WC V PSX GAME ENGINE COMMITTEE REPORT

BACKGROUND and GOAL(s)

Wing Commander V Playstation is a special case in respect to a 'port' of the game. We're going to make Wing Commander V the **BEST** it can be on the Playstation. This contrasts with the usual plan of waiting until the game is complete and taking all the source and make the game 'just work' on the Playstation. Our goal is to take advantage of all the strengths of the Playstation (light sourcing, great audio, no installs, quick saves, cheat codes, etc) and adapt the game's interfaces to be more consistent with what the Playstation customers are accustomed to. (3-D interface screens, quick menus, instant gratification, etc). We will also give them what they're not accustomed to: fast load times, awesome surround sound and an attention to detail lacking in most Playstation games out there now.

WHAT THE DESIGNERS* HAVE BEEN DOING

This stated, the designers have been playing and analyzing all the Playstation games that are related to Wing Commander. Problem is: **there aren't any**. The closest games we can find are flight sims and 'tracked' space games. Nothing touches Wing Commander in the 3-D Space Combat simulation category. This is why we feel that Wing Commander Playstation should stay focused on the essence of Wing Commander: a 3-D space flight simulator. The comparisons that we've been forced to make are with the flight sim type of games (Descent is the closest of all, and it's still not quite the same) and we've made notes of what we would emulate and what we would avoid.

BILLY'S OPINION ON ALL THIS (for what it's worth)

If we attempt to do ground missions in the Playstation version, our customers are going to compare us to the best ground-based games on the Playstation (Warhawk, Thunderstrike II, Agile Warrior, whatever is released around the same time as us) and we're going to fall short. It is not possible to do two A+ engines in one game. My push is to remove the ground missions and replace them with related space missions that are extremely cool in their own right. We'll give our Playstation customers no reason to complain - the PC has ground missions, the Playstation has cooler, different space missions. We will be working closely with the writers and director to make sure we get the footage we need. (And it'll look good on the box for the kids **"Special footage shot just for Playstation!"**)

WHAT THE PROGRAMMERS HAVE BEEN DOING

The Programmers have spent their time working on a rough draft of a detailed schedule (it's attached). This schedule requires some questions to be answered (such as are we going to allow the player to fly inside large structures? Land based-missions?) and the efforts of the **ACE** team to be realized. It also plans to reuse as much code from Prowler as possible, such as **RAMMER™** and Richard Lyle's streaming system (which needs a cool, catchy **Name™**).

Meshing with the ACE team's schedule is a high priority for the Playstation version, and we expect to go over it with them soon. Also working with musicians/sound designers and artists to mesh with them.

NOW TURN TO THE REST OF THIS BUNCH OF PAPER!!

The schedule is attached!! Please make notes and bring them to Axel Brown's attention.
Notes: Duration of items in planning phases are temporary as are resource assignments.

* Our designers are Sean Mustakas, Marcus Merrell, and John Guentzel.

