Cain, Billy

WHAT I SAID I WOULD DO LAST WEEK:
Play more Magic Carpet DONE
Present job descriptions to WCVPSX team DONE
Attempt to integrate Tony Morone into team DONE?
Get monitor prices for PAL/NTSC monitor ONGOING. THIS HAS HAD SOME SNAFUS. WILL CONTINUE.
Try to get everyone to read PEOPLEWARE and correct me when I fuck up. PLEASE GET THE FLOATING COPY!!
Meet with UT manager course instructor (Thursday) to help with curriculum. I'm bringing PEOPLEWARE!! DONE.
THESE GUYS ARE GONNA ROCK. WILL SET UP MORE COURSES BASED ON SUCCESS OF THESE.
I will be here. DONE.

BONUS STUFF
TDD of Darklight to relevant people.
Copy of The Darkening to show to people
Gameflow solutions!!?
Hugh got his whiteboard
Got rid of Chris R.
Promised to send Sean M. to E3 next year if he does a great job as Lead Designer of PSX version. (You guys will help meevaluate this)
WC III PSX Postmortem done
Sorted out some Abuse stuff
Talked to Eric H. about Northstar stuff.

WHAT I SAY I'LL DO NEXT WEEK:
Get monitor prices for PAL/NTSC monitor
Try to get everyone to read PEOPLEWARE and correct me when I fuck up.
Keep everyone informed of component manager's input, etc.
Get WC Numbers for all versions, ever.
Do another week of status for CMM (Component Managers' Meeting)
WC III PSX Postmortem to Lion

Here's last week's CMM report - in case you need a recap.

WING COMMANDER 5 PSX TEAM REPORT

This Week:
1. Tony is learning the PSX team and its dynamics.
2. Hugh and Axel have ported Jeff Grills' code to PSX and have wire-frame ship on screen. Evaluating possible use of code.
3. PSX Designers have worked on changing the controls on WC IV PSX. Will supply doc to Lion Friday.
4. Went over job descriptions with team. Steve Pietzsch wrote one for Jeff Wand. Excellent!
5. ACE team mission editor specs being created by designers.
6. Found and passed TDD from Darklight to main people.
7. Received copy of The Darkening (DEMO) and made comments, invited people to check it out, etc.
8. Came to some amazing conclusions about gameflow at lunch w/ Frank, Phil and Pete.

Next Week:
1. ACE Team should have EDITOR DOC in their hot little hands
2. Lion should have CONTROL DOC in their hot little hands
3. Lion and Pat Bradshaw should have WC III postmortems (one from DEV and one from QA) in his hot little hands
4. Follow up with Pat Bradshaw (product manager) about demographics of expected PSX customer for WC IV and V.
5. TDD should be progressing.
6. I am researching numbers for all previous versions of WC on all platforms, so I will know how much we will crush them.
7. Present gameflow idea to relevant team members. Phil will handle this, I'm sure...

30 Day Outlook:
1. Designers should have missions sketched by May 15th.
2. TDD should be done by May 15, for presentation on May 21st.

Issues:
1. Eric Hyman called and said that Northstar had two PSX projects killed. This means they have spare programmers. They are getting resumes together. They will submit them to Origin, and we will evaluate them.
2. Richard Lyle's streaming audio code needs to be put together and sent to Lion. This will make an impact on Lion's schedule (hopefully good), and raise the overall quality of the end product. This is necessary to maintain customer loyalty to WC on the Playstation. Duh!
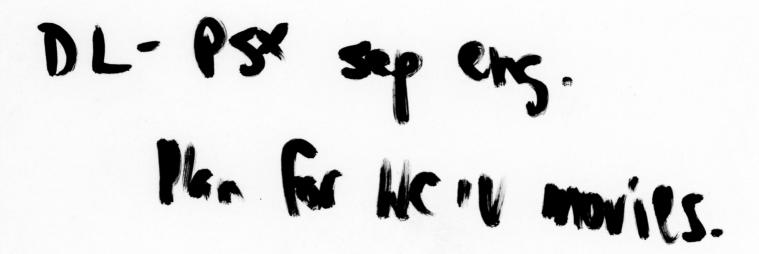3. Sega is lowering the price of Saturns to 250 puonds in England, and possibly to $199.00 here in the states.

