

## Cain, Billy

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**To:** ML WCP DESIGN  
**Cc:** roan;shelus  
**Subject:** Crunch, and general notes

Gentlemen,

As you know, we have a lot of work ahead of us. There are 51 solo missions, 6 simulator missions, 8 multi-player scenarios (with lots of options), and we still have the possibility of a small mission generator (quick fight) for single (and maybe multi) player. We have close to 3000 lines of dialogue that have been created for the game. There will be 27 minutes of solo player music per CD, and 16 minutes of multi-player music per disc. There are around a dozen option screens in the game. There are 120 minutes of video that need to be sprinkled in at the right times. There is **so much more** than this, and it's all in our hands (yes, Andy and Jason - yours too!). And all of this must be play balanced to a world-class level of quality. Suffice to say: there is a LOT of data for us to be responsible for.

To say the least, we're under the gun. Looking at the design schedule, it appears that we will need to be on crunch for the majority of the rest of the project. I hope we can agree on with some guidelines for our work.

I would like to suggest the following guidelines for discussion by the designers, to be incorporated by us as our objectives for the remainder of the project:

- Show up for work between 8am and 10am, Monday thru Friday. If you are going to be late (after 10:15am), please call me at 434-6530, and leave a message. You are responsible for leaving Origin in time to arrive the next day at 10am.

- While on crunch, you are responsible for working 60 hours a week. Here are some ways of meeting this guideline::

- 5-12s, M-F 12 hours a day, this does NOT include lunch, so you will need to  
be in the building for 13 hours if you eat lunch.
- 6-10s, M-F plus Sat or Sun, this again, does NOT include lunch, so you will  
need to be in the building for 11 hours if you eat lunch.

- Please print your schedules out and adhere to them.

- Please consider our QA department as a part of our core 'getting it done' team. Take their feedback seriously - they're here to help us.

- Talk to the programmers about what you're doing, before you do it.

- Use Track Record until we switch to Bug Tracks. If your bugs aren't entered into the database, it's likely no one knows about them. This is unacceptable. You are responsible for noting all bugs you encounter.

- Make sure you follow your work through. This means making sure that your work is in VSS, other people have it running on their machines, and that it works the way you wish for it to.

- Keep your data files neat and tidy. You are responsible for all data files you manipulate. All comments should be lined up by 'spaces', not 'tabs'.

- Please understand the manner in which we're doing our work is in iterations, and the missions won't be complete for some while now.

- Be in or around your office during core hours (10am-5pm), so you are locateable. Please leave a note if you aren't there. We will get you a pager if you cannot be easily located.

- Understand that core hours (10am-5pm) are the hours that we are expected by EA to be in the building, and ready to demo, answer questions, do interviews, whatever. This is also our main art/programmer/designer overlap time.

While I understand that these guideline suggestions are a bit simplistic, I think it's important to let you know what I expect from you. This is the most important game Maverick (and possibly Origin) will release this year, and its success will come from the excellent work you put into it.

The designers are officially now on 60 hours a week crunch, starting today. We have to figure out how to get the monumental amount of remaining work done. Anything I can do to make it easier, let me know. If you have a problem with your hours this week, or whenever - let's talk in person, so we can resolve it as soon as possible.

Let's fucking rock!  
bjc