

Cain, Billy

From: Cain, Billy
Sent: Thursday, October 03, 1996 11:57 AM
To: Cain, Billy; Potter, Ben; Guentzel, John; Shelton, Jeff; Merrell, Marcus; Wattenbarger, Phil; Mustakas, Sean
Cc: Downing, Dave
Subject: FW: Meeting notes

Here's what I've got you all signed up for: Let me know if I forgot something, or if you don't know how your work is being judged.

I can/will send out more info tomorrow. Have a good one!
bjc

Design Milestones Pre-Production (Sept - Oct)

Series Flowchart - Done by Oct 1st

- Jeff Shelton/John Guentzel (DONE)

Mission / Series design - Rough by Oct 1st

- Ben C, D, L (ROUGH DONE for C and D, L needs to be put on net)
- Jeff H, I (ROUGH DONE)
- Sean A, G (ROUGH DONE)
- Marcus F, S (simulator missions) (ROUGH DONE for F, simulator missions need to each be put on net)
- John B, E (ROUGH DONE)

CURRENT - Mission / Series design - Tightened up (+ as final as possible) by 15th

Tighten up your series:

Make sure all docs fit the standard format

*Add **secondary** objectives*

Put in VSS

- Ben C, D, L (L needs to be put on net)
- Jeff H, I
- Sean A, G
- Marcus F, S (simulator missions need to each be put on net)
- John B, E

Mission / Series design - Polished by Oct 31st

- Ben C, D, L
- Jeff H, I
- Sean A, G
- Marcus F, S
- John B, E

CURRENT - Object viewer designed - Rough by Oct 15th, Polished by Oct 31st

- Marcus Low Priority

CURRENT - Interface Design - Rough by Oct 15th, Polished by Oct 31st

- Default Keyboard Layout - Marcus
- Virtual Keyboard functionality (Sept) - Marcus

CURRENT - Option screen design with prototype / sketches - Rough by Oct 15th, Polished by Oct 31st

- Install screens - Sean
- Game options - Sean
- Flight options - Sean

- Flight log (Load / Save) - Sean
- Briefing room monitor - Sean???

CURRENT - Gameflow set design (for functionality) with prototype / sketches - Rough by Oct 15th, Polished by Oct 31st

- Adam

CURRENT - Cockpit design - Rough by Oct 15th, Polished by Oct 31st

- HUD VDUs (Sept) - John G + Steve Pietzsch
- Nav map - Marcus + Steve

CURRENT - Comm system - Rough by Oct 15th, Polished by Oct 31st

- Ben