ID	Task Name	Duratic	Start	Resource Names
1	**Planning Phase 1 - Design Decisions**	**5d**	**Wed 5/1/96**	
2	Landscapes or not ?	1d	Wed 5/1/96	Billy Cain
3	Inside Buildings or not ?	1d	Thu 5/2/96	Billy Cain
4	Number of CDs ?	1d	Fri 5/3/96	Billy Cain
5	C++ course ?	1d	Mon 5/6/96	Billy Cain
6	Inflight Briefings or not ?	1d	Tue 5/7/96	Billy Cain
7	**Planning Phase 2 - Tools Decisions**	**4d**	**Wed 5/8/96**	
8	Alias Model Convertor ?	1d	Wed 5/8/96	Paul Isaac,Axel Brown,Hugh David
9	Dolby Surround™ ?	1d	Thu 5/9/96	Richard Lyle,Axel Brown,Hugh Dav
10	Mission Editor / Language ?	1d	Thu 5/9/96	Paul Isaac
11	Mission Macro Language (MML™) Parser	1d	Fri 5/10/96	Paul Isaac
12	CD File Streaming ?	1d	Fri 5/10/96	Richard Lyle,Axel Brown,Hugh Dav
13	A.C.E. 3d System ?	1d	Mon 5/13/96	Paul Isaac,Axel Brown,Hugh David
14	**Planning Phase 3 - Tool Writing**	**4d**	**Tue 5/14/96**	
15	Alias Model Convertor	1d	Tue 5/14/96	Paul Isaac
16	Mission Editor / Language	1d	Wed 5/15/96	Paul Isaac
17	Mission Macro Language (MML™) Parser	1d	Thu 5/16/96	Paul Isaac
18	Dolby Surround™	1d	Tue 5/14/96	Richard Lyle
19	A.C.E. 3d System	1d	Fri 5/17/96	Paul Isaac
20	Planning Completed	0d	Fri 5/17/96	
21	**Work Phase 1 - 3d Space**	**33d**	**Mon 5/20/96**	
22	**Task 0 - Project Startup**	**33d**	**Mon 5/20/96**	
23	**Code**	**33d**	**Mon 5/20/96**	
24	Learn Prowler™ code	10d	Mon 5/20/96	Hugh David
25	Prowler™ File System / Basic IO with PC	3d	Fri 5/24/96	Axel Brown
26	Prowler™ DRAM Memory Management	1d	Wed 6/26/96	Axel Brown
27	Prowler™ 3D Math Code	1d	Mon 6/10/96	Paul Isaac
28	Prowler™ World Structure	1d	Thu 6/27/96	Axel Brown
29	Prowler™ Hierarchical Models	3d	Fri 5/31/96	Paul Isaac
30	Prowler™ Render System	1d	Fri 6/28/96	Axel Brown
31	Prowler™ Camera Views	1d	Mon 7/1/96	Axel Brown
32	Prowler™ Small Explosions	2d	Tue 6/11/96	Axel Brown
33	.SHP vs .VRM vs .???	2d	Thu 6/20/96	Axel Brown
34	User Interface	1d	Tue 7/2/96	Axel Brown
35	Research Overlays	1d	Wed 7/3/96	Hugh David
36	**Task 1 - Simple 3D Object**	**28d**	**Mon 5/20/96**	
37	**Code**	**28d**	**Mon 5/20/96**	
38	3D Math	3d	Wed 6/5/96	Paul Isaac
39	Render Engine	3d	Fri 6/7/96	Hugh David
40	Gouraud Shading	2d	Tue 6/25/96	Hugh David
41	Camera Views	3d	Wed 6/12/96	Hugh David
42	Particle Systems	9d	Mon 5/20/96	Paul Isaac
43	VRAM Memory Management	3d	Wed 5/29/96	Axel Brown
44	File System / Basic IO with PC	3d	Mon 6/3/96	Axel Brown
45	Order Table Building	3d	Mon 6/17/96	Axel Brown,Hugh David
46	.VRM Draw	2d	Mon 6/24/96	Axel Brown
47	**Data**	**3d**	**Mon 5/20/96**	
48	2D Space Backdrop	3d	Mon 5/20/96	2D Artist
49	Simple EOR Object (Dralthi)	1d	Mon 5/20/96	Steve Pietzsch
50	**Task 101 - Sample Movie**	**14d**	**Mon 5/20/96**	
51	**Code**	**14d**	**Mon 5/20/96**	
52	Movie Player	4d	Mon 5/20/96	Axel Brown
53	Thought Bubbles™	4d	Mon 6/3/96	Hugh David
54	**Data**	**1d**	**Mon 5/20**	
55	Sample Movie	1d	Mon 5/20/96	Sean Mustakas
56	Thought Bubbles™	1d	Mon 5/20/96	John Guentzel
57	**Task 701 - Sample H.U.D.**	**23d**	**Thu 5/23/96**	
58	**Code**	**3d**	**Thu 6/20/96**	
59	Sample H.U.D.	3d	Thu 6/20/96	Hugh David
60	**Data**	**2d**	**Thu 5/23/96**	
61	Sample 2D Bitmap for H.U.D	2d	Thu 5/23/96	2D Artist
62	**Task 2 - Controllable view of more complex object**	**31d**	**Tue 5/21/96**	
63	**Code**	**4d**	**Thu 6/27/96**	
64	Joypad control	2d	Thu 6/27/96	Hugh David

