

Finding Aid to the Douglas A. Whatley Papers, 1989-2004

Summary Information

Title: Douglas A. Whatley papers

Creator: Douglas A. Whatley (primary)

ID: 120.4512

Date: 1989-2004 (inclusive)

Extent: 2.3 linear feet

Language: The materials in this collection are in English.

Abstract: The Douglas A. Whatley papers contain physical and digital documentation relating to the career of Doug Whatley. Materials span the years 1989 through 2004.

Repository:

Brian Sutton-Smith Library and Archives of Play at The Strong

One Manhattan Square

Rochester, New York 14607

585.263.2700

library@museumofplay.org

Administrative Information

Conditions Governing Use: This collection is open for research use by staff of The Strong and by users of its library and archives. Though the donor has not transferred intellectual property rights (including, but not limited to any copyright, trademark, and associated rights therein) to The Strong, he has given permission for The Strong to make copies in all media for museum, educational, and research purposes.

Conditions Governing Access: Source code and digital files migrated from 3½” floppy disks and CD-ROMs in this collection are available to on-site researchers only. Please see The Strong’s Digital Games Files Access Policy.

Custodial History: The Douglas A. Whatley papers were donated to The Strong in October 2020 as a gift of Douglas Whatley. The papers were accessioned by The Strong under Object ID 120.4512 and were received from Whatley along with more than 240 video games and related objects.

Preferred citation for publication: Douglas A. Whatley papers, Brian Sutton-Smith Library and Archives of Play at The Strong

Processed by: Julia Novakovic, October-November 2022

Controlled Access Terms

Personal Names

- Hendrick, Arnold
- Meier, Sid
- Miller, Barbara Bents
- Synoski, Jim
- Whatley, Douglas A. (“Doug”)

Corporate Names

- BreakAway Games
- MicroProse Software, Inc.
- OT Sports L.L.C. (Firm)
- Sierra On-Line

Subjects

- ABC Sports College Football: Heroes of the Gridiron (Computer game)
- Computer adventure games
- Computer games
- Computer games industry
- Darklands (Computer game)
- Game design and development
- Games--software
- Simulation games
- Waterloo: Napoleon's Last Battle (Computer game)

Biographical Note

Douglas A. ("Doug") Whatley began his lengthy career in the gaming industry at MicroProse Software as a Programmer/Producer in 1990. (Prior to that, he designed the original America Online PC client software between 1987 and 1990.) While at MicroProse, Whatley programmed several acclaimed titles, including *Sid Meier's Civilization* and *Darklands*. In 1996, Whatley became Director of Product Development at OT Sports, where he produced games for ABC Sports.

In 1998, Whatley established BreakAway Games in Hunt Valley, Maryland, with several other video game industry veterans. BreakAway develops both entertainment and serious games for commercial and government clients; they have produced award-winning training and simulation games for the healthcare, military, and emergency management industries. As of 2022, Whatley is CEO of BreakAway Games.

Collection Scope and Content Note

The Douglas A. Whatley papers contain physical and digital documentation relating to Whatley's career at MicroProse Software, OT Sports, and BreakAway Games. Materials include game concepts, development documentation, correspondence, memos, agreements, notes, and more. Published games represented within this collection are *Darklands* (1992), *ABC Sports College Football: Heroes of the Gridiron* (1997), *Waterloo: Napoleon's Last Battle* (2001), and several others. Additional scope and content information can be found in the Contents List section of this finding aid.

The Douglas A. Whatley papers have been arranged into four series. The physical materials are housed in three archival document boxes and one media box. Digital files migrated from 3½" floppy disks and CD-ROMs in this collection are accessible to on-site researchers in a read-only capacity.

System of Arrangement

- Series I: MicroProse Software, 1989-1998
- Series II: OT Sports, 1995-1999
- Series III: BreakAway Games, 1999-2004
- Series IV: Reference, 1999-2003

Contents List**Series I: MicroProse Software, 1989-1998**

Scope and Content Note: This series houses game development and programming materials retained by Whatley during his time at MicroProse between 1990 and 1996. Of particular interest to researchers may be documentation on the historical fantasy role-playing video game *Darklands* (1992), created by Arnold Hendrick. Materials in this series include game concepts, project updates, schedules, notes, reference, and floppy disks. (Also in this series are folders and media annotated with information from Barbara Bents Miller, a former Principal Artist at MicroProse.)

