Cain, Billy

From:	Cain, Billy
Sent:	Monday, September 15, 1997 4:29 PM
To:	ML WCP DESIGN
Cc:	Roan, Frank; Downing, Dave; ML WCP PROGRAMMERS
Subject:	Bugs and designer responsibilities

This is my first pass at doing this, so it may be a bit bumpy for a while. Please excuse me if I need to work on my wording.

DESIGNER RESPONSIBILITIES
Bugs assigned to designers are our responsibilities, and we are expected to fix them, re-assign them, kill them, or ask for more information on them. Here's what we each should be doing:

- Open Bug Trax every morning, and examine bugs assigned to you.
- You may want to print out your bugs at this point, to avoid having to keep bugtrax open. It's also easier to fix them, **write** on the page **FIXED 1.xB**, and then enter them in later in the day.
- If you can fix a bug, please do so, and mark it **AV**, and put in the comment field **"fixed in version 1.xB** (whatever the next version number should be - add one to the version you're currently playing).
- If the bug isn't yours, please re-assign it directly to whomever it belongs to, or me, and I'll do it.
- If you can't figure out what the bug means, mark as **REQUEST REPEAT**, and put in the comment field **"more information needed"** along with brief description of what information you are looking for..
- If you think that a bug needs to be killed, mark in the comment field **"request kill + reason??"** and assign it to me.
- If a bug is an 'as designed' feature such as comms that are missing, mark as **'as designed'** (and explain if necessary) in the comment field, and change status to **KILLED**. Also assign the bug to me.
- At the end of each day, make sure you update Bug Trax with all your changed bugs.
- Ideally, if you **can't** fix a bug yourself, you may want to take the initiative and help find a way to get a bug fixed. This will help immensely. Don't be afraid to help others.

- Repeat daily

I may come around and ask you guys for help on other design tasks, and we'll assign priorities at that time.

If you have any questions, please call J. Allen (x524) or Grant McDaniel (x582). They'll be happy to help. Or you can call me (x530).

Good luck and good bug squashing.
bjc

Bug Number : 249   Progress : Open   Status : Assigned   Priority : Medium   Version # 1.04B

Entered by : Brack, J. Allen	Found by : Mcdaniel, Grant	Fixed By :
ate Entered : 9/11/97	Assigned To : Cain, Billy	Date Fixed :
ime Entered : 11:33:47 PM	Bug Type : Code not Working	Time Fixed :
Mission : Spaceflight	Repeatable : 3/3	Version Fixed :

Closed By :   Date Closed :   Time Closed :

Description : There is no tube launch engine cutscene for any of the missions.

Location : Spaceflight: All missions

Comments : We will begin adding these today, and then we'll need these listed by mission. Keep on us. - BCAIN 9/12/97 11:02:29 AM

Bug Number : 294   Progress : Open   Status : Assigned   Priority : Medium   Version # 1.04B

Entered by : Brack, J. Allen	Found by : Mcdaniel, Grant	Fixed By :
ate Entered : 9/13/97	Assigned To : Cain, Billy	Date Fixed :
ime Entered : 2:21:21 PM	Bug Type : Data Error	Time Fixed :
Mission : Spaceflight	Repeatable : 3/3	Version Fixed :

Closed By :   Date Closed :   Time Closed :

Description : TASK: Have designers add light source to a few missions.

Location : Spaceflight: All misisons

Comments :

Bug Number : 309   Progress : Open   Status : Assigned   Priority : High   Version # 1.04B

Entered by : Brack, J. Allen	Found by : Hott, Kenny	Fixed By :
ate Entered : 9/12/97	Assigned To : Cain, Billy	Date Fixed :
ime Entered : 8:49:45 PM	Bug Type : Suggestion	Time Fixed :
Mission : Gameflow	Repeatable : 3/3	Version Fixed :

Closed By :   Date Closed :   Time Closed :

Description : The object viewer should be renamed to "Midway Tactical Database" or something similar. "Object viewer" breaks the flow of fiction.

Location : gameflow : global : rec room : object viewer

Comments :

Bug Number : 317   Progress : Open   Status : Awaiting Ver   Priority : Medium   Version # 1.04B

Entered by : Brack, J. Allen	Found by : Thornton, Reece	Fixed By : Cain, Billy
ate Entered : 9/12/97	Assigned To : Cain, Billy	Date Fixed : 9/15/97
ime Entered : 8:54:05 PM	Bug Type : Suggestion	Time Fixed : 9:55:22 AM
Mission : Series C	Repeatable : 3/3	Version Fixed :

Closed By :   Date Closed :   Time Closed :

Description : The only thing in the Rec Room for these missions is Finley at the bar, drinking like a fish. The Midway is a huge ship and It would spice things up to have more gumps and postage stamps in the Rec Room. People talking, dancing, fighting, whatever.

Location : Gameflow: Missions C2a, C2b, and C2c: Rec Room

Comments : Please let me know exactly what missions are empty. We will be assigning random people to the rooms as we go, so it would be great to get the feedback as to which missions are empty. Make each one a separate bug, so we can slam it. Thanks! - BCAIN 9/14/97 2:26:14 PM

Bug Number : 325   Progress : Open   Status : Assigned   Priority : Medium   Version # 1.04B

Entered by : Brack, J. Allen	Found by : Cain, Billy	Fixed By :
ate Entered : 9/12/97	Assigned To : Cain, Billy	Date Fixed :
ime Entered : 8:56:24 PM	Bug Type : Data Error	Time Fixed :
Mission :	Repeatable : 3/3	Version Fixed :

Closed By :   Date Closed :   Time Closed :

Description : TASK - Designers need to set SAR pickup to Confed or Alien for all missions.

Location :

Comments :

Bug Number : 711   Progress : Open   Status : Awaiting Ver   Priority : High   Version # 1.04B

Entered by : Brack, J. Allen	Found by : Roan, Frank	Fixed By : Cain, Billy
ate Entered : 9/12/97	Assigned To : Cain, Billy	Date Fixed : 9/15/97
ime Entered : 11:40:22 PM	Bug Type : Data Error	Time Fixed : 9:55:53 AM
Mission : Gameflow	Repeatable : 3/3	Version Fixed :

Closed By :   Date Closed :   Time Closed :

Description : TASK: Postage Stamps

Location : TASK

Comments : More information, please. Thanks! - BCAIN 9/14/97 1:38:55 PM

Bug Number : 713	Progress : Open	Status : Assigned	Priority : High	Version # 1.04B

Entered by : Brack, J. Allen	Found by : Roan, Frank	Fixed By :
ate Entered : 9/12/97	Assigned To : Cain, Billy	Date Fixed :
ime Entered : 11:40:29 PM	Bug Type : Data Error	Time Fixed :
Mission : Other	Repeatable : 3/3	Version Fixed :

Closed By :	Date Closed :	Time Closed :

Description : TASK: Series: Need Playthrough

Location : TASK

Comments :

Bug Number : 725	Progress : Open	Status : Assigned	Priority : High	Version # 1.04B

Entered by : Brack, J. Allen	Found by : Roan, Frank	Fixed By :
ate Entered : 9/12/97	Assigned To : Cain, Billy	Date Fixed :
ime Entered : 11:41:16 PM	Bug Type : Data Error	Time Fixed :
Mission : Gameflow	Repeatable : 3/3	Version Fixed :

Closed By :	Date Closed :	Time Closed :

Description : TASK: Losing endgames in playthrough

Location : TASK

Comments :