ID	Task Name	Duratic	Start	Resource Names
65	Object manipulation	2d	Mon 7/1/96	Hugh David
66	**Data**	**1d**	**Tue 5/21/96**	
67	EOR Cap Ship	1d	Tue 5/21/96	Steve Pietzsch
68	**Work Phase 2 - Testable Mission**	**17d**	**Thu 7/4/96**	
69	**Task 600.5 - 1 testable mission**	**13d**	**Thu 7/4/96**	
70	**Code**	**13d**	**Thu 7/4/96**	
71	DRAM Memory Management	4d	Thu 7/4/96	Axel Brown
72	Navpoints	3d	Thu 7/4/96	Hugh David
73	Text System	2d	Mon 7/15/96	Axel Brown
74	Basic Mission Macro Langauge (MML™) Parser	2d	Thu 7/4/96	Paul Isaac
75	Scoring / Mission De-Briefing / Post-Mortem	2d	Wed 7/17/96	Hugh David
76	Gameplay Tweaking 1	2d	Fri 7/19/96	Hugh David,Axel Brown
77	**Data**	**2d**	**Thu 7/4/96**	
78	Sample Mission	2d	Thu 7/4/96	
79	Debug fonts	1d	Thu 7/4/96	2D Artist
80	**Task 200.5 - Placeholder menu screen**	**14d**	**Fri 7/5/96**	
81	**Code**	**12d**	**Tue 7/9/96**	
82	Menu code and data structures	3d	Tue 7/9/96	Hugh David
83	Cool fade in / fade out	2d	Tue 7/23/96	Axel Brown
84	**Data**	**1d**	**Fri 7/5/96**	
85	Menu fonts	1d	Fri 7/5/96	2D Artist
86	**Task 501 - Sound Effects on 1 menu screen**	**17d**	**Thu 7/4/96**	
87	**Code**	**4d**	**Tue 7/23/96**	
88	SFX player	2d	Thu 7/25/96	Axel Brown
89	Dolby Surround™	2d	Tue 7/23/96	Hugh David
90	**Data**	**3d**	**Thu 7/4/96**	
91	Sound Effects	3d	Thu 7/4/96	Musician
92	**Task 3 - Multiple AI controlled objects**	**17d**	**Thu 7/4/96**	
93	**Code**	**13d**	**Wed 7/10/96**	
94	Simple AI	3d	Fri 7/12/96	Hugh David
95	Object movement	2d	Thu 7/25/96	Hugh David
96	Completed VRAM Management	3d	Wed 7/10/96	Axel Brown
97	**Data**	**2d**	**Thu 7/4/96**	
98	More simple EOR ships	2d	Thu 7/4/96	Steve Pietzsch
99	**Work Phase 3 - Fully Playable Mission**	**22d**	**Mon 7/29/96**	
100	**Task 3.5 - Firing lasers!**	**21d**	**Mon 7/29/96**	
101	**Code**	**2d**	**Fri 8/23/96**	
102	Object constructors and destructors	2d	Fri 8/23/96	Hugh David
103	**Data**	**7d**	**Mon 7/29/96**	
104	Laser sound effect	1d	Tue 8/6/96	Musician
105	Laser palette	1d	Mon 7/29/96	2D Artist
106	**Task 301 - Implement WC3/WC4 control methods**	**9d**	**Mon 7/29/96**	
107	**Code**	**9d**	**Mon 7/29/96**	
108	Advanced Joypad control	4d	Mon 8/5/96	Axel Brown
109	Basic Human-controlled-ship movement	4d	Mon 7/29/96	Hugh David
110	**Data**	**2d**	**Mon 7/29/96**	
111	WC3/WC4 joypad configurations	2d	Mon 7/29/96	
112	**Task 10 - 2D Explosions**	**5d**	**Mon 7/29/96**	
113	**Code**	**5d**	**Mon 7/29/96**	
114	Animation of .VRM files	5d	Mon 7/29/96	Axel Brown
115	**Data**	**3d**	**Mon 7/29/96**	
116	Explosion GFX	3d	Mon 7/29/96	Steve Pietzsch
117	**Task 201 - All menu screens with placeholder gfx**	**22d**	**Mon 7/29/96**	
118	**Code**	**18d**	**Fri 8/2/96**	
119	Menu system data structures	3d	Tue 8/20/96	Hugh David
120	Mouse pointer	2d	Mon 8/26/96	Axel Brown
121	Localization	4d	Fri 8/2/96	Hugh David
122	Weapon loadout	3d	Wed 8/21/96	Axel Brown
123	**Data**	**4d**	**Mon 7/29/96**	
124	Palettes	1d	Tue 7/30/96	2D Artist
125	Weapon stats	1d	Mon 7/29/96	Sean Mustakas
126	Weapon gfx	1d	Thu 8/1/96	Steve Pietzsch
127	Mouse pointers	1d	Wed 7/31/96	2D Artist
128	Fonts	1d	Thu 8/1/96	2D Artist

