

# Wing Commander V - Project Update

Review, 09/11/96

✓: task has been completed

## Summary:

We have acquired the script outline from the writers. The Art Department has commenced ship and interface design. The Designers have designed rough drafts of missions, option screens, gameflow sets and cockpits. Programmers are working diligently on the game engine, mission and object editors.

	% completed by 09/11/96	Due Date
<b><u>September Milestone 9/30/96:</u></b>		
<b>Programming Engine:</b>		
• Sound System	90%	09/30/96
• Rasterization Functioning	60%	09/30/96
• Win 95 Framework	90%	09/30/96
• 3D Rendering Engine	50%	09/30/96
• Space Created	0%	09/30/96
• Ship Dynamics	16%	09/30/96
• Install Program	0%	09/30/96
• Camera Scripting Language	0%	09/30/96
• 3D System	42%	09/30/96
<b>Design:</b>		
• Rough Mission & Series Design	30%	09/30/96
• Prototype Option Screens	60%	09/30/96
• Prototype Gameflow Sets	30%	09/30/96
• Prototype Cockpit Design	40%	09/30/96
<b>Pre-Production:</b>		
• Script Outline Delivery	100%	09/30/96
• Dept. Heads Meeting		09/30/96
<b>Art:</b>		
• Ship Art Design	50%	09/30/96
• Interface Design	30%	09/30/96
<b>Audio:</b>		
• Facility Construction	5%	09/30/96
• Script Analysis	50%	09/30/96

## **October Milestone 10/31/96**

### **Programming:**

• Camera Scripting System	10/31/96
• 3D System	10/31/96
• Font System	10/31/96
• Object Destruction	10/31/96
• Memory Manager. PC/PSX	10/31/96
• Mission Editor Functional	10/31/96
• Communications System	10/31/96
• Physical Model	10/31/96
• Sound System Implemented	10/31/96

### **October Milestone, continued**

• Ship Effects	10/31/96
• Cool Cameras	10/31/96

• Language Support Designed	10/31/96
• Menu System	10/31/96
<b>Design:</b>	
• Rough Series & Mission Designs Complete	10/31/96
<b>Pre-Production:</b>	
• Script 1st Draft Delivery	10/31/96
<b>Art:</b>	
• Ship Design 60%	10/31/96
• Ship Construction 10%	10/31/96
• Begin Alien Design	10/31/96
• Begin Set Design	10/31/96
• Interface Design 60%	10/31/96
<b>Audio:</b>	
• Start Spaceflight Sound Design	10/31/96
• Spaceflight Dialogue Design 60%	10/31/96
• Post Production Facility Construction Ongoing	10/31/96

### **November Milestone 11/30/96**

<b>Programming:</b>	
• VCR Playback	11/30/96
• Network Test-bed Running	11/30/96
• Gameflow Editor	11/30/96
• Mission Script	11/30/96
<b>Design:</b>	
• Finalize Series & Mission Designs	11/30/96
• Mission Editor Training	11/30/96
• Object Editor Training	11/30/96
• Inflight Dialogue Design	11/30/96
• Gameflow Set Design	11/30/96
<b>Pre-Production:</b>	
• Dept. Heads Meeting	11/30/96
• Deal Memos to Dept. Heads	11/30/97
<b>Art:</b>	
• Ship Design 70%	11/30/96
• Ship Design 20%	11/30/96
• Alien Design 100%	11/30/96
• Alien Construction 10%	11/30/96
• C.G Set Design 50%	11/30/96
• Interface Design 80%	11/30/96
<b>Audio:</b>	
• Recording For Animatics	11/30/96
• Pre-Production For Spaceflight Comm Recording	11/30/96
• Gameflow Spaceflight Sound Design 50%	11/30/96
• Begin Spaceflight Orchestral. Composition	11/30/96
<b>Translations:</b>	
• Translate Final Script 50%	11/30/96

### **December Milestone 12/31/96**

<b>Programming:</b>	
• Movie System	12/31/96
• Debriefing System	12/31/96
• Object Editor Functional	12/31/96
• Object System Designed	12/31/96

**Design:**

- Finalize Series & Mission Designs 12/31/96
- Integrate Space Objects With Missions 12/31/96
- Data Driven Functionality With Programmers 12/31/96
- Gameflow Set Design Complete 12/31/96

**Pre-Production:**

- Script Final Draft Delivered 12/31/96
- Dept. Heads Meeting 12/31/96
- Script Breakdown/Budget 12/31/96
- Script Final Draft Approved/Rewrites 12/31/96

