

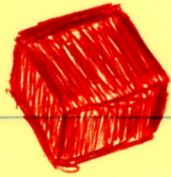
Pilot Starts

Comm system

Wing leads to Φ Wing leads

- Cool Man - a - Wing / Net WM
h

E3 ISSUES



MISSION SPECIFIC COMMS

- BIG PROG ISSUE
- TALK TO JASON
- SPECIFIC DEATHS
- SPECIFIC COMM LIST

Die ART IS TOO DARK need
more color (NO CONTRAST)

lighting issues ~~TOO DARK~~

CANT SEE THEM
TOO DARK

- CONTRAST -
TOO GREY/BLACK

ENGINE SPEED

~~TOO DARK~~

SCALE OF SHIPS

CA

Texture space limitations

COLOR OF SHIPS - CAP SHIPS

- NO or very little Gray

MULTIPLAY OR - select ships

TASK LISTS

■ Prioritized ■

ECTS-

- What's needed
- Multiplayer
- Single Player
- What type of setup?

55000000 W/W
61000000 ESTORE
- expected -

MAN's Machine install

SCHEDULE UNTIL FINAL
By WEDNESDAY/THURSDAY

ECTS ■

PLS - Designers

Prioritized list of What to do:

Track Record:

noSpeed=1

~~sf~~ sfGetDistance

QA tries to play the missions

Prioritize F2tals

Refueler

encl Cap ship list

MISSION OBJECTIVES... XLS
SUMMARY

~~PROPHET~~

Johns HDrive

M/P Design --!--!

BUGS From ANDY

- TARGET ID LIST
- CALLISTO ^{STATION} STORBASE Data file
- MIDWAY WITH GUN

HRD - SLEETER NOT MISSED

~~Flight Control Project/VSS~~

show Movie Descriptions
movieInfo = 1

NAVBASE/RTB/12

Cellsig - animation

Rob I - MONO MONITOR

- LOSS ISSUES

WITH EJECT? WHAT HAPPENS

- SAR PICKUP

- OBJECTIVES

- Should be easy to generate
- Primary objectives

CUT

- Alien Probe

- Alien Ship Repair Drone

Cain, Billy

From: Cain, Billy
Sent: Tuesday, July 01, 1997 9:06 AM
To: ML WCP DESIGN
Subject: meeting from yesterday at 11:00 today.

Here's the new / improved agenda:

Hours (we'll really talk about this today) - Crunch, basically - done

E3 Postmortem discussion - I'll take notes for the designers - done

Open discussion - done

Effects video you didn't see last Friday. We have to crush these effects. Basically the thrust will be on 3DFX and hardware acceleration as the main game, and software will be the VGA mode of the final game. - done

Agenda

My expectations of the design staff:

- Rob and Cinco - Multiplayer team
- Ben, John, and Cinco - Solo campaign missions
- Billy's role - helping with fires and getting systems and people talking
- Mission checklist:

- All missions basically complete by end of July

- Ready to go into full QA at end of July

- All objectives for solo campaign by end of next week

Machine upgrades

- 133 minimum -

- 3DFX in everyone's machines -

- WHEN?

- No overuse of effects. Let them be an accent to the game, not the entire game.

- Task group formation after E3

- Compelling Multiplayer issues

- More open discussion

Let me know if I've forgotten anything, so we can cover it.

bjc