

## NBA STREET 2

### Game Design Suggestions

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Non-Confidential:

Written by Noe Valladolid

Visitors: These are the suggestions originally posted online for the NBA STREET forum hosted by EA Big.

Enjoy,

Noe Valladolid

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This webpage is a reprint of ideas and suggestions I sent in to the team at EA Sports Big responsible for NBA STREET. So if I refer to a "you" I mean Electronic Arts and not necessarily the fans reading the page. I hope you enjoy the ideas and if you have anything to say just drop me a line.

Peace,

BigMex

Additional Ideas submitted by: Bertkamp, Beatleian13, Chris Hayes, Grannelbark and Mccutcheon

Dear NBA STREET Team,

Let me say thank you for producing one of the most fun games I've ever played. This is a letter filled with suggestions and ideas but it is also a letter saying thank you and praising you and the team at EA Sports BIG for the work that went into making NBA STREET.

#### WHAT WORKED IN STREET

I'll get right into it and let you know what I enjoyed in the game and would like to see expanded in the sequel (assuming there is one in the works). I enjoyed the different game modes and types. City Circuit, Hold the Court. I would like to see even more game types. Perhaps a Playground Circuit or World Tour.

The School Section was great. I did allow me to learn the basics in the game. I would also like to see it expanded and perhaps let me retry a section if I was not comfortable with it the first time through. Perhaps have an exhibition (non ranking) mode that allows you to play a few games without it saving onto your stored data and messing up your percentages.

The hidden items were also great. Unlocking body types, new teams. All of that was great and I hope to see many more hidden items and features in a sequel. I also enjoyed the create-a-player feature and wish to see that expanded. It must take a lot of memory but I would like to have control over finer features such as accessories like hats, glasses, clothing color, etc...

The control for the game was intuitive. With the School section I was able to learn the control layout quickly and really get into the game. I found the control layout responsive and quick. I never felt there was any lag or sloppiness to the setup. The tricks and dunks were of course the highlights in the game. I enjoyed the number of tricks you programmed in there with the use of almost any button combination. I also enjoyed the amount of random dunks, layups, and even passes built into the game. I would like to see even more tricks and dunks in future versions of the game. Of course getting the moves in there will be up to the team to figure out.

I thought NBA STREET did a great job capturing the feel and atmosphere surrounding playground basketball. With Joe "The Show" introducing the players and giving commentary throughout the game it really does bring the action closer to the player. Expanding on that, building on the whole STREET theme is what I would like to see more of in the sequel (or even series).

I thought the character design was great. You could almost pass off Stretch or DJ as real people and not caricatures of people. The animation, thanks to motion capture and animators, helps turn STREET characters to life. I'd like to see those characters return with perhaps many new ones in the mix. I thought the level design was exceptional. Whereas other NBA games have a cookie cutter feel and each court looks identical, the courts in STREET have personality. The weather, background, detail and crowds in the levels are great. You did a fine

job capturing the look and feel of courts and street action.

So what do I have to say now that I've thoroughly kissed up to you and the team at EA Sports BIG? I have ideas and suggestions. As with my advice you are free to ignore all of my ideas and throw this letter out the window (please don't). I am the type of person who likes a variety in his games. STREET appeals to me because it is not like other sport sims. In fact I do not like any sports simulation. I find the action, game and overall presentation of most of the sport games boring. The arcade and over the top feel of NBA STREET and other games like it appeal to me. The fact that you have captured a fresh experience out of basketball, something that has been blown out for so long, gives me hope for the genre.

#### FURTHER NOTES ON THE AUTHOR

Believe it or not I am not a big fan of televised basketball and I find the action too slow in many cases. I am a fan of playground basketball and live in the culture where it is seen as the only way to play ball. I am not a fan of SSX or SSX Tricky; the snowboarding games bore me yet I love the Tony Hawk series. As fickle as my tastes in games are it did not take me long to realize that STREET is a standout game. That's why I am contacting you now.

