



## Grand Theft Auto – A world dominating game series is born

Video transcript: clip from *Working Lunch*, first broadcast on 16 May 1996

*RORY CELLAN-JONES:*

This may not look like the offices of a major computer company. It doesn't really look like anybody's office does it?

But it is in fact the relaxation area of a very relaxed company. And ehm they are in their lunch hour so they are allowed a bit of spare time.

Ehm this is DMA Design in Dundee. They make computer games. They were only started in 1987 by somebody made redundant from Timex up the road.

And they have grown very rapidly in the last couple of years on the back of the success of a game called Lemmings. They are now working hard on a whole lot of other games. They've got over 100 people here. They are talking about opening up in America.

Let's have a look at what goes on behind these screens.

Now all the people in here are working on what DMA hope will be its new blockbuster. It's a game called Grand Theft Auto. It's got to be finished by the end of June so it – so they're involved in some hard work in here.

It's all about a car chase through the streets of a fictional, probably American, city. Here are some of the maps they've been working on.

And Dave here is one of the software designers that's been trying to put it together. Dave just explain the point of the game.

*DAVE (SOFTWARE DESIGNER):*

Ehm well it's a mission based driving game where you're basically driving around a city, stealing cars, running over pedestrians and...

*RORY CELLAN-JONES:*

Pretty tame stuff then.

*DAVE (SOFTWARE DESIGNER):*

Well eh... staying away from emergency services, police and that sort of thing. Driving in traffic.

*RORY CELLAN-JONES:*

Oh, you've just got out of the car.

*DAVE (SOFTWARE DESIGNER):*

Indeed, well we can go and we can take any car we want.

*RORY CELLAN-JONES:*

Right you've just stolen a car, fine.

*RORY CELLAN-JONES:*

What's your job then? What are you doing here?

*DAVE (SOFTWARE DESIGNER):*

Well I've been doing the basic car movement and also the dummy pedestrians and the object reactions. And basically it's just getting the cars to look good and run fast, and having the people wandering about and making them look like a real crowd in the city streets.

*RORY CELLAN-JONES:*

You're coming up against a deadline now. What's the working pattern here like?

*DAVE (SOFTWARE DESIGNER):*

Ehm, well when we need to we work late, very late sometimes. We've had a couple of all-nighters to hit other deadlines that we've had during the game. And eh...

*RORY CELLAN-JONES:*

Well we'll let you get on with it and see what else they are doing elsewhere in the plant.

Now this is DMA's music department. As you can see they do use real instruments here. Let's find out what they've been doing for the Grand Theft Auto Project.

Craig, what have you been contributing?

*CRAIG (MUSIC DEPARTMENT EMPLOYEE):*

Ehm I'm working on a radio station at the moment, the hip hop station. There's a variety of different stations in each car that you go into.

*RORY CELLAN-JONES:*

Every time you get into a car you get different music?

*CRAIG (MUSIC DEPARTMENT EMPLOYEE):*

Yeah, different station. So this is a hip hop channel that we're in the middle of doing just now.

*RORY CELLAN-JONES:*

So you've not just taken it all off a CD you've actually composed it?

*CRAIG (MUSIC DEPARTMENT EMPLOYEE):*

No, no everything's composed in-house, yeah.

*RORY CELLAN-JONES:*

Amazing amount of work. We'll let you get on with it.

*CRAIG (MUSIC DEPARTMENT EMPLOYEE):*

Right, OK.