

The Next Xbox: Project Scarlett

Written by Marco Attard
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Microsoft concludes its 1 hour-plus E3 2019 press conference with first details of next-generation Xbox hardware-- "Project Scarlett," a machine the company says is "optimised for one thing and one thing only."



What is the "one thing" the machine is optimised for? Gaming, obviously, at least according to Xbox executive VP Phil Spencer. Developed by the team behind the Xbox One X, the machine promises all the bells and whistles expected from a powerful piece of gaming hardware. A promotional trailer has Xbox employees promising variable refresh rates, real-time ray tracing, 8K resolution and frame rates of up to 120fps.

Details of the actual hardware are scant, but Microsoft does say it carries a custom variant of the AMD Zen 2 processor architecture and GDDR6 memory. Another revealed feature is a "new generation of SSDs" with 40x the performance speed of the HDDs inside current-gen consoles. Microsoft claims the SSD is so fast it can even act as "virtual RAM," allowing for faster game loading.

So far Microsoft mentions just one machine, but rumours insist the company has plans for two Project Scarlett consoles. Back in April 2019 Windows Central reported two Xbox consoles are in the works, the flagship "Anaconda" and a more affordable "Lockhart." In other words, Microsoft might be taking the same "X" and "S" strategy as the Xbox One.

Whichever strategy Microsoft will take, Project Scarlett is expected to hit the market on the 2020 holiday season together with the next installment of the popular "Halo" franchise, "Halo Infinite."

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