**Art:**

- Ship Design 80% 12/31/96
- Ship Construction 30% 12/31/96
- Alien Construction 50% 12/31/96
- C.G Set Design 100% 12/31/96
- C.G Set Construction 25% 12/31/96

**Audio:**

- Recording For Animatics 12/31/96
- Pre-Production For Spaceflight Com Recording 12/31/96
- Recording 1<sup>st</sup> Unit Spaceflight Comm Fillers 12/31/96

**Translations:**

- Translate Final Script 100% 12/31/96

**January Milestone 01/31/97****Programming:**

- Rough Cockpits 01/31/97
- Physics Working 01/31/97
- Enhanced 3D System 01/31/97
- Detailed Object System 01/31/97

**Design:**

- Start Mission Implementation 01/31/97
- 1st Pass All Missions 25% Complete 01/31/97
- Design & Implement Weapon Stats 01/31/97
- Script Gameflow & Thought Bubbles 01/31/97

**Pre-Production:**

- Approved Shooting Script 01/31/97
- Cast Leads 01/31/97
- Storyboarding Begins 01/31/97
- Art Dept. Office @ Studio Moves In 01/31/97
- Business Office @ Studio Opens 01/31/97
- Script Breakdown & Budget Final 01/31/97
- Prop Design/Construction Begins 01/31/97

**January Milestone, continued****Art:**

- Ship Design 90% 01/31/97
- Ship Construction 40% 01/31/97
- Alien Construction 100% 01/31/97
- C.G Set Construction 50% 01/31/97
- Start Animations 01/31/97

**Audio:**

- Recording Comm Session 01/31/97
- Gameflow Spaceflight Sound Design 75% 01/31/97
- Spaceflight Music Orchestration/Copying 01/31/97



**Translations:**

- Translate Spaceflight Script 01/31/97

**February Milestone 02/28/97****Programming:**

- Rough Gameflow 02/28/97
- Ship Systems Functional 02/28/97
- Camera System Implemented 02/28/97
- Rough Capships 02/28/97

**Design:**

- 1st Pass Mission Implementation 50% Complete 02/28/97
- Gameflow Script Complete 02/28/97

**Pre-Production:**

- Casting Begins: Day Players 02/28/97
- Set Construction Begins 02/28/97
- Wardrobe Dept. Moves In 02/28/97
- Production Office Opens 02/28/97

**Art:**

- Ship Design 100% 02/28/97
- Ship Construction 50% 02/28/97
- C.G Set Construction 80% 02/28/97
- Animations 25% 02/28/97

**Audio:**

- Comm Processing & Integration 33% 02/28/97
- Gameflow & Spaceflight Sound Creation & Implementation 50% 02/28/97

**Translations:**

- Spaceflight Pre-production and Casting 02/28/97

**March Milestone 03/31/96****Programming:**

- Detailed Cockpits 03/31/97
- Pilot Status 03/31/97
- Player State 03/31/97

**Design:**

- 1st Pass Mission Implementation 75% Complete 03/31/97

**Pre-Production:**

- Editorial Dept. Moves In 03/31/97

### **March Milestone, continued**

#### **Art:**

- Ship Construction 70% 03/31/97
- C.G Set Construction 100% 03/31/97
- Animations 50% 03/31/97

#### **Audio:**

- Comm Processing & Integration 100% 03/31/97
- Gameflow & SPFLT Sound Creation & Implementation 100% 03/31/97
- Spaceflight Orch. Recording 03/31/97
- Spaceflight Music Mix 03/31/97

#### **Translations:**

- Spaceflight Dialogue Recording 03/31/97
- Spaceflight Dialogue Processing and Implementation 50% 03/31/97

### **April Milestone 04/30/97**

#### **Programming:**

- Detailed Gameflow 04/30/97
- Final Cockpits 04/30/97

#### **Design:**

- 1st Pass Mission Implementation 100% Complete 04/30/97
- Option Screens 10% Complete 04/30/97

#### **Production:**

- Begin Production
- Rough Cut Begins 04/31/97

#### **Art:**

- Ship Construction 80% 04/30/97
- Animations 60% 04/30/97
- Interface 25% 04/30/97

#### **Audio:**

- Begin Dialogue Editing 04/30/97
- Spaceflight Music Digitized, Conv., & Marked 75% 04/30/97

#### **Translations:**

- Spaceflight Dialogue Implementation 100% 04/30/97

### **May Milestone 05/31/97**

#### **Programming:**

- Enhanced Cap Ships 05/31/97
- Communications 05/31/97
- Sound Effects In 05/31/97
- Save/Load Working 05/31/97