ID	Task Name	Duratic	Start	Resource Names
129	Sound effects	4d	Mon 7/29/96	Musician
130	Translations	3d	Mon 7/29/96	Billy Cain
131	**Task 601 - 1 fully playable mission**	**13d**	**Mon 7/29/96**	
132	**Code**	**5d**	**Thu 8/8/96**	
133	Mission data structure	4d	Thu 8/8/96	Hugh David
134	Inflight communications	4d	Fri 8/9/96	Axel Brown
135	**Data**	**5d**	**Mon 7/29/96**	
136	Test Mission	5d	Mon 7/29/96	
137	**Task 4 - Multiple camera views**	**17d**	**Mon 7/29/96**	
138	**Code**	**5d**	**Wed 8/14/96**	
139	Camera manipulation	4d	Wed 8/14/96	Hugh David
140	PIP camera	4d	Thu 8/15/96	Axel Brown
141	**Data**	**4d**	**Mon 7/29/96**	
142	Camera behaviour	4d	Mon 7/29/96	John Guentzel
143	**Task 1201 - Spaceflight audio**	**6d**	**Mon 7/29/96**	
144	**Code**	**2d**	**Mon 7/29/96**	
145	DA music driver	2d	Mon 7/29/96	Richard Lyle
146	**Data**	**3d**	**Thu 8/1/96**	
147	Sample DA music	2d	Thu 8/1/96	Billy Cain
148	More sound effects	2d	Fri 8/2/96	Musician
149	**Work Phase 4 - 50% A.I.**	**26d**	**Wed 8/28/96**	
150	**Task 701.5 - Line drawn H.U.D.**	**26d**	**Wed 8/28/96**	
151	**Code**	**22d**	**Tue 9/3/96**	
152	Research timing	3d	Tue 9/10/96	Hugh David
153	Research VRAM usage	3d	Tue 9/3/96	Axel Brown
154	Research OT size	2d	Fri 9/6/96	Axel Brown
155	Research extra functionality	2d	Tue 10/1/96	Hugh David
156	**Data**	**3d**	**Wed 8/28/96**	
157	Ideas	3d	Wed 8/28/96	Sean Mustakas
158	**Task 11.5 - 50% completed enemy AI**	**15d**	**Wed 8/28/96**	
159	**Code**	**15d**	**Wed 8/28/96**	
160	Enemy ships AI	5d	Wed 8/28/96	Hugh David
161	Enemy weapons AI	4d	Wed 8/28/96	Axel Brown
162	Player weapons AI	3d	Fri 9/13/96	Hugh David
163	**Data**	**3d**	**Wed 8/28/96**	
164	Ideas/suggestions/bad OJ jokes	3d	Wed 8/28/96	
165	**Task 401 - 1 gameflow background**	**18d**	**Wed 8/28/96**	
166	**Code**	**9d**	**Tue 9/10/96**	
167	Hotspots and data structures	3d	Wed 9/18/96	Hugh David
168	Mouse pointers	2d	Tue 9/10/96	Axel Brown
169	MDEC decompresion	2d	Thu 9/12/96	Axel Brown
170	**Data**	**2d**	**Wed 8/28/96**	
171	Background screen	1d	Wed 8/28/96	2D Artist
172	Mouse pointers	1d	Thu 8/29/96	2D Artist
173	**Task 14 - Auto-pilot**	**24d**	**Wed 8/28/96**	
174	**Code**	**6d**	**Mon 9/23/96**	
175	Fancy camera movements	3d	Mon 9/23/96	Hugh David
176	Ship movements	3d	Thu 9/26/96	Hugh David
177	**Data**	**6d**	**Wed 8/28/96**	
178	Camera paths	3d	Mon 9/2/96	
179	Ideas	3d	Wed 8/28/96	Billy Cain
180	**Task 1301 - Basic Intercom Speech**	**15d**	**Wed 8/28/96**	
181	**Code**	**10d**	**Wed 9/4/96**	
182	Gameflow speech driver	2d	Mon 9/16/96	Axel Brown
183	Research DA v. MIDI	4d	Wed 9/4/96	Hugh David
184	**Data**	**2d**	**Wed 8/28/96**	
185	Sampled speech	2d	Wed 8/28/96	Musician
186	**Work Phase 5 - Explosions and Lighting**	**21d**	**Thu 10/3/96**	
187	**Task 1001 - Cheats!**	**16d**	**Thu 10/3/96**	
188	**Code**	**3d**	**Tue 10/22/96**	
189	Choose any mission	2d	Wed 10/23/96	Hugh David
190	Choose any movie	2d	Tue 10/22/96	Axel Brown
191	**Data**	**4d**	**Thu 10/3/96**	
192	At least 2 missions	4d	Thu 10/3/96	Sean Mustakas

