

**Cain, Billy**

Billy's copy

**From:** Cain, Billy  
**Sent:** Monday, March 24, 1997 11:37 AM  
**To:** ML WCP DESIGN; Roan, Frank  
**Subject:** Meeting 2:00 War Room

**Attendees:**

Rob (for comm part, then you can leave - you're welcome for the entirety if you like.)

Ben

John

Billy

Frank (for going over the wall part - you're welcome for the entirety if you like, as well.)

**Agenda:**

- ✓ • Go over schedule, decide on what's expected by end of month.
- Go through each series, mission, win/lose on the walls. Frank will be involved in this.
- ✓ • What Comms still need to be written
- ✓ • Talk about gumps
- Anything else that comes up

**Please Bring:**

- Your mission notes
- Your series notes
- Your comm notes
- A pencil/pen and note paper

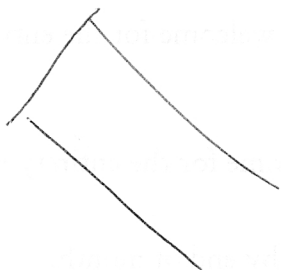
**SPECIAL NOTE:**

The script will be **COMPLETED** on Wednesday by 6:00pm, and Adam and I will be here until then. If you have any comments or concerns, please let me know, so we can address them. Thanks!

See you there!  
bjc

I have to get Briefings to Rob tomorrow.  
IF Betty is to read them...

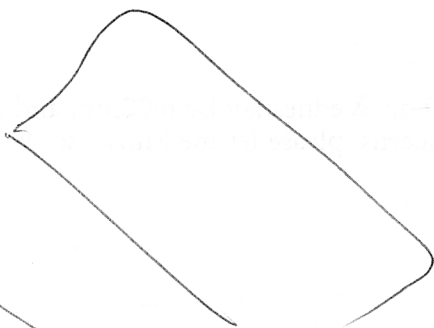
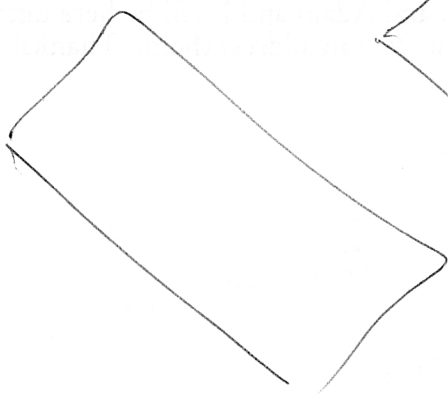
G.Srs



o

o

o



March Workdays: 21

03/01/97 through 03/31/97

GOAL FOR END OF MONTH:

- All single player missions first pass complete, with playthrough in MCP possible.

This Month:

- Begin Programming Single Player Missions.
- VDU recording on 3-14. ✓
- Hugh should have Menu system creating the correct variables for mission use. *check*

ASSUME:

- Programmers are on schedule with the PADD implementation in the game engine. ✓ *1015*
- Capship technology is on line, with Articulated child objects (turrets, etc.) - NOT YET.
- Explosions / Debris is on line. - No debris yet.
- ~~Programmers~~ are on schedule with the PADD implementation in the game engine. - Yes.
- Design of PADD is discussed and passed on to artists for art and icons. - Not fully. ]
- Gameflow set sketches are signed off. - Yes.
- First draft of HUD Art comes back from artists. - Not yet. ]
- Programming has a plan for sound? - Yes. *April started*

RISKS FOR THE MONTH:

How long will the script take?

Billy Done Begin Attributes Editor Training.

Billy Done Finish MCP Script first pass.

Billy Done Polished Gameflow Set Design (prototype/sketches)

Billy April Begin 1st Pass Multi-Player Scenario Implementation

Billy April Begin to Script Gameflow

Billy Hold Begin Importing temporary sound effects and comms **Cannot complete until they are recorded and we have a way to implement.**

Billy 1 D Finalize Script with Adam. **Not done.** *Woods 6pm*

Billy 2 D Rough Multi-Player Scenario Design  
**Test:** Write up 3-5 multi-player scenarios

Billy 3 D 1st Pass Series G Mission Implementation ] *end of week*

Billy 2 D 1st Pass Series I Mission Implementation ] *end of week*

Billy 2 D 1st Pass Simulator Scenario Implementation ←

=====

Total 10 D Billy

Ben Hold Begin Importing temporary sound effects and comms Cannot complete until they are recorded and we have a way to implement.

Ben April Begin to Script Gameflow

Ben ~~4~~ <sup>done</sup> 1st Pass Series C Mission Implementation ✓

Ben 4 D 1st Pass Series D Mission Implementation

Ben 5 D 1st Pass Series H Mission Implementation

Ben 3 D 1st Pass Series L Mission Implementation *and 1/2 week*

Ben 2 D Rough Multi-Player Scenario Design

**Test:** Write up 3-5 multi-player scenarios

Ben 1 D Build Mission C1 ←

=====

Total 19 D Ben

John Hold Begin Importing temporary sound effects and comms Cannot complete until they are recorded and we have a way to implement.