#### **Design:**

- 2nd Pass Mission Implementation 25% 05/31/97
- Option Screens 25% Complete 05/31/97

#### **Production:**

- Lock Reel 1A 05/31/97
- Cuts Only Online (EA Media Lab) 05/31/97
- Compression Tests (EA Media Lab) 05/31/97

### **May Milestone, continued**

#### **Art:**

- Ship Construction 90% 05/31/97
- Animations 70% 05/31/97
- Interface 50% 05/31/97

#### **Audio:**

- Start Movie Audio Spotting 05/31/97
- Start Movie Audio Design 05/31/97
- Dialogue Editing 05/31/97
- Start Movie Music Comp. 05/31/97
- Spaceflight Music Complete 05/31/97

#### **Translations:**

- Locked reels to EASM for PAL conversion 05/31/97
- Begin Translating Cinematics 05/31/97

### **June Milestone 06/30/97**

#### **Programming:**

- Gameflow -Phase 3 Design Started 06/30/97
- Rough AI 75% Complete 06/30/97
- AI Update System 06/30/97
- 10% Missions Playable 06/30/97

#### **Design:**

- 2nd Pass Mission Implementation 50% 06/30/97
- Begin Gameflow Implementation 06/30/97
- Option Screens 50% Complete 06/30/97

#### **Post-Production:**

- Avid Rough Cut Complete 06/30/97
- Effects Online (Varitel?) 06/30/97
- Compression Begins (EA Media Lab) 06/30/97

#### **Art:**

- Ship Construction 100% 06/30/97
- Animations 80% 06/30/97
- Interface 75% 06/30/97

#### **Audio:**

- Movie Audio Spotting 06/30/97
- Movie Audio Design 06/30/97
- Dialogue Editing 06/30/97
- Movie Music Comp. 06/30/97

#### **Translations:**

- Cinematic Translations 50% 06/30/97

### **July Milestone 07/31/97**

#### **Programming:**

- Rough AI Complete 07/31/97
- Enhanced AI Started 07/31/97
- Missions Playable 20% 07/31/97
- Menu System 10% Complete 07/31/97

### **July Milestone, continued**

#### **Design:**

- 2nd Pass Mission Implementation 75% 07/31/97
- Gameflow Implementation 50% Complete 07/31/97
- Option Screens 75% Complete 07/31/97

#### **Post-Production:**

- CRUNCH

#### **Art:**

- Animations 100% Complete 07/31/97
- Interface 100% 07/31/97

#### **Audio:**

- Movie Audio Spotting 07/31/97
- Movie Audio Design 07/31/97
- 1st ADR & Foley Recording 07/31/97
- Dialogue Editing 07/31/97

#### **Translations:**

- Cinematic Translations 75% 07/31/97

### **August Milestone 08/30/97**

#### **Programming:**

- Final Gameflow 08/30/97
- Advanced Sound System Complete 08/30/97
- Heuristics 80% Complete 08/30/97

#### **Design:**

- 2nd Pass 100% 08/30/97
- All Objects Complete 08/30/97
- All Mission Elements Implemented 08/30/97
- All Missions Playable 08/30/97
- Gameflow Elements Complete & In Game 08/30/97
- Options Screens 100% Complete 08/30/97

#### **Post-Production:**

- CRUNCH

#### **Art:**

- Complete All Spaceflight Art 08/30/97

#### **Audio:**

- Movie Audio Spotting 100% 08/30/97
- Movie Audio Design 08/30/97
- 2nd ADR & Foley Recording 08/30/97
- Dialogue Editing 08/30/97
- Final Soundtrack Recording Begins 08/30/97
- Movie Music Comp. Complete 08/30/97

#### **Translations:**

- Cinematic Translations 100% 06/30/97



### **September Milestone 09/31/97 Alpha**

#### **Programming:**

- Enhanced AI 09/31/97
- Options Complete 09/31/97
- Final Object System 09/31/97

#### **Design:**

- Tweak Missions 09/31/97
- Play Balance 09/31/97
- Gameflow Logic 80% Complete 09/31/97

#### **Post-Production:**

- All Movies Compressed & In Game 09/31/97

#### **Art:**

- Art Complete

#### **Audio:**

- Movie Audio Design 100% 09/31/97
- Dialogue Editing 100% 09/31/97
- Foreign Dialogue Editing 25% 09/31/97
- Final Soundtrack Recording 40% 09/31/97
- Digitize & Weave Final Audio 30% 09/31/97