ID	Task Name	Duratic	Start	Resource Names
193	At least 2 movies	2d	Thu 10/3/96	FMV Artist
194	**Task 5 - Lighting Effects**	**14d**	**Thu 10/3/96**	
195	**Code**	**14d**	**Thu 10/3/96**	
196	Ambient light	3d	Fri 10/18/96	Hugh David
197	Spotlight(s)	5d	Fri 10/11/96	Hugh David
198	Highlights	6d	Thu 10/3/96	Hugh David
199	**Data**	**2d**	**Thu 10/3/96**	
200	RGB levels	2d	Thu 10/3/96	Steve Pietzsch
201	**Task 402 - Postage stamps**	**17d**	**Thu 10/3/96**	
202	**Code**	**17d**	**Thu 10/3/96**	
203	Animation of NPCs	5d	Thu 10/3/96	Axel Brown
204	Animation of mouse pointers	3d	Thu 10/17/96	Axel Brown
205	Animation data structures	2d	Thu 10/24/96	Axel Brown
206	**Data**	**6d**	**Thu 10/3/96**	
207	NPC anims	4d	Thu 10/3/96	2D Artist
208	Mouse anims	2d	Wed 10/9/96	2D Artist
209	**Task 11 - 3D particle explosions**	**19d**	**Mon 10/7/96**	
210	**Code**	**16d**	**Thu 10/10/96**	
211	Particle systems	5d	Thu 10/10/96	Axel Brown
212	Research DRAM needs	2d	Mon 10/28/96	Axel Brown
213	Research OT needs	2d	Wed 10/30/96	Axel Brown
214	**Data**	**1d**	**Mon 10/7/96**	
215	RGB ramp levels	1d	Mon 10/7/96	Steve Pietzsch
216	**Task 1101 - Basic title screen**	**20d**	**Thu 10/3/96**	
217	**Code**	**20d**	**Thu 10/3/96**	
218	Sony requirements	2d	Thu 10/3/96	Billy Cain
219	Password entry system	2d	Fri 10/25/96	Hugh David
220	Load/Save menu option	2d	Tue 10/29/96	Hugh David
221	**Data**	**3d**	**Thu 10/3/96**	
222	Credits	1d	Mon 10/7/96	Billy Cain
223	Passwords	1d	Thu 10/3/96	John Guentzel
224	**Work Phase 6 - 50% Missions and Inside Ships**	**38d**	**Fri 11/1/96**	
225	**Task 1201.5 - Advanced Spaceflight Audio**	**23d**	**Fri 11/1/96**	
226	**Code**	**3d**	**Fri 11/29/96**	
227	Wingman chatter	3d	Fri 11/29/96	Axel Brown
228	**Data**	**13d**	**Fri 11/1/96**	
229	Sound effects list	3d	Fri 11/15/96	John Guentzel
230	Chatter list	3d	Fri 11/1/96	Billy Cain
231	DA music list	3d	Wed 11/6/96	Billy Cain
232	Sample chatter	4d	Fri 11/1/96	Musician
233	**Task 69 - Inflight communications**	**30d**	**Wed 11/13/96**	
234	**Code**	**26d**	**Tue 11/19/96**	
235	Menu system	2d	Mon 12/30/96	Axel Brown
236	VDU system	3d	Wed 12/4/96	Axel Brown
237	Cool video effects?	3d	Tue 11/19/96	Hugh David
238	**Data**	**22d**	**Wed 11/13/96**	
239	Test communications	1d	Thu 12/12/96	Sean Mustakas
240	Placeholder video	2d	Wed 11/13/96	FMV Artist
241	**Task 601.5 - 50% of missions playable**	**21d**	**Fri 11/1/96**	
242	**Code**	**21d**	**Fri 11/1/96**	
243	Advanced mission system	8d	Fri 11/1/96	Hugh David
244	Advanced data structures	3d	Fri 11/22/96	Hugh David
245	Advanced MML™ Parser	4d	Fri 11/22/96	Paul Isaac
246	Gameplay Tweaking 2	3d	Wed 11/27/96	Hugh David
247	**Data**	**3d**	**Wed 11/20/96**	
248	Lots of missions	3d	Wed 11/20/96	Sean Mustakas,John Guentzel,
249	**Task 9 - Navigation and Waypoints**	**20d**	**Thu 11/14/96**	
250	**Code**	**8d**	**Mon 12/2/96**	
251	Navigation system	3d	Mon 12/9/96	Axel Brown
252	H.U.D. Information structures	3d	Mon 12/2/96	Hugh David
253	**Data**	**2d**	**Thu 11/14/96**	
254	Nav pointer graphic	2d	Thu 11/14/96	2D Artist
255	**Task 13 - Jump sequence**	**8d**	**Thu 12/5/96**	
256	**Code**	**8d**	**Thu 12/5/96**	