Box 1

- Folder 1 *Darklands* – Game proposal, concept document, schedules, project updates, notes; 1989-1992
- Folder 2 *Darklands* – Programming and game design notes, 1991-1992
- Folder 3 *Darklands* – Card programming summaries and notes, 1992
- Folder 4 *Darklands* – “Cards” – quest concepts, notes, design documents, and memos; 1991-1992 and n.d.
- Folder 5 *Darklands* – “Alchemy” – lists, steps, formulas, symbols, and notes; n.d. [c. 1991-1992]
- Folder 6 *Darklands* – “Cards for Fortress Monastery of Marienburg” – walkthrough chapters and notes, n.d. [c. 1992]
- Folder 7 *Darklands* – “Cities” – data and notes, 1991-1992
- Folder 8 *Darklands* – “Combat Algorithms” – concepts and data, 1991
- Folder 9 *Darklands* – “Maps and Locations” – design and programming notes; 1992 and n.d.
- Folder 10 *Darklands* – “McGuffin and Random Encounter Locations” – design and programming notes, 1992
- Folder 11 *Darklands* – “Saints” – lists, design documents, and reference; 1991-1992 and n.d.
- Folder 12 *Darklands* – “Witch Quest/High Sabbath” – walkthrough chapters and notes, 1992

Box 2

- Folder 1 *Darklands* – manual text draft and layout, 1992
- Folder 2 *Darklands* – game reviews and articles, 1992
- Folder 3 “Darklands II” – project summary, memos, and estimates; 1992
- Folder 4 *Civilization II* – loading sequence and king sprite artwork, Barbara Bents Miller, n.d. [c. 1996?]

- Folder 5 *F-15 Strike Eagle III* – screen shot printed graphics, Barbara Bents Miller, n.d. [c. 1992?]
- Folder 6 *F117A Stealth Fighter* – screen shot printed graphics, Barbara Bents Miller, n.d. [c. 1992?]
- Folder 7 *Star Trek: The Next Generation - Klingon Honor Guard* – design team photograph, promotional patch, and sticker; 1998
- Folder 8 “Clue” – character concept art, Barbara Bents Miller, n.d. [unproduced]
- Folder 9 “Skeletal Limits” – programming notes and reference, 1996 and n.d.
- Folder 10 New hire interview schedule and resume (B. Stout), 1991

