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A guide to the Rick Goodman papers

Worcester Polytechnic Institute

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Finding Aid Report

Rick Goodman Video Game Collection

MS 18

Personal Papers

The collection consists of .25 linear feet of game design documents, dating from 2002 to 2005. The material outlines various game themes, characters, strategies, and art design developed by Stainless Steel Studios. The collection was donated by Rick Goodman who was the founder of Stainless Steel Studios, a videogame design and development company. Apart from founding the company, he was also a well-known and respected videogame developer, made most popular by his creation of the "Age of Empires" Series. These videogames were considered pioneers in RTS interface and many videogames used it as a basis for their design.

Container List

Container	Folder	Date	Title
	Folder 01	October 22, 2002	"Artillery Spotter Specification", Version 2.0, by Rick Goodman
	Folder 02	June 7, 2004	"Unit Art Reference Sheet" - Hero Achilles, by Rick Goodman
	Folder 03	June 7, 2004	"Unit Art Reference Sheet" - Hero Julius Caesar
	Folder 04	June 25, 2004	"Unit Art Reference Sheet" - Greek Citizen, by Rick [Goodman]
	Folder 05	October 6, 2004	"Wall Scaling Ladder (Generic Length)", Version 2.2, by Rick Goodman
	Folder 06	October 11, 2004	"Design Issues", Version 1.0, by Rick Goodman
	Folder 07	May 25, 2005	"Just in Time Help Text", Version 3.0, by Rick Goodman & Bill Harms
	Folder 08	May 25, 2005	"AI Issues", June 5, 2005
	Folder 09	June 14, 2005	"Naval Pathing Build Notes", Version 2.0
	Folder 10	August 15, 2005	"Advisors"