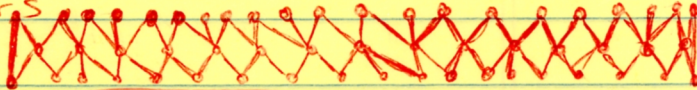
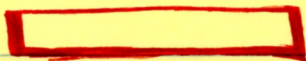


Prog + Design Issues

Maneuvers




"CONTROLLED DEMOCRACY"



"By the same token"



 Andy HAS TOO MUCH STUFF PILED ON HIM

- X • Can Designers help
- X • Can Billy compile versions
- X • He won't say he's overloaded.
 - Bugs
 - Provide samples

⊗ Designer between Arch + Artists - Rob
FRANK CHOOSING HIS BATTLES Better
or can we choose for him

$-E^3-$

7/1 240 p.m.

= Work together on installing 3DFX hardware

☐ CUSTOMER ISSUES

☐ Voodoo RUS# = TURD

☐ Broken stuff falling through the cracks

= Took long time to find out what to record maneuvers

☐ More maneuvers to record

☐ Pilot Stats

a. ~~■~~ acer

b. affect firing + choosing maneuvers.

☐ Comms - No appropriate mix

• Simulator voice

~~■~~

✓ ☐ Single Goal was good

✓ ☐ Keep Focused

✓ ☐ Programming + Design

— CHAIN OF COMMAND ISSUES

— WHERE DOES DAUS FIT IN

Designs - issues - Billy instead of Frank.

Comm system discuss with Frank...?

~~105~~ Loose Cannon - ISSUES ownership

low expectations - low output

Jeff Everett issues

Jeff Grills - good team player

~~AI needs~~

AI needs to:

- CAP SHIPS FIRING
- Broken things
- Avoidance on its own
- Cap ship attacks
- Torpedo attacks
- Strafing Runs
- Pilot Skill levels
- Easy pilots should be easy
- AI in Multiplayer