

Cain, Billy

From: Cain, Billy
Sent: Tuesday, July 29, 1997 4:35 PM
To: ML WCP DESIGN
Subject: Meeting Wednesday 11am

Attendees expected:
Designers
QA
Andy

I'd like to have a meeting at 11am Wednesday to go over where we are.

Agenda:

Pass 2 - How did we do or are we doing?

- Briefing - There is NO NEED for the camera to move during the briefing at this point. If it does, that's a bonus.
 - Midway (shown)
 - Blue Midway pops on screen at beginning of Briefing
 - B_Midway function is written
 - Player (shown)
 - Blue Player pops on screen at beginning of Briefing
 - B_Player function is written
 - Wingmen (shown)
 - Blue Wingmen pop on screen at beginning of Briefing
 - B_Wingmen functions are written (Ex: B_Alpha2, B_Alpha3, etc)
 - Nav Points (shown)
 - Blue Nav Points pop on screen at beginning of Briefing
 - B_Nav1, B_Nav2, etc functions are written
- Spaceflight
 - Hidden Navs
 - Player will encounter all Hidden Navs as they were designed to work
 - QA needs diagram of how they should work
 - Player can autopilot away from Hidden Navs
 - All ships at Hidden Navs attack and stay attached to Player, if necessary
 - Navs auto-increment
 - Autopilot come on when last enemy is killed
 - The correct Nav is selected, in order
 - Use mission to mission object list, when necessary
 - cap ships keep their damage levels from one mission to another
 - the player ships keep their damage levels from one mission to another
 - Use create ship as much as possible
 - Win / Lose with Mission objective
 - The MAIN objective needs to be written for the Mission
 - It should function the way it is supposed to work within the mission
 - Eject will fail the mission unless the objective has been set to Win
 - Mission objective is in Mission objective file, not just a mission variable
 - "Mission Accomplished" on message plaque
 - "Mission Failed" on message plaque

QA Comments on Pass 2

Pass 3 - Includes everything from Pass 1 and 2 and:

- Gameflow
 - All gameflow gumps are present and perform the correct action
 - All movies call up the correct number (using movieInfo=1)
- Briefing
 - Voiceovers
- Series flow - mission branching can be completed
- Spaceflight

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- Mission-specific comms
- ALL mission objectives working/tracking

QA Comments on Pass 3

Pass 4 FYI - Includes everything from Pass 1, 2, 3 and:

- Briefing
 - Briefing specific text/animations
- Spaceflight
 - Capital Ships
 - Replace all "dummy" objects with real objects (ie. ejected pilots, dead objects, turrets, etc.)
 - Correct target ids for ALL objects

QA Comments on Pass 4

State of Multiplayer (Rob and Cinco)

State of Comms (Rob)

Buglist (Andy)

MCP: Ejecting/Death/Win/Lose movies, etc (Billy)

General Discussion

That's about it. Let me know if I should add or delete anything from the Agenda.
bjc

Notes in Briefing