1996
4	2	Milestones Overview and Promotional Materials	1995-1996
4	3	Milestones 9 through 3	1996
4	4	Milestones 2 and 1	1996
4	5	Biovision Updates	1995
4	6	Biovision Schedules	1995-1996
4	7	Teams/Players Stats	1996
4	8	Stadiums	1996
4	9	Stats and Players	1996
5	1	Design	1995
5	2	Design Notes	1995
5	3	Sounds	1995
5	4	Major League Baseball Players	1996

Engine

5	5	Overview	n.d.
5	6	PI Description	n.d.
5	7	Figure	n.d.
5	8	Background	n.d.

Other Projects

Box	File	Contents	Dates
5	9	Font Chefs	1996
5	10	Cybercook	1996
5	11	Cyberscribe	1997