Box 4

- Object 1 3½” floppy disk: “Civil War IBM Strategic Map,” n.d. [Civil War game, graphics by Barbara Bents Miller]
- Object 2 3½” floppy disk: “CW strat-hi.pcx, strat-lo.pcx, horse.flc,” n.d. [Civil War game, graphics by Barbara Bents Miller]
- Object 3 3½” floppy disk: “Civilization, civttl.flc, king09.lbm, king05.lbm,” n.d. [*Sid Meier’s Civilization*, graphics by Barbara Bents Miller, 1991]
- Object 4 3½” floppy disk: “Colonization, Cherokee.zip, George.zip, timbu.zip,” n.d. [*Sid Meier’s Colonization*, graphics by Barbara Bents Miller, 1994]
- Object 5 3½” floppy disk: “Colonization, Indhall.zip, Stlamp.zip,” n.d. [*Sid Meier’s Colonization*, graphics by Barbara Bents Miller, 1994]
- Object 6 3½” floppy disk: “Colonization, Decoind.zip,” n.d. [*Sid Meier’s Colonization*, graphics by Barbara Bents Miller, 1994]
- Object 7 3½” floppy disk: “Colonization update,” n.d. [*Sid Meier’s Colonization*, 1994]
- Object 8 3½” floppy disk: “CPU Bach 3DO Mac 1, Finals...,” n.d. [*C.P.U. Bach*, graphics by Barbara Bents Miller, 1994]
- Object 9 3½” floppy disk: “CPU Bach 3DO Mac, qtrstr ...,” n.d. [*C.P.U. Bach*, graphics by Barbara Bents Miller, 1994]]
- Object 10 3½” floppy disk: “CPU Bach 3DO Mac, soloflut ...,” n.d. [*C.P.U. Bach*, graphics by Barbara Bents Miller, 1994]]
- Object 11 3½” floppy disk: “CPU Bach 3DO Mac, soloharp ...,” n.d. [*C.P.U. Bach*, graphics by Barbara Bents Miller, 1994]]
- Object 12 3½” floppy disk: “CPU Bach 3DO Mac, solooboe ...,” n.d. [*C.P.U. Bach*, graphics by Barbara Bents Miller, 1994]]
- Object 13 3½” floppy disk: “CPU Bach 3DO Mac, solorcdr...,” n.d. [*C.P.U. Bach*, graphics by Barbara Bents Miller, 1994]]
- Object 14 3½” floppy disk: “CPU Bach 3DO Mac, solotmp ...,” n.d. [*C.P.U. Bach*, graphics by Barbara Bents Miller, 1994]]
- Object 15 3½” floppy disk: “CPU Bach 3DO Mac, solovln ...,” n.d. [*C.P.U. Bach*, graphics by Barbara Bents Miller, 1994]]
- Object 16 3½” floppy disk: “Darklands version 7 update,” n.d. [*Darklands*, 1992]
- Object 17 3½” floppy disk: “Darklands version 7 update,” n.d. [*Darklands*, 1992]
- Object 18 3½” floppy disk: “F15-3 *-fpo.lbm, F117 awards...,” n.d. [*F-15 Strike Eagle III, F-117A Stealth Fighter*, graphics by Barbara Bents Miller, 1992]

- Object 19 3½” floppy disk: “F15-3 sky2-pln.flc,” n.d. [*F-15 Strike Eagle III*, graphics by Barbara Bents Miller, 1992]
- Object 20 3½” floppy disk: “F15-3 *-fro.anm,” n.d. [*F-15 Strike Eagle III*, graphics by Barbara Bents Miller, 1992]
- Object 21 3½” floppy disk: “Pacific Air War Update,” n.d. [*1942: The Pacific Air War*, 1994]
- Object 22 3½” floppy disk: “1942 PAW Modem Update, 703, Master, 10/19/94, Disk 1 of 1,” 1994 [*1942: The Pacific Air War*, 1994]
- Object 23 3½” floppy disk: “C-sldrs.flc,” n.d. [unidentified game, graphics by Barbara Bents Miller]
- Object 24 3½” floppy disk: “V-sldrs.flc,” n.d. [unidentified game, graphics by Barbara Bents Miller]
- Object 25 CD-ROM: “Civil War 6-15-93, C: and D:,” 1993 [Note from Barbara Bents Miller: “The Civil War Game prototype by Sid Meier...”]
- Object 26 3½” floppy disk: “Ed’s latest football code from home,” n.d.
- Object 27 3½” floppy disk: “Football I Code,” n.d.
- Object 28 3½” floppy disk: “Football II Code, 5/29/94,” 1994
- Object 29 3½” floppy disk: “Online league files,” n.d.
- Object 30 3½” floppy disk: “Superbowl disk,” n.d.
- Object 31 3½” floppy disk: “Ultimate Football Update,” n.d. [*Ultimate Football '95*, 1995]
- Object 32 3½” floppy disk: “Master of Magic Update,” n.d. [*Master of Magic*, 1994]
- Object 33 3½” floppy disk: “Animation backup 2/11/91, 1 of 2,” 1991
- Object 34 3½” floppy disk: “Animation backup 2/11/91,” 1991
- Object 35 3½” floppy disk: “Detlib,” n.d.
- Object 36 3½” floppy disk: “Graphic files & utils,” n.d.
- Object 37 3½” floppy disk: “Omega,” n.d.
- Object 38 3½” floppy disk: “Pics Disk 1, 6/7/92, 1:30am,” 1992
- Object 39 3½” floppy disk: “Pictures,” n.d.