I did not get STREET when it first came out. In fact at last year's E3 I steered clear of the EA display. Now I'm wishing I had given STREET a look at sooner. After reading how great it was in the magazines for half a year I finally decided to pick it up. I must tell you that I haven't been impressed with a basketball game since the original NBA Jam. However Jam soon became stale and the "on fire," big heads and redundant gameplay soon burned the series out. Your game had the initial energy, arcade feel of Jam, however you added the STREET or playground element and really brought it closer to home. Rather than sit back and pray that a sequel comes out better than the first I've decided to add my two cents. Strictly from a consumer's point of view. And my ideas are something that might not come across accurately in play testing and test marketing. A lot of good things have come out since STREET and although you may be hip to 99% of these things I'm just going to bring them up so you know the consumer is also out there watching the game.



#### ALL ABOUT THE DUNK

SLAM Magazine released a special collectors issue of Classic featuring the 50 greatest dunkers of all time. I hope the team of NBA STREET got a chance to look over the list and perhaps pull some ideas and players out of the list. There were some great dunks recorded and talked about in the issue. Dunks like Wilt Chamberlain's "Hammer and Nails," where Wilt would tuck the ball under his armpit and jump over the hoop and punch it in with his other hand. Earl Manigault's "Double Dunk," where Earl would dunk with his left hand, catches the ball and dunks with his right. Terence Stansbury's "Statue of Liberty 360," which was called "beautiful" by the editors of SLAM. Although I do see Stansbury's dunk in your game as one of the random dunks I'd like to see it become a special. Some of those dunks in the magazine could perhaps be new dunks in the game.

While I am mentioning dunks for STREET I'd like to see the random dunks named in the game. Many times the title of the random dunk does not show up on the screen. This is sad because many of the dunks have creative

names (and some names invented by Double D) such as “All That, Freestyle, Remix, Air Raid and Honeydip.” Hopefully the team that worked on STREET could also use player bios from the SLAM magazine to fix their respective dunk stats in your game. I’ll just flat out say what many people enjoy in the game. “We want more dunks.” We want more reverses, windmills and alley-oops. We want more than one Gamebreaker dunk. There are plenty of inspirational websites if you don’t know what kinds of dunks have been done. From the NBA to Playground and High School Legends, there are plenty of dunks to pull from.



If you need inspiration on dunkers and great dunks be sure to check out the authority on the subject: DunkNation.com has incredible pics and the webmaster offers a CD with highlight videos. It is not only worth a look, but also a serious place for inspiration.

I would also like to see some more animation, rather fixes in animation when it comes to dunking. Right now it seems impossible to jump over someone’s head in the game. The computer controlled players either jump with you or magically slide back with their arms up. I do like the way they sometimes cower under the basket as the dunk comes off. But those animations are rare. I’d like the opportunity to jump over someone or at least throw down the dunk with an extended arm over someone’s head. I shouldn’t have to remind you of the incredible dunks of people like Vince Carter and Ronnie Fields (who is mentioned later) for leaping over an opponent to put the ball home. I’d like to see some of that in



STREET 2.PLAYGROUND / STREET RESOURCES Another valuable resource that came out at the end of last year was a collected Mix Tape Tour DVD. You should be familiar with the Playground series sponsored and filmed by AND1 shoes. The Mix Tapes were given out at select stores for trying on or buying the shoes. The tapes were rare and finding older issues even rarer. AND1 released and stores quickly sold out of the DVD so hopefully the team at EA got at least one copy to go over. You should notice how the culture and crowds shape the tour. How Playground Legends are as respected as much as their NBA peers. Hopefully you will also consider making some of those Playground Legends into teams in the next installment of STREET.



## PLAYGROUND LEGENDS

Legends like Aircraft, AO, Headache, Hotsauce, 1/2 Man 1/2 Amazing, Main Event and Shane are legends for a reason. As highlighted on the tapes and DVD their skills on the court are unrivaled. They take the freshest game on earth and make it even fresher. They play in the schools and on the street with the people. They keep the game real and down to Earth. A few people in the NBA are also playground legends and never stray too far from their roots. That's why they're sponsored by and appear in Mix Tape Tours. People like Latrell Sprewell and Kevin Garnett play with the same heart and intensity as other Playground Legends. Enough of the free publicity but I think you should check out the DVD and website if you haven't already. [www.and1.com](http://www.and1.com)



## MORE INSPIRATION

Another great DVD that came out recently was Ball Above All by SoSo Def Films and Hoopstv.com. The quality of the footage is low, like that in the Mix Tapes, but high in action. The Mix Tapes capture the best Playground Legends and moves from the tour; Ball Above All is more of a highlight reel of high school ballers with incredible skill. James "Flight" White is featured in the DVD and has also made the list of the 50 greatest dunkers in SLAM Magazine. I'd recommend checking out that DVD.