ID	Task Name	Duratic	Start	Resource Names
257	Jump effects	3d	Thu 12/12/96	Axel Brown
258	Camera / lighting / movement	3d	Thu 12/5/96	Hugh David
259	**Data**	**2d**	**Fri 12/6/96**	
260	Ideas	2d	Fri 12/6/96	Sean Mustakas,John Guentzel,
261	**Task 6 - Articulation of objects**	**7d**	**Fri 11/8/96**	
262	**Code**	**4d**	**Wed 11/13/96**	
263	Animation of meshes	4d	Wed 11/13/96	Hugh David
264	**Data**	**2d**	**Fri 11/8/96**	
265	Suitable 3D models	2d	Fri 11/8/96	Steve Pietzsch
266	**Task 101.5 - 50% of movies**	**29d**	**Fri 11/1/96**	
267	**Code**	**4d**	**Tue 11/19/96**	
268	Advanced Decision tree system	4d	Tue 11/19/96	Axel Brown
269	**Data**	**29d**	**Fri 11/1/96**	
270	Credits movie	2d	Fri 11/15/96	FMV Artist
271	Decision tree	2d	Tue 12/10/96	Sean Mustakas,John Guentzel,
272	Lots of movies	4d	Fri 11/1/96	FMV Artist
273	**Task 16 - Inside ships/buildings / Landscape System**	**15d**	**Fri 11/1/96**	
274	**Code**	**15d**	**Fri 11/1/96**	
275	Advanced 3D system / map	15d	Fri 11/1/96	Paul Isaac
276	**Data**	**10d**	**Fri 11/1/96**	
277	Sample object / map	10d	Fri 11/1/96	John Guentzel
278	**Task 19 - Docking sequence**	**16d**	**Thu 11/7/96**	
279	**Code**	**4d**	**Mon 11/25/96**	
280	No requesting clearance	4d	Mon 11/25/96	Axel Brown
281	**Data**	**4d**	**Thu 11/7/96**	
282	Greetings movies	4d	Thu 11/7/96	FMV Artist
283	**Task 1501 - Advanced gameflow screens**	**38d**	**Fri 11/1/96**	
284	**Code**	**11d**	**Tue 12/10/96**	
285	Player / NPC Morale	3d	Tue 12/17/96	Axel Brown
286	Wingman selection	3d	Fri 12/20/96	Axel Brown
287	Interface with rest of game	3d	Tue 12/10/96	Hugh David
288	**Data**	**22d**	**Fri 11/1/96**	
289	Gameflow data	3d	Mon 11/25/96	Sean Mustakas,John Guentzel,
290	Placeholder Art	4d	Fri 11/8/96	2D Artist
291	Hotspot data	3d	Thu 11/28/96	Sean Mustakas,John Guentzel,
292	Mouse pointers	2d	Mon 11/18/96	2D Artist
293	Postage stamps	5d	Fri 11/1/96	2D Artist
294	**Task 7 - Selectable player weapons**	**25d**	**Fri 11/1/96**	
295	**Code**	**12d**	**Fri 11/1/96**	
296	Advanced weapons system	12d	Fri 11/1/96	Axel Brown
297	**Data**	**25d**	**Fri 11/1/96**	
298	Various weapons	5d	Fri 11/1/96	Steve Pietzsch
299	Weapons list	3d	Thu 11/14/96	Sean Mustakas
300	Weapons stats	3d	Tue 12/3/96	Sean Mustakas
301	**Work Phase 7 - Collision and Cockpit**	**19d**	**Wed 1/1/97**	
302	**Task 702 - Advanced H.U.D / cockpit**	**19d**	**Wed 1/1/97**	
303	**Code**	**14d**	**Wed 1/8/97**	
304	On-screen layout	4d	Wed 1/22/97	Hugh David
305	Radar system	4d	Wed 1/8/97	Axel Brown
306	**Data**	**5d**	**Wed 1/1/97**	
307	Cockpit graphics	5d	Wed 1/1/97	2D Artist
308	**Task 1601 - Floorplan**	**18d**	**Wed 1/1/97**	
309	**Code**	**4d**	**Tue 1/21/97**	
310	Gameflow map shortcuts	4d	Tue 1/21/97	Axel Brown
311	**Data**	**16d**	**Wed 1/1/97**	
312	Gameflow floorplans gfx	4d	Wed 1/8/97	2D Artist
313	Hotspots for floorplans	2d	Wed 1/1/97	
314	Mouse pointers	2d	Tue 1/21/97	2D Artist
315	**Task 8 - Collision**	**10d**	**Wed 1/1/97**	
316	**Code**	**10d**	**Wed 1/1/97**	
317	Object to object collision	10d	Wed 1/1/97	Hugh David
318	Research "cheats" that look good	5d	Wed 1/1/97	Axel Brown
319	**Data**	**10d**	**Wed 1/1/97**	
320	Extents boxes	10d	Wed 1/1/97	John Guentzel