#### **Translations:**

- French Dub Recording 09/31/97
- German Dub Recording 09/31/97

### **October Milestone 10/31/97 Alpha**

#### **Programming:**

- Final Data Integration 10/31/97
- Demos Complete 10/31/97
- Play Balance Set 10/31/97

#### **Design:**

- Tweak Missions 10/31/97
- Play Balance 10/31/97
- Gameflow Logic 90% Complete 10/31/97

#### **Post-Production:**

- Complete

#### **Audio:**

- 3rd ADR & Foley Recording 10/31/97
- LSO Recording & Mix 10/31/97
- Final Soundtrack Recording 70% 10/31/97
- Digitize & Weave Final Audio 60% 10/31/97
- Foreign Dialogue Editing 50% 10/31/97
- Foreign Final Mix 30% 10/31/97

#### **Translations:**

- Subtitle Editing 30% 10/31/97



### **November Milestone 11/30/97 Alpha**

#### **Programming:**

- Nav Map In 11/30/97
- Movies In 11/30/97
- Option Screens Final 11/30/97
- AI Tweaks 11/30/97

#### **Design:**

- Tweak Missions 11/30/97
- Play Balance 11/30/97
- Gameflow Logic 100% Complete 11/30/97

#### **Post-Production:**

#### **Audio:**

- Final Soundtrack Recording 90% 11/30/97
- Digitize & Weave Final Audio 90% 11/30/97
- Foreign Dialogue Editing 75% 11/30/97
- Foreign Final Mix 60% 11/30/97

#### **Translations:**

- Subtitle Editing 60% 11/30/97

### **December Milestone 12/31/97 Beta**

#### **Programming:**

- Credits In 12/31/97
- Bug Fixing Full-Force 12/31/97

#### **Design:**

- Fix Bugs 12/31/97

#### **Post-Production:**

#### **Audio:**

- All Movie Audio Complete, Weave, & In Game 12/31/97
- Final Soundtrack Recording 100% 12/31/97
- Digitize & Weave Final Audio 100% 12/31/97
- Foreign Dialogue Editing 100% 12/31/97
- Foreign Final Mix 100% 12/31/97
- 12/31/97

#### **Translations:**

- Subtitle Editing 100% 12/31/97

### **January Milestone 01/31/98 Beta**

#### **Programming:**

- Fix Bugs 01/31/98

#### **Design:**

- Fix Bugs 01/31/98

#### **Audio:**

- Fix Bugs 01/31/98

#### **Translations:**

- Fix Bugs 01/31/98

## **February Milestone 02/28/98 Final**

### **Programming:**

- Fix Bugs

02/02/98

### **Design:**

- Fix Bugs

02/02/98

### **Audio:**

- Fix Bugs

02/02/98

### **Translations:**

- Fix Bugs

02/02/98

### **FINAL**

02/02/98

### **SIGN-OFF**

02/16/98

object name

cine

spcflt in 1st beat

## Alien

### Cap Ship

Carrier	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Cruiser	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Destroyer	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Dreadnaught	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Ship Killer	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

### Fighter

Bomber Cluster	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Cannon Cluster	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Fighter Cluster (MAV)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Fighter Destroyer	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Interceptor	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Multi-role fighter (popcorn)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Space Superiority / Ace	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

### Misc.

AA Turrets	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Alien Modified Confed Buoy	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Alien Transport	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Communications Facility (radar/comm)	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Dry Dock	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Gate Command Center	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Missiles (tech modified) 408	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Probe	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Ship debri	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Warlord	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



# Confed

## Cap Ship

Cruiser	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Destroyer	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Deveraux	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Midway	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Transport	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

## Fighter

Devastator	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Panther	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Pirana	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Shrike	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Tiger Shark	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Vampire	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Wasp	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

## Misc.

AWACS	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Confed Distress beacon	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Confed HQ	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Confed Spy-Eye(prop)(Alien Mods)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Ejection Pod	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Funeral Casket	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Jump Effect	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Marine Shuttle	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Midway Plasma Weapon	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Missiles	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Relay Station	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Rescue/Refuel Shuttle	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Research Pod	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Targeting Disk	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Torpedos	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

**Kilrathi****Cap Ship**

Corvette	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Derilect Cruiser/Destroyer	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

**Fighter**

Dralthi	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Vaktoth	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

**Misc.**

Destroyed fleet (debri field)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Kilrah (frozen magma & rubble)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Kilrathi Starbase	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Mining facility	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Reservation Planet	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

object name

cine    spcflt    in 1st beat

## Universal

### Misc.

Asteroids (field)



Mines series E



Nebula & wallpaper

