

Cain, Billy

From: Cain, Billy
Sent: Monday, March 03, 1997 10:08 AM
To: Cain, Billy; Potter, Ben; Guentzel, John
Subject: design meeting 1:30 war room

Agenda:

- For March:
- Go over our schedule and update it.
- Get all the bits and pieces signed off before the Big Change(tm).
- Then, each of us take ONE mission and fully implement it.
- Everything else.
- Crunch?

See you there,
bjc

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February Workdays: 4

02/01/97 through 02/28/97

GOAL FOR END OF MONTH:

- Be ready to implement all missions next month. Have all miscellaneous design under control.

ASSUME AT THE BEGINNING OF THE MONTH:

Gameflow design will be complete
There is a way to alter stats of 3D game objects.
Designers are doing AI Scripting. (there will be a proof of concept by the end of Feb.)
Programmers are on schedule with Option Screens.
Programmers are on schedule with Multi-Player Scenario Generator.
Nav points will be functioning
Explosions will be functioning

Billy Mar Finalize Script with Adam. Thursday and Friday.
Billy Done Provide a list of medals to artists and programmers.
Billy Mar Begin Attributes Editor Training.
Billy Done Continue Gameflow Set Design (prototype/sketches).
Billy Mar Rough Multi-Player Scenario Design
Billy Mar Begin 1st Pass Series A Mission Implementation
Billy Mar Begin 1st Pass Series G Mission Implementation
Billy Mar Begin 1st Pass Series I Mission Implementation
Billy Mar Begin 1st Pass Simulator Scenario Implementation

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Total 9 D Billy

Ben Done First pass Design & Implement Weapon Stats
Test: Provide a list of weapons and cool factors of each to Stretch and Pete
Ben Done Wingman bios to Stretch for comm recording.
Ben Mar Rough Multi-Player Scenario Design
Test: Write up 3-5 multi-player scenarios
Ben 1 D 1st Pass Solo Mission Doc walkthrough Series C,D,H,L

Ben 1 D Build Mission C1
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Total 5 D Ben

John Done Pass HUD Design(s) to artists
John Done Pass PADD design to artists and programmers.
John Done First Pass Main Menu Screen Design (prototype/sketches)
John 1 D Rough Multi-Player Scenario Design
Test: Write up 3-5 multi-player scenarios
John 1 D 1st Pass Solo Mission Doc Walkthrough Series B,E,F
John 1 D Build Mission F1
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Total 6 D John
March Workdays: 21

03/01/97 through 03/31/97

GOAL FOR END OF MONTH:

This Month:

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

ASSUME:

- Programmers are on schedule with the PADD implementation in the game engine.
- Capship technology is on line, with Articulated child objects (turrets, etc.)
- Explosions / Debris is on line.
- Programmers are on schedule with the PADD implementation in the game engine.
- Design of PADD is discussed and passed on to artists for art and icons.
- Gameflow set sketches are signed off.
- First draft of HUD Art comes back from artists.
- Programming has a plan for sound?

RISKS FOR THE MONTH:

INSERT RISKS HERE

Billy 2 D Finalize Script with Adam.
Billy 1 D Polished Gameflow Set Design (prototype/sketches)
Billy 2 D Polish & Complete - Multi-Player Scenario Design
Billy 1 D Continue 1st Pass Simulator Scenario Implementation
Billy 1 D Sound - comms and VDU comms design complete
Billy 1 D Finish MCP Script
Billy 3 D 1st Pass Series A Mission Implementation
Billy 3 D 1st Pass Series G Mission Implementation
Billy 3 D 1st Pass Series I Mission Implementation
Billy 2 D 1st Pass Simulator Scenario Implementation
Billy 1 D Begin Importing temporary sound effects and comms
Billy 1 D Begin to Script Gameflow
Billy 2 D Begin 1st Pass Multi-Player Scenario Implementation
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Total 21 D Billy

Ben 1 D Finish Designing & Implementing Weapon Stats
Ben 1 D Sound - comms and VDU comms design complete
Ben 1 D Attributes editor training
Ben 4 D 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
Ben 1 D Begin Importing temporary sound effects and comms
Ben 1 D Begin to Script Gameflow
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Total 21 D Ben

John Done Rough version of PADD reviewed.
John 1 D Polished Option Screen Design (prototype/sketches)
John 1 D Sound - comms and VDU comms design complete
John 1 D Option screens
John 1 D PADD in game.
John 5 D 1st Pass Series B Mission Implementation
John 5 D 1st Pass Series E Mission Implementation
John 5 D 1st Pass Series F Mission Implementation
John 1 D Begin Importing temporary sound effects and comms
John 1 D Begin to Script Gameflow
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Total 21 D John