ID	Task Name	Duratic	Start	Resource Names
321	**Work Phase 8 - Input Devices and Sound Effects**	**28d**	**Tue 1/28/97**	
322	**Task 201.5 - Menu for input devices**	**19d**	**Tue 1/28/97**	
323	**Code**	**19d**	**Tue 1/28/97**	
324	Fully programmable multiple input devices	10d	Tue 1/28/97	Hugh David
325	Interface to rest of game	3d	Wed 2/19/97	Axel Brown
326	**Data**	**7d**	**Tue 1/28/97**	
327	Menu gfx	2d	Tue 1/28/97	2D Artist
328	All hardware input device graphics	7d	Tue 1/28/97	Billy Cain
329	Programming method	3d	Tue 1/28/97	
330	**Task 501.5 - Sound effects on menu screens**	**4d**	**Tue 1/28/97**	
331	**Code**	**4d**	**Tue 1/28/97**	
332	SFX for all menu screens	4d	Tue 1/28/97	Axel Brown
333	**Data**	**4d**	**Tue 1/28/97**	
334	SFX list for all menu screens	3d	Tue 1/28/97	John Guentzel
335	Placeholder sound effects	4d	Tue 1/28/97	Musician
336	**Task 21 - Inflight briefings**	**22d**	**Tue 1/28/97**	
337	**Code**	**18d**	**Mon 2/3/97**	
338	Playback of briefing movies on H.U.D	3d	Mon 2/24/97	Axel Brown
339	Dual streaming issues...?	4d	Mon 2/3/97	Axel Brown
340	**Data**	**1d**	**Tue 1/28/97**	
341	Briefing movies	1d	Tue 1/28/97	FMV Artist
342	**Task 12 - Completed enemy AI**	**26d**	**Tue 1/28/97**	
343	**Code**	**17d**	**Mon 2/10/97**	
344	Solid, easily tweakable AI	1d	Tue 3/4/97	Axel Brown
345	Completed enemy ships AI	6d	Tue 2/11/97	Hugh David
346	Completed enemy weapons AI	4d	Wed 2/26/97	Hugh David
347	Completed player weapons AI	4d	Mon 2/10/97	Axel Brown
348	**Data**	**1d**	**Tue 1/28/97**	
349	Ideas/suggestions/feedback	1d	Tue 1/28/97	
350	**Task 302 - Advanced input devices**	**19d**	**Mon 2/10/97**	
351	**Code**	**14d**	**Mon 2/17/97**	
352	Completed Human-controlled-ship movement	5d	Wed 2/19/97	Hugh David
353	Data structures	3d	Tue 3/4/97	Hugh David
354	Interface to all hardware input devices	4d	Mon 2/17/97	Axel Brown
355	Multi-tap support	3d	Mon 3/3/97	Axel Brown
356	**Data**	**2d**	**Mon 2/10/97**	
357	Sony restrictions	2d	Mon 2/10/97	Billy Cain
358	All hardware input devices	1d	Mon 2/10/97	Billy Cain
359	**Work Phase 9 - All Missions, Movies and Audio**	**29d**	**Fri 3/7/97**	
360	**Task 102 - Completed movies**	**25d**	**Fri 3/7/97**	
361	**Code**	**19d**	**Mon 3/17/97**	
362	Debug movie player	5d	Mon 3/17/97	Axel Brown
363	CD layout	4d	Mon 4/7/97	Axel Brown
364	**Data**	**1d**	**Fri 3/7/97**	
365	All movies	1d	Fri 3/7/97	FMV Artist
366	**Task 901 - Password / Load/Save**	**23d**	**Fri 3/7/97**	
367	**Code**	**8d**	**Fri 3/28/97**	
368	Data structure / Hashing system	3d	Fri 3/28/97	Hugh David
369	Memory card	2d	Mon 4/7/97	Hugh David
370	Multiple .ini files	3d	Mon 3/31/97	Hugh David
371	**Data**	**2d**	**Fri 3/7/97**	
372	Password should store....?	1d	Fri 3/7/97	Billy Cain
373	Savegame should store...?	1d	Mon 3/10/97	Billy Cain
374	**Task 69.5 - All inflight comms completed**	**7d**	**Fri 3/7/97**	
375	**Code**	**7d**	**Fri 3/7/97**	
376	Completed comms system	6d	Fri 3/7/97	Axel Brown
377	Dual stream issues?	1d	Mon 3/17/97	Richard Lyle
378	**Data**	**2d**	**Fri 3/7/97**	
379	All comms video	1d	Mon 3/10/97	FMV Artist
380	All comms text	1d	Fri 3/7/97	
381	**Task 602 - All missions fully playable**	**15d**	**Fri 3/7/97**	
382	**Code**	**15d**	**Fri 3/7/97**	
383	Completed mission system	6d	Fri 3/7/97	Hugh David
384	Completed mission data structures	4d	Mon 3/24/97	Hugh David