If you need locations for the next installment of STREET may I suggest Hoops Nation : A Guide to America's Best Pick-Up Basketball by Chris Ballard, Alexander Wolff, Chuck Wielgus. It's a very good book covering the absolute best courts from all over the country. And like you recognized the Cage and Ruckers in STREET, so does the book. Hopefully the Rucker and Cage will be in STREET 2, but also some new locations.

## MORE SUGGESTIONS

Outside of gathering locations and tricks from the DVD's and book I've suggested I'd also like you to consider putting some of those Playground Legends in your game. I understand that's why there are STREET Legends from all over the country already in your game. Best of all each of those STREET Legends is an amalgamation of existing pros and players not necessarily with us or in their prime. But there are so many real-life players deserving of a place in your incredible game. I hope that you consider them in the future.

## GAME FIXES

What else would I like to see in NBA STREET? How about fixing the development point maximum. As it stands players can only get 2000 points for their created players. Even though maximizing all of the stats, including height and weight, takes over 2000 points. I'd rather have a higher cap on maximum points so I don't get forced into selecting a player from a defeated team.

This was suggested by forum visitor Mccutcheon. Why limit us to one created player? Why not have 3 or 5? I thought it would be good to create my own center, forward and guard for the game. Another item that has come up in the STREET forum is the Created Player nicknames. I would like to be able to create my own nickname and not have to use one of the pre-determined names from the list.

Rather than being forced to take only one player after you defeat a team how about being able to freely move players onto your team from teams already defeated? I wish there was more than 16 players available to your team. But being able to move players freely once their team is defeated would appease that wish.

I would like to see more options in the create-a-player mode. More looks, faces and accessory options. Glasses, hats, clothing, I'd like the create-a-player section to be as full featured as possible. And as in the game I would still like to unlock new items for the character and perhaps even new items for the NBA players. I'd like to see multiple uniform options for both created players and NBA players. I would have liked to see my created player in a team jersey albeit Number 00 for a fan, but an authentic uniform nonetheless. For both created and NBA players I'd like to be able to select street wear, authentic uniforms and even vintage/classic ABA or early NBA franchise wear. I'd even like to see some ref. uniforms in the game.



## LEGENDS NEVER DIE

William Jones and Whitney Young wrote a webpage describing Playground Legends that deserve entry into the basketball hall of fame even though they never played in the NBA.

Here is the address if you want to visit it: <http://www.newexpression.org/mar01/playground.html>

The respected ballers like Earl Manigault's and Ronnie Fields are just a couple of the names on the webpage. There are the incredible playmakers and plays that have become legend on the playground. There are dunks and characters that may become food for thought should there be a STREET 2 in the works.

## LOCATION, LOCATION, LOCATION

What changes would I like to see in the courts? How about playing at the courts in different weather or time of day? The whole mood of the game changes from night to day or when it's raining. And I know the times of day were important in the STREET Manual but that still doesn't stop me from wanting to see the same court in the morning or in a snowfall. How about full 360-degree playing field? Yes the levels in STREET were great, but one of the camera options I wish I had was to rotate the camera so I could see the crowd/scenery on the other side of the court. I'd also like to see a camera closer to the action or lower to the ground. All of the detail in your characters is lost when the camera is high overhead.

I'd like to hear more crowd reactions in the game. Joe "The Show" was great but the one girl's voice who would name a special dunk or trick move became very annoying. I'd like to hear boo's and ahh's from the crowd. I'd also like to hear them taunt and cheer. Right now the crowd seems subdued and only react on occasion to Joe. I want to hear as much from them as Joe. In fact, I wonder where Joe is during the game. I'd like to see him running back and fourth taunting players with his megaphone. One of my favorite memories from a real basketball game I attended was from the fans. A group of school kids sat right behind me and every time a ball was stolen or dunked they would all yell out in unison "Eww, that's nasty!" Those fans made the game memorable. I'd like to hear as much detail from the stands as I see.