John April Begin to Script Gameflow

John 5 D 1st Pass Series B Mission Implementation *done*

John 5 D 1st Pass Series E Mission Implementation *done*

John 5 D 1st Pass Series F Mission Implementation

John 1 D Rough Multi-Player Scenario Design

**Test:** Write up 3-5 multi-player scenarios

John 1 D Build Mission F1

=====

Total 17 D John

Rob Done Rough version of PADD reviewed.

Rob Done Sound: RedShirt comms and VDU comms design complete

Rob 1 D Sound: Other comms and VDU comms design complete

Rob 2 D Polish & Complete - Multi-Player Scenario Design

Rob 1 D Finish Designing & Implementing Weapon Stats

Rob 1 D Polished Option Screen Design (prototype/sketches)

Rob 1 D Option screens

Rob 1 D PADD in game.

=====

Total 7 D Rob

**April Workdays: 22**

**4/1/97 through 04/30/97**

**GOAL FOR END OF MONTH:**

- Insert goal here

**ASSUME AT THE BEGINNING OF THE MONTH:**

- We will have complete playthrough of the game through the MCP.
- Particle system is on line.
- Designers are doing AI Scripting.
- Programmers are on schedule with the PADD implementation in the game engine.
- First draft of PADD is provided from artists.
- We will be beginning to program PADD
- Temp gameflow is in
- We will begin playing multi-player

**RISKS FOR THE MONTH:**

- Data format for missions may change drastically

Billy 2 D Begin 2nd Pass Series A Mission Implementation  
Billy 2 D Begin 2nd Pass Series G Mission Implementation  
Billy 2 D Begin 2nd Pass Series I Mission Implementation  
Billy 5 D Begin 2nd Pass - Simulator Scenarios Implementation :  
Billy 2 D Begin Importing -final - game sound effects and comms  
Billy 2 D Begin PADD Scripting  
Billy 1 D Begin Gameflow Implementation  
Billy 1 D Continue to Script Gameflow  
Billy April Begin 1st Pass Multi-Player Scenario Implementation  
=====

**Total 22 D Billy**

Ben 3 D Begin 2nd Pass Series C Mission Implementation  
Ben 3 D Begin 2nd Pass Series D Mission Implementation  
Ben 3 D Begin 2nd Pass Series H Mission Implementation  
Ben 3 D Begin 2nd Pass Series L Mission Implementation  
Ben 2 D Begin Importing -final- game sound effects and comms  
Ben 2 D Begin PADD Scripting  
Ben 2 D Begin Gameflow Implementation  
Ben 2 D Continue to Script Gameflow  
=====

**Total 20 D Ben**

John 4 D Begin 2nd Pass Series B Mission Implementation  
John 4 D Begin 2nd Pass Series E Mission Implementation  
John 4 D Begin 2nd Pass Series F Mission Implementation  
John 2 D Begin Importing -final- game sound effects and comms  
John 2 D Begin PADD Scripting  
John 2 D Begin Gameflow Implementation  
John 2 D Continue to Script Gameflow

7  
  
**John 2 D Begin Multi-Player Scenario Implementation :**

=====

**Total 22 D John**

May Workdays: 22

05/01/97 through 05/31/97

**GOAL FOR END OF MONTH:**

- Insert goal here

**ASSUME AT THE BEGINNING OF THE MONTH:**

We will be receiving VDUs and Movies this month.  
Shield Effects are on line ✓  
In-flight movie player is on line  
Designers are doing AI Scripting.  
PADD and Icons are finalled and in the game.  
Programmers have a way for the designers to input data for the PADD.  
Gameflow art is complete from artists.  
Multi-Player is up and running and being tested  
We're getting feedback from QA

**RISKS FOR THE MONTH:**

INSERT RISKS HERE

Billy 5 D Continue 2nd Pass Series A Mission Implementation  
Billy 5 D Continue 2nd Pass Series G Mission Implementation  
Billy 5 D Continue 2nd Pass Series I Mission Implementation  
Billy 1 D Continue 2nd Pass Solo Training Scenario Implementation  
Billy 1 D Begin Importing movies  
Billy 1 D Continue Importing sound effects and comms  
Billy 1 D Continue PADD Scripting  
Billy 1 D Gameflow Elements Complete & In Game  
Billy 2 D Continue 2nd Pass Multi-Player Scenario Implementation  
=====  
Total 22 D Billy

Ben 4 D Continue 2nd Pass Series C Mission Implementation  
Ben 4 D Continue 2nd Pass Series D Mission Implementation  
Ben 4 D Continue 2nd Pass Series H Mission Implementation  
Ben 3 D Continue 2nd Pass Series L Mission Implementation  
Ben 1 D Begin Importing movies  
Ben 1 D Continue Importing sound effects and comms  
Ben 1 D Continue PADD Scripting  
Ben 1 D Gameflow Elements Complete & In Game  
Ben 1 D Continue 2nd Pass Multi-Player Scenario Implementation  
=====  
Total 22 D Ben

John 4 D Continue 2nd Pass Series B Mission Implementation  
John 4 D Continue 2nd Pass Series E Mission Implementation  
John 4 D Continue 2nd Pass Series F Mission Implementation  
John 1 D Begin Importing movies  
John 1 D Continue Importing sound effects and comms  
John 1 D Continue PADD Scripting

John 1 D Continue Option Screens  
John 1 D Gameflow elements Complete and in game.  
John 5 D Continue 2nd Pass Multi-Player Scenario Implementation  
=====  
Total 22 D John