ID	Task Name	Duratic	Start	Resource Names
385	Completed MML™ Parser	5d	Fri 3/7/97	Paul Isaac
386	Gameplay Tweaking 3	5d	Mon 3/17/97	Hugh David
387	**Data**	**1d**	**Fri 3/7/97**	
388	All missions	1d	Fri 3/7/97	
389	**Task 1202 - Completed Spaceflight audio**	**29d**	**Fri 3/7/97**	
390	**Code**	**29d**	**Fri 3/7/97**	
391	Completed SRAM management	4d	Fri 4/11/97	Axel Brown
392	Completed DA Streaming system	3d	Fri 3/7/97	Richard Lyle
393	Completed chatter system	5d	Mon 3/24/97	Axel Brown
394	Completed sound effects	5d	Mon 3/31/97	Axel Brown
395	**Data**	**2d**	**Fri 3/7/97**	
396	Completed DA Music	1d	Fri 3/7/97	Musician
397	Completed chatter	1d	Mon 3/10/97	Musician
398	Completed sound effects	1d	Mon 3/10/97	Musician
399	**Task 1302 - All gameflow background speech**	**3d**	**Mon 3/10/97**	
400	**Code**	**3d**	**Mon 3/10/97**	
401	Dual streaming issues	3d	Mon 3/10/97	Richard Lyle
402	**Data**	**1d**	**Mon 3/10/97**	
403	Completed gameflow background speech	1d	Mon 3/10/97	Musician
404	Completed gameflow design	1d	Mon 3/10/97	
405	**Work Phase 10 - All Gameflow Data / Art**	**15d**	**Thu 4/17/97**	
406	**Task 402.5 - Completed gameflow graphics**	**10d**	**Thu 4/17/97**	
407	**Code**	**10d**	**Thu 4/17/97**	
408	Completed gameflow engine	10d	Thu 4/17/97	Axel Brown
409	**Data**	**2d**	**Thu 4/17/97**	
410	Completed gameflow background graphics	1d	Thu 4/17/97	2D Artist
411	Completed postage stamps	1d	Fri 4/18/97	2D Artist
412	Completed hotspot data	1d	Thu 4/17/97	
413	**Task 17 - Flight recorder / replay**	**5d**	**Thu 4/17/97**	
414	**Code**	**5d**	**Thu 4/17/97**	
415	DRAM issues....?	5d	Thu 4/17/97	Hugh David
416	**Data**	**1d**	**Mon 4/21/97**	
417	User interface graphics and design	1d	Mon 4/21/97	2D Artist
418	**Task 1102 - Completed title screens**	**9d**	**Thu 4/17/97**	
419	**Code**	**2d**	**Mon 4/28/97**	
420	Sign In / Callsign entry	2d	Mon 4/28/97	Hugh David
421	**Data**	**3d**	**Thu 4/17/97**	
422	Origin logos	1d	Thu 4/17/97	Billy Cain
423	Intro movie	1d	Thu 4/17/97	FMV Artist
424	Title screen	1d	Fri 4/18/97	Billy Cain
425	Sony requirements	1d	Mon 4/21/97	Billy Cain
426	Sign In / Callsign entry	1d	Mon 4/21/97	Billy Cain
427	**Task 1602 - Completed Floorplan**	**13d**	**Fri 4/18/97**	
428	**Code**	**9d**	**Thu 4/24/97**	
429	Completed floorplan navigation	4d	Thu 4/24/97	Hugh David
430	Interface with rest of game	4d	Thu 5/1/97	Axel Brown
431	**Data**	**2d**	**Fri 4/18/97**	
432	Completed floorplan graphics	1d	Mon 4/21/97	2D Artist
433	Completed floorplan hotspots	1d	Fri 4/18/97	
434	**Task 20 - Atmospheric Foregrounds**	**15d**	**Thu 4/17/97**	
435	**Code**	**3d**	**Mon 5/5/97**	
436	Effects overlays	3d	Mon 5/5/97	Axel Brown
437	**Data**	**3d**	**Thu 4/17/97**	
438	Effects overlays	1d	Thu 4/17/97	John Guentzel
439	Ideas	1d	Mon 4/21/97	Billy Cain
440	**Work Phase 11 - Completed H.U.D. and Menu Screens**	**18d**	**Thu 5/8/97**	
441	**Task 703 - Completed H.U.D and cockpit**	**10d**	**Thu 5/8/97**	
442	**Code**	**10d**	**Thu 5/8/97**	
443	Completed H.U.D system	5d	Thu 5/8/97	Hugh David
444	Completed cockpit system	5d	Thu 5/15/97	Hugh David
445	**Data**	**2d**	**Thu 5/8/97**	
446	Completed H.U.D graphics	1d	Thu 5/8/97	2D Artist
447	Completed cockpit graphics	1d	Fri 5/9/97	2D Artist
448	**Task 202 - Completed menu screens**	**18d**	**Thu 5/8/97**	

ID	Task Name	Duratic	Start	Resource Names
449	**Code**	**15d**	**Tue 5/13/97**	
450	Completed data structures	3d	Thu 5/29/97	Axel Brown,Hugh David
451	Completed menu traversal	5d	Thu 5/22/97	Hugh David
452	Interface with rest of game	3d	Tue 5/13/97	Axel Brown
453	Completed font / palette system	3d	Fri 5/16/97	Axel Brown
454	**Data**	**4d**	**Thu 5/8/97**	
455	Completed menu design	1d	Thu 5/8/97	Sean Mustakas
456	Completed fonts / palettes	1d	Mon 5/12/97	2D Artist
457	Complete mouse pointers	1d	Tue 5/13/97	2D Artist
458	Completed sound effects	1d	Thu 5/8/97	Musician
459	Alpha	0d	Tue 4/1/97	
460	Beta	0d	Sun 6/1/97	
461	Final	0d	Thu 7/31/97	