Series II: OT Sports, 1995-1999

Scope and Content Note: Within this series is game design documentation for several football-themed games developed by Whatley and OT Sports between 1996 and 1998.

Box 2

- Folder 11 *ABC Sports College Football: Heroes of the Gridiron* – game concept information, lists, college teams’ reference, and licensing notes; 1995-1996 and n.d.
- Folder 12 *ABC Sports Monday Night Football '98* – sound IDs with notes, 1997
- Folder 13 Football games feedback from consumers, 1998-1999

Series III: BreakAway Games, 1999-2004

Scope and Content Note: This series holds game proposals, selected business records, notes, correspondence, and other documentation from BreakAway Games, founded in 1998 by Whatley.

Box 2

- Folder 14 Application development agreement template, 1999
- Folder 15 Profit and loss/ Balance sheets, March 1999
- Folder 16 Microsoft – development agreement and notes, 2000-2003 and n.d.
- Folder 17 Sierra On-Line – correspondence, publishing agreement, concept documents, presentations, schedules, royalty statements; 1999-2003
- Folder 18 Game proposal – “The Ancient World,” BreakAway, Ltd., 2002
- Folder 19 Game proposal – “Clockwork,” Mike McShaffry and Neil Glancy, BreakAway Games, Xbox Incubator Concept, Austin, 2004
- Folder 20 Game proposal – “Concepts for Discovery Communications,” BreakAway Games, n.d. [c. 2003?]
- Folder 21 Game proposal – “Danger Island,” BreakAway, Ltd., 2002
- Folder 22 Game proposal – “Extreme Sport Games Concepts,” BreakAway Games, 1998 and n.d.
- Folder 23 Game proposal – “F031-1691: Wargame Scenario Toolkit,” BreakAway Games, SBIR Topic AF03-094, Air Force Design Tools, n.d. [c. 2002-2003?]
- Folder 24 Game concept – “NIJ School Safety” – incident commander simulation notes and concepts, 2004 and n.d.
- Folder 25 Game concept – “The Peloponnesian War,” draft project plan for National Defense University; correspondence, notes, and reference; 2000-2001

Box 3

- Folder 1 Game concept – “Water Balloon Tycoon,” Breakaway Ltd., 2003
- Folder 2 Game – *Waterloo: Napoleon’s Last Battle* – mission statement, letters, reference, concept, milestones, correspondence, agreements, press releases; 1999-2002 and n.d.
- Folder 3 Miscellaneous project notes/proposals [unspecific titles], n.d.
- Folder 4 Ernst & Young Entrepreneur of the Year 2004 Awards Guide – finalist, Douglas A. Whatley, 2004

Series IV: Reference, 1999-2003

Scope and Content Note: This series contains animation reference, game proposals from assorted companies, and floppy disks/CD-ROMs containing reference programs or unidentified games/projects.

Box 3

- Folder 5 Animating digital characters printed tutorials, notes, and reference; 1999-2001 and n.d.
- Folder 6 3D software printed tutorials and reference materials, 1999-2003
- Folder 7 Game proposal – “Crusaders,” Wanadoo, 2001-2002
- Folder 8 Game proposal – “Horse-Country,” K-2, Inc., 2002
- Folder 9 Game proposal – “Lacrosse,” International Marketing Solutions, 1999

- Folder 10 Game proposal – “Space Viking,” Skye Boat Inc., 2002
Folder 11 Game proposal – “Unclassified,” Roger Smith, BTG Inc., 2000
Folder 12 Game proposals – Unspecified creators [“B.A.S.H. Patrol,” “EverWest/
WestQuest,” “Island Wars,” “The New Frontier,” “Scud Hunter,” “Tiny Planet”],
2000 and n.d.