Possible Roadblocks:
1. ACE team may not like EDITOR DOC.
2. TDD may be more difficult than expected.

Summary:
No serious issues to report, other than the fact that Tony will be doing these from now on.

DL- PSX sep ens.

Plan for WC "V movies.

Cain, Billy

From: Brown, Axel
Sent: Monday, May 06, 1996 6:40 PM
To: ML WING V PLAYSTATION
Subject: Status Report

Last Week

- *Meetings, meetings, meetings.... (I even got thrown out of one!). These varied from general Wing 5 stuff to programming and design PSX specifics.*
- *Switched from MSMail to MSExchange. This caused some problems with MSSchedule+ and MSProject. All fixed now though. If anyone is not using MSExchange, please make an effort to switch over (No, you can't have a check for $100 for doing it!!)*
- *Familiarized myself with the subtleties of MSSchedule. I recommend that everyone get familiar with this app as it is capable of relieving an amazing amount of admin headaches.*
- *Moved the Wing 5 Playstation database. Basically we removed 2 levels of directory depth and organized the network structure to ease co-development with the PC team.*
- *Moved the Visual Source Safe database and executables. If your shortcuts are no longer working let me know and I will come fix them.*
- *Added 'Shadow Directory' path to the VSS database, so \\flight\wing\project\wc5 will now have latest copies of all files in read-only format.*
- *Met with Tony Morone and Pete Shellus about the Wing 5 TDD.*
- *Provided Dev systems for Tony Morone and Richard Lyle (thanks to Marcus and John).*
- *Got a status update from Richard Lyle on the audio lib (AL) and streaming lib for PSX.*
- *Set up modem to connect to Sony BBS.*
- *Returned Hugh's book.*

This Week

- *Do any stuff I was supposed to do from last week and didn't!*
- *Compile docs for the TDD.*
- *Fill in for Tony whenever needed.*

Cain, Billy

From:	David, Hugh
Sent:	Monday, May 06, 1996 7:21 PM
To:	ML WING V PLAYSTATION
Cc:	Isaac, Paul
Subject:	status report.

status report – hugh david
last week:

- wrote shell of program to do psx hardware timings. this includes initializing system timers & setting interrupts. also includes simple pad reading code. i can count the number of flat shaded polygons (rectangles) drawn in one horizontal scan line.
- chased all over sony's customer service lines and a couple of dealerships for a monitor. aarrrrggghhh !
- talked with paul isaac lots about how we're gonna do our 3d engine. he is in the process of tidying up his code & data structures for me to implement on the psx. so, in the meantime...
- converted more of my saturn 3d engine to psx.
- wrote several vector & quaternion functions in c++ to get the program running. these can be coded in r3000 later.
- wrote sin, cos, asin, acos in r3000. tested them in shell program.
- wrote sqrt in r3000. untested.

next week:

- i expect to have ported my core 3d system to psx.
- i expect paul isaac will have some 3d code and data structures ready for me to customize for psx.

Cain, Billy

From: Pietzsch, Stephen
Sent: Monday, May 06, 1996 6:12 PM
To: ML WING V PLAYSTATION
Subject: status

LAST WEEK: Finished another anim for CRUSADER.
             Started another (hopefully the last) anim for CRUSADER
             Attended several meetings
             Worked up a Job Description for Jeff Wand

THIS WEEK: Finish last of work for CRUSADER

Wing 5 PSX Artist - Job Description

REPORTS TO: Lead Artist

Help Identify Art Needs for WC5 PSX

* Document all concerns,problems,and ideas generated from work on WC4 PSX

* Help determine specs for art which are exclusive to WC5 PSX

* Work with programmers,designers,and lead artist to determine these specs

Develop Leadership Skills

* Be able to train and supervise any artists concerning special art needs for PSX

* Insure good and clear communication between all team members

Develop Art Skills

* Stay current on all familiar art tools

* Learn Alias at least to the level of being able to build and texture objects

* Begin learning animation process in Alias

* Be able to create sketches/storyboards if needed

Art Assignments

* Create art as needed for the overall WC5 project

* Help convert art from PC form to PSX requirements

* Help "customize" any game art for PSX

* Help design or create any new art to meet specific needs of PSX version
  (option screens, objects,data screens,etc.)

* Help in the creation of any animations specific to PSX version