I was disappointed once I cleared the City Circuit mode that I did not unlock some sort of CGI or live action movie. I guess I've been spoiled by my other favorite games. But any special surprises, even in the credits, would have been appreciated. I'd like to see, rather unlock, a highlight reel. Maybe several highlight reels in the game. CGI movies of the STREET characters, highlights from the NBA or from the Mix Tape series. I want an incentive to beat the City Circuit or Hold The Court mode more than once. It was great unlocking special characters for the Circuit tour but I want to see more hidden characters per number of games played and even number of times played through a specific section of the game. I want to keep coming back to STREET and not just create a new character file because I grew bored with my existing team.



## ITS SHOWTIME

There are many teams and players through the history of basketball that deserve a place in your game. You'll read more about them in the following page. But let me suggest that you consider some of the flashiest playmakers and most legendary basketballers in secret teams. Who wouldn't want to play as a trio of Laker players from the 80's. Think about Kareem, Magic and Rambis in their prime and how they would match up to any modern trio today. Take any great trio from the past and make them a hidden team complete with classic jerseys and young faces. Later on you'll read about "Wild Thing" but might I also suggest drawing some inspiration from the Harlem Globetrotters? They make the plays and they entertain with their mad ball handling ability and flashy dunks. I suggest checking them out as well.



### NEW 3-ON-3 TEAMS / PLAYER SUGGESTIONS

There are many new teams that I'd like to suggest for NBA STREET, perhaps as selectable teams or maybe as hidden teams. I'd like to not only see STREET Legends, but NBA Legends, Playground Legends, College Legends and even High School Legends. As long as STREET is arcade in feel you could get away with putting in some of the best players and dunkers there ever were, even if they don't play any more or are past their prime. You could capture the players when they were at their peak, before an injury or burnout. Yes, even if the players were legends 10, 20 or 30 years apart.

How great would it be to have Ronnie Fields playing alongside other high school standouts like James White or Kobe Bryant on a High School Legends Team? Or to have Harold Miner playing alongside "Double D" Darryl Dawkins and Dominique Wilkins as an NBA Dunk Legends team. I think you can see where I'm going with the suggestions. I'm trying to expand the universe from STREET so it includes the playmakers and dunkers from every generation in one all-encompassing STREET game.

I like the fact that STREET visited every major court in playground history. I'd like to see those courts return but I'd also like to see courts all over the world. After all b-ball is played all over the world like soccer.

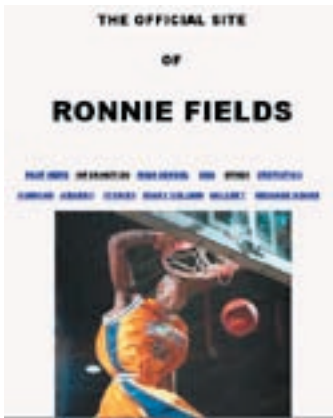
In addition to existing STREET Legends, how about having a few international courts and maybe some international players? Perhaps have a mode in the game that takes you on a World STREET Tour. It would be interesting to visit playgrounds and courts in China, Mexico and Europe.

There are so many great players out there it would be a shame if you did not consider broadening the list of NBA teams and hidden teams. I would love to see the Harlem Globetrotters in NBA STREET. I know they are not a regulation NBA team. However their style of play, based in Harlem playground games makes them great entertainers. They are the ones who took playground tricks to the hard court and have opened the eyes of casual basketball fans to style, finesse and mind-boggling skills. Why not hide the Globetrotters in the next game?

I'd also hide a trio of WNBA players in there. I'm sorry but 3LW and the Big Team just didn't do it for me. If I wanted to see women play I'd choose a trio of the best WNBA players.