Box 4

- Object 40 3½” floppy disk: “Harpoon © 1989 by ACSI, Portions © 1989 by TSPI, Source Code 2/28/90, 720K disks,” 1989 [*Harpoon*, Three-Sixty Pacific, 1989]
Object 41 3½” floppy disk: “Harpoon © 1989 by ACSI, Portions © 1989 by TSPI, Artwork, Disk #2, 720K,” 1989 [*Harpoon*, Three-Sixty Pacific, 1989]
Object 42 3½” floppy disk: “Harpoon © 1989 by ACSI, Portions © 1989 by TSPI, Resource Stuff 3/01/90, Disk #1, 720K,” 1989 [*Harpoon*, Three-Sixty Pacific, 1989]
Object 43 3½” floppy disk: “Harpoon Source copyright © 1989 by ACSI, #1, portions copyright © 1989 by Three-sixty, 2/13/90, IBM 720k diskette,” 1990 [*Harpoon*, Three-Sixty Pacific, 1989]
Object 44 3½” floppy disk: “Harpoon Source copyright © 1989 by ACSI, #2, portions copyright © 1989 by Three-sixty, 2/13/90, IBM 720k diskette,” 1990 [*Harpoon*, Three-Sixty Pacific, 1989]
Object 45 3½” floppy disk: “Harpoon Source copyright © 1989 by ACSI, #3, portions copyright © 1989 by Three-sixty, 2/13/90, IBM 720k diskette,” 1990 [*Harpoon*, Three-Sixty Pacific, 1989]
Object 46 3½” floppy disk: “Harpoon Source copyright © 1989 by ACSI, #4, portions copyright © 1989 by Three-sixty, 2/13/90, IBM 720k diskette,” 1990 [*Harpoon*, Three-Sixty Pacific, 1989]
Object 47 3½” floppy disk: “Harpoon Source copyright © 1989 by ACSI, #5, portions copyright © 1989 by Three-sixty, 2/13/90, IBM 720k diskette,” 1990 [*Harpoon*, Three-Sixty Pacific, 1989]
Object 48 3½” floppy disk: “Midisoft Recording Session, version 1.07M,” Midisoft Corporation, © 1986-1992
Object 49 3½” floppy disk: “Midisoft Studio for Windows, version 3.02, Help and Songs Disk,” Midisoft Corporation, © 1986-1991
Object 50 3½” floppy disk: “Midisoft Studio for Windows, version 3.02, Installation and Songs Disk,” Midisoft Corporation, © 1986-1991
Object 51 3½” floppy disk: “Their Finest Hour: The Battle of Britain, Disk 1 & 2,” n.d. [*Their Finest Hour: The Battle of Britain*, Lucasfilm Games, 1989]
Object 52 3½” floppy disk: “Their Finest Hour: The Battle of Britain, Disk 3 & 4,” n.d. [*Their Finest Hour: The Battle of Britain*, Lucasfilm Games, 1989]
Object 53 3½” floppy disk: “C:\Alstad -> AL Stadiums, C:\Nlstad -> NL Stadiums, C:\Great -> Great Teams 1901-1968,” n.d. [*Tony La Russa’s Ultimate Baseball*, SSI, 1991]
Object 54 CD-ROM: “D+D_Cleric.avi, 11/2003,” unidentified game, 2003
Object 55 CD-ROM: “D+D_Fighter.avi, 11/2003,” unidentified game, 2003
Object 56 CD-ROM: “D+D_RogueWiz.avi, 11/2003,” unidentified game, 2003
Object 57 CD-ROM: “D+D_Scenshts.avi, 11/2003,” unidentified game, 2003
Object 58 CD-ROM: “PSI Attack View,” unidentified game, n.d.

- Object 59 CD-ROM: "PSI Attack Old TGA's, opening sequence, created by Barbara Bents Miller," unidentified game, n.d.
- Object 60 CD-ROM: "Clue 1, Peacock 1, sacred, baked," n.d. ["prototype for Hasbro game Clue, created by Barbara Bents Miller"]
- Object 61 CD-ROM: "Clue 2, Peacock 2, rootbaked," n.d. ["prototype for Hasbro game Clue, created by Barbara Bents Miller"]
- Object 62 CD-ROM: "Clue 3, Scarlet, Plum, misc.," n.d. ["prototype for Hasbro game Clue, created by Barbara Bents Miller"]
- Object 63 Data tape: "Doug Whatley's Machine 6/24/92, Both C & D Drives," 1992 [Sony QD2120 Mini Data Cartridge]