Cain, Billy

From: Cain, Billy
Sent: Monday, March 25, 1996 7:18 PM
To: ML WING V PLAYSTATION
Subject: Status report

WHAT I SAID I'D DO LAST WEEK
Help with assembling all design ideas into workable format [Helped a bit, but mostly stayed out of the way]
Read all WC V plot summary ideas, etc [DONE - Report at end of this file]
Check out Technosaur design doc and actual game [DONE - Report at end of this file]
Help with TDD for Lion and ours too, if need be [DONE - Report at end of this file]
Anything else that you guys need done [This one is up to you guys]
 - got Brian Adams his corkboard and new pentium
 - got Hugh and Axel tv switches
 - helped set up game room (with John G.)

WHAT I SAY I'LL DO NEXT WEEK
More on help with Bible, if needed
Getting you what you need
 - Cyberball should be here this week
 - Axel's modem for calling Sony
 - Sony dev CDs (if possible)
Whatever we agree needs to be done in the meeting
Report our weekly status to Mike Grajeda and Rich Hilleman (this will be every week)
Report on the PSM (this should be weekly, too)

WING V PLOT IDEA SUMMARIES (trying not to bore you with details)

Basically I liked John G's the best, because I feel that it mostly resembled an outline for a game, with lots of hooks in there for MISSION ideas.

Chris Douglas' came in second, and I felt it might be the best at an integration of MOVIE and MISSIONS of the three.

McLean's seemed to come from a MOVIE house, and I didn't see many chances in there for cool missions, just mainly FLICK O RAMA.

My recommendation would be to try to get Guentzel's MISSION ideas in there with Douglas' MOVIE ideas and get a game out of it. I'm particularly concerned that we keep in mind that we are a SPACE COMBAT SIMULATOR, and the BEST ONE ON THE MARKET at that. No one will defeat us, unless we let them. With that in mind, let's do the GAME!

TECHNOSAUR DESIGN DOC and GAME REVIEW

Quite honestly, I'm not too into strategy games. Since I've only watched over the shoulders of others that play them, I'm sure I'm not the best judge of any strategy game. Here's where I think they're messing up. I think the map should be tile based, so when they release their editor, the users can modify the terrain. Other than that, I think the game seems cool. I hope it's a HUGE seller.

The design doc I was handed was okay I think for what they were doing, so I checked out (and printed) their up to date one. 160 pages or so!! Anyway, I was impressed by the level of detail, but not blown away. Here's my assessment of the design doc (the big one):

GOOD:
Feature list (bullet points - they know what they're selling!!)
Five minutes of gameplay (they know what they want to make the game function like)
Detail on characters and vehicles (this helps with game balance and mission balance/structure)
Feature and idea appendix at back (for those ideas you don't want to forget - if you can fit them in later)
Lots of cool 'Game Paused' ideas (get creative!!!)
High Concept on Page One (FOCUS on what you're doing)

BAD:
No table of contents TOC (would help to know where in the doc something is - can be automated in word, I can help with this)
Not on the web with HTML links from TOC (would be even better and more useful to most of us. Printing this thing out is a fucking bitch.)
Boring to read that long of a doc (Am I the only one that feels this way?)
No pictures (Not a joke. If this is on the net, pictures make the story/game come alive. Thin of how many web pages are interesting. Now think of how many of those were just text. 'Nuff said.)

BOTTOM LINE:
We will do better.

TDD REPORT FROM LION

They're still very much dependant on us, but perhaps this can be a good thing. Brian and Jeff are gaining valuable experience in Wing Commanders and they'll bring it to the table when they get done with this one.

The movie compression goal (6K a frame) might bring the game down to 4 discs, but more likely we're going to have to cull the amount of movies down by 30%. This doesn't take into account the possible addition of movies for the ground missions, if they can't be pulled off. Current compression is 9K a frame and recent motion compensation has reportedly fixed the CRAP video quality, but I expect any better compression to be lossy. [Please let this work!!]

RECOMMENDATION:
No ground missions. WC is about SPACE. Playstation gamers are going to compare our ground missions to Warhawk, and if we're not as good as that - then we fail. Feel free to disagree (or agree) with me on this one. We may need ammo.

I would also like to state for the record that we should try to do the complete game. If this means 6 discs, that's great. If it means 4 discs, that's cool, too - but we shouldn't cut any missions except the ground ones. As of now, we're doing a COG analysis to see how this will affect the numbers on the game, but prelims say that if we have to go to 6 disks, there's no financial reason to do the game. More to be posted as it comes. I feel this is the link to our franchise - and I think most (if not all) of you agree with me on this one.

Other than that, the TDD still seems very optimistic and I'm interested in us all seeing the milestones, to see how they're doing and see obstacles of our own that are on our horizon.

Ana has copies of the TDD if you would like to check it out.

SEAN
BIBLE meeting
DOC
HTML
PLAY OTHER GAMES
Design meeting