STREET fan Chris Hayes suggests adding a trio of European All-Stars and even several teams made up of rappers that have basketball links. You could have rap teams representative of all the major cities where people play basketball as well (East/West coast all-stars)

As long as I'm thinking out loud I'll also suggest a hidden team made up of NBA Mascots and perhaps even Larry Johnson's "Grandmama" as a playable character. Since these ideas are outlandish how about Godzilla in goggles and sweatbands like the old Nike ad featuring Barkley versus Godzilla? I would like to have seen various versions of Michael Jordan in the game. To be able to play in one of the various uniforms of MJ from his Bull's years and even to have his appearance change with his uniform. From young, skinny, rookie MJ to mature, goatee-wearing MJ of today.



## A LEGEND AMONG LEGENDS

So who is this Ronnie Fields and why do I keep bringing him up? Perhaps it is because he is, was and always will be one of the baddest if not THE baddest dunkers to have ever lived. Kevin Garnett and Vince Carter speak of him. They know, they have witnessed his ability first hand.

So why is he not in the NBA? He had applied for the draft out of High School, but a car accident temporarily paralyzed him and made him pull out of the draft. Now rehabilitated Ronnie spends his time in the ABA and CBL Circuits waiting for his chance to be drafted and shine in the NBA.

There are many websites that feature or mention Ronnie as well as other great dunkers throughout history. Please take some time to check them out:

[www.ronniefields23.com](http://www.ronniefields23.com), [www.gophersports.com](http://www.gophersports.com), [humanhighlight.tripod.com](http://humanhighlight.tripod.com), [hopsking.tripod.com](http://hopsking.tripod.com), [bball25.tripod.ca/videos1.html](http://bball25.tripod.ca/videos1.html), [origin.nba.com/theater](http://origin.nba.com/theater)

## GAME MODIFIERS

To improve the number of tricks and dunks in the game I'd suggest allotting set dunks and tricks based on a player's ability. So a player with high handling ability but low dunks would have great tricks (and some tricks that not everyone can do) but he would have very basic dunks and not the full range of special dunks. Of course vice versa for great dunkers. All of their tricks and even "special" tricks would be plain and not worth many points, but their dunks would be expansive and they'd be able to do dunks that not everyone in the game has. I'd like the option to spend my stat points on existing NBA players. However I wouldn't want it to behave similarly to the create-a-player option. It would be silly to change the physical size of players on a whim. Instead I visualized having an option to send NBA players to "camp" to improve their skills. Of course sending a superstar to camp would cost a large number of stat points and you'd lose that player for half your games. But when you got him back his skills would be increased by 15% all around.

A few people visiting the page and that have played the game are not happy with maxing out at four tricks during a string of combos. They, and I, would like to see longer combo strings add up the points. We'd also like to see more gamebreaker and even busted rim dunks in the game other than the token one animation you have. On replays perhaps you should consider putting in a player controlled camera. For myself I enjoy the replay when it is close to the backboard, or looking from high overhead with a distorted "fisheye" view of the field. I do not like watching replays where the camera is fixed on the player like the in-game camera is. Give me more close ups or backboard static camera angles for replays please.

I'd like to see the control layout expanded. I like calling for the pick in games. How about being able to call for the alley-oop? There were a lot of random tricks, dunks and layups in the game. Even some of the passes were random. Sometimes the player would pass the ball between their legs or wrap it around their own body. How about having special passes as suggested by forum member beatleian13? He suggested using a turbo button or two while throwing a pass to give us additional special passes that would fake out an opponent similar to trick dribbling moves.

The entire STREET game is incredible. Proof of that comes from my suggestions and the suggestions of many



other players in the only thing we want to see in a sequel is more of everything. I'd like to see more tricks and special tricks in the game that go beyond dribbling the ball behind your back or under your legs. I'd like to see the player fakeout the opponent with fake passes and even hiding the ball while charging for the basket. I'd like to be able to bounce the ball off the opponent's head or even pass it to myself in a fakeout.

I'd also like to see more self alley-oop dunks in the game like "Dinner's Served." You were able to assign two dunks with one set of buttons with dinner's served and put it home. Why not have two or three more dunks depending on where you are approaching the basket? I'd also like to be able to jump from the free throw line and not after. There are magnificent dunkers throughout history that have jumped from the free throw line if not a step before. Why not in your game? I think the mega dunk cheat should also grant distance to dunks. No, I do not want to see the obscene half court dunks from games like NBA Jam (maybe). I'd just like to have a step or two off of the paint be within dunking range.

## MORE GAME MODES

There should be more two-player modes other than first to 21 points. Some people have suggested a dunk or two point shooting contest. How about some variation of HORSE. Or in this case STREET, where a player would have to match a computer's trick and dunk combos to proceed.

Perhaps there is some room in STREET for a 2-Player co-op mode where you and your partner play on the same team. Perhaps there should be a multiplayer mode in STREET for 2 against two. Are there any internet/network options being considered for EA Big games? I think it would be great to play online against other gamers.

Planet Tony Hawk staff member Granelbark cannot say how much more dynamic the game would be if it were online like the Tony Hawk series:

NBA Street online would be the ultimate improvement. Make it so 6 players could play and maybe 1 or 2 subs (who are spectators and smack talkers when not on the court) per team and you'd have yourself one kick ass online multiplayer game. They could even put in headset support. SOCOM Navy Seals comes with one and third party accessories companies are making them so you could talk smack real time. :)

Imagine NEVER not having someone to play against!



Return of the DJ Series 1-4  
By Bomb Hip-Hop

Aside from the magazine and DVD's I've specified where else could you draw inspiration from? Since playground basketball is tied closely to hip-hop culture I suggest listening to and maybe considering some music from the Return of the DJ series. Bomb Hip-Hop put out four albums over the years that have been set in the roots of hip-hop. From rappers, to emcee, breakdancers and graffiti artist. I don't remember a time where a Bomb album disappointed. I think their DJ series is by far the best. Nothing personal to 3LW, but c'mon, a game with a street edge deserves a sharp sound, not three soulful girls.

A source for musical cues, especially when all the DJ's are concerned comes from a new documentary titled "SCRATCH." It was directed by Doug Pray and will be distributed this spring by a major studio. This will help bring you up to speed on the history and current events with the turntablism movement and the most talented of hip-hop performers. Many of the DJ's from the Return of the DJ series are featured in the documentary.

Design and fashion for street ball is also derived from hip-hop culture. Just look at the logos and designs on many popular clothing and even websites. The biggest influence on design in hip-hop are the graffiti artists. If the team at EA needs inspiration and help with design cues for the clothing and even levels or detail for the next

installment of STREET may I suggest the following websites?

ARTCRIMES: <http://www.artcrimes.org/>



CANTWO: <http://www.cantwo.de/>



JORDON and other  
basketball characters  
by Michael Lau



If I were to name one artist whom I think captures hip-hop culture more accurately than any other one it would have to be Michael Lau. Michael is an award-winning artist from Hong Kong, whose illustrations and figures have been showcased in galleries in Japan and throughout Asia.

Michael captures the look of street culture, global, street and hip-hop culture. Whether it is skateboarding, snowboarding or just hanging out, his figures look exactly like kids that you may know. Their faces, looks and attitude are right from real life, only characterized.

His medium is the 12" figure. All of the bodies, clothes, accessories and heads are hand-made by Michael. His figures have been featured in the Crazy Smiles and LMF productions at galleries. Michael calls the figures members from the Gardenergala collection.

The Gardenergala figures capture hip-hop culture better than any photo or magazine article I've ever seen. They are physical manifestations of cultural ideals. I mention Michael to you specifically for the way he captured the look of Gardenergala basketball players.

To learn more about Michael's figures and study his designs I suggest looking at one of his webpages <http://www.gardenergala.com/> I know the art team at EA Big is capable. But it shouldn't hurt mentioning other artists who know their subject matter. Especially when an artist like Michael is capable of capturing the look of the playground player similar to the way you produced Stretch, Takashi or Drake in STREET.

I know in the perfect world everyone's ideas are considered and implemented. And even though some ideas are outlandish (like creating a Gardenergala level and hidden players) they are at least considered. If these suggestions find their way into the bottom of the recycle bin then at least you took the time to read this far.

Thank you. I wish the team at EA Big best of luck for the future and I hope that you maybe find the room in your games for one or more of my ideas and suggestions.

Sincerely,

Noe Valladolid

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