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.

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42 Particle Systems 43 VRAM Memory Management 44 File System / Basic IO with PC 35 Mon 6/3/96 Axel Brown 46 Order Table Building 46 JVRM Draw 47 Data 48 2D Space Backdrop 49 Simple EOR Object (Dralthi) 50 Task 101 - Sample Movie 51 Code 52 Movie Player 53 Thought Bubbles™ 54 Data 55 Sample Movie 55 Sample Movie 56 Thought Bubbles™ 57 Task 701 - Sample H.U.D. 58 Sample H.U.D. 59 Sample H.U.D. 50 Data 50 Mon 5/20/96 51 Code 52 Sample H.U.D. 53 Sample B.U.D. 54 Data 55 Sample H.U.D. 56 Sample Datid 57 Task 2 Controllable view of more complex object 58 Code 59 Sample 2D Bitmap for H.U.D 50 Data Code 50 Task 2 - Controllable view of more complex object 50 Data 51 Sample 2D Bitmap for H.U.D 52 Mon 5/20/96 53 Thou 5/20/96 54 Data 55 Sample Blitmap for H.U.D 56 Data 57 Task 701 - Sample H.U.D. 58 Sample 2D Bitmap for H.U.D 59 Code 59 Sample David 50 Data 50 Data 51 Data 10					
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63 Code 4d Thu 6/27/96	62				
64 Joypad control 2d Thu 6/27/96 Hugh David			4d		
	64	Joypad control	2d	Thu 6/27/96	Hugh David

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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		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 71	Code	13d	Thu 7/4/96	
72	DRAM Memory Management Navpoints	4d 3d		Axel Brown
73	Text System	2d	Mon 7/15/96	Hugh David
74	Basic Mission Macro Langauge (MML™) Parser	2d	Thu 7/4/96	
75	Scoring / Mission De-Briefing / Post-Mortem	2d	Wed 7/17/96	
76	Gameplay Tweaking 1	2d		Hugh David,Axel Brown
77	Data	2d	Thu 7/4/96	Tragit Bavia, tool Brown
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	
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 Al	3d	Fri 7/12/96	Hugh David
95	Object movement	2d	Thu 7/25/96	
96	Completed VRAM Management	3d	Wed 7/10/96	
97	Data	2d	Thu 7/4/96	
98	More simple EOR ships	2d		Steve Pietzsch
99 100	Work Phase 3 - Fully Playable Mission	22d	Mon 7/29/96	
101	Task 3.5 - Firing lasers!	21d	Mon 7/29/96	
102	Object constructors and destructors	2d 2d	Fri 8/23/96	Hugh David
103	Data	7d	Mon 7/29/96	Hugh David
104	Laser sound effect	1d	Tue 8/6/96	
105	Laser palette	1d	Mon 7/29/96	
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	
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	
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	
120	Mouse pointer	2d	Mon 8/26/96	
121	Localization	4d		Hugh David
122	Weapon loadout	3d	Wed 8/21/96	
123	Data	4d	Mon 7/29/96	
124	Palettes	1d	Tue 7/30/96	
125	Weapon stats	1d		Sean Mustakas
126	Weapon gfx	1d		Steve Pietzsch
127	Mouse pointers	1d	Wed 7/31/96	
128	Fonts	1d	Thu 8/1/96	2D Artist

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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		Hugh David
134	Inflight communications	4d		Axel Brown
135 136	Data Test Mission	5d 5d	Mon 7/29/96 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	
141	Data	4d	Mon 7/29/96	7 IXOI DIOINI
142	Camera behaviour	4d		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	
153	Research VRAM usage	3d		Axel Brown
154	Research OT size	2d		Axel Brown
155	Research extra functionality	2d	Tue 10/1/96	Hugh David
156	Data	3d	Wed 8/28/96	Coop Mustakee
157	Ideas	3d		Sean Mustakas
158 159	Task 11.5 - 50% completed enemy Al	15d	Wed 8/28/96 Wed 8/28/96	
160	Enemy ships Al	5d	Wed 8/28/96	Hugh David
161	Enemy weapons Al	4d	Wed 8/28/96	
162	Player weapons Al	3d		Hugh David
163	Data	3d	Wed 8/28/96	Tragit baria
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	
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	Llugh David
175	Fancy camera movements	3d	Mon 9/23/96	
176	Ship movements	3d		Hugh David
177 178	Data Camera paths	6d 3d	Wed 8/28/96 Mon 9/2/96	
178	Camera paths 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	
183	Research DA v. MIDI	4d		Hugh David
184	Data	2d	Wed 8/28/96	
185	Sampled speech	2d	Wed 8/28/96	
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	
190	Choose any movie	2d	Tue 10/22/96	
191	Data	4d	Thu 10/3/96	
192	At least 2 missions	4d	Thu 10/3/96	Sean Mustakas

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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	
198	Highlights	6d	Thu 10/3/96	Hugh David
199	Data	2d	Thu 10/3/96	
200	RGB levels	2d		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	
204	Animation of mouse pointers	3d	Thu 10/17/96	
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	
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	
212	Research DRAM needs	2d	Mon 10/28/96	
213	Research OT needs	2d	Wed 10/30/96	Axel Brown
214	Data	1d	Mon 10/7/96	
215	RGB ramp levels	1d		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	
221	Data	3d	Thu 10/3/96	110g11 David
222	Credits	1d	Mon 10/7/96	Billy Cain
223	Passwords	1d		John Guentzel
224	Work Phase 6 - 50% Missions and Inside Ships	38d	Fri 11/1/96	John Guernzei
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	Aval Brown
	vingilali chatter		Fri 11/1/96	Axer blown
228	Data	13d		John Guentzel
228 229	Data Sound effects list	13d 3d	Fri 11/15/96	John Guentzel
228 229 230	Data Sound effects list Chatter list	13d 3d 3d	Fri 11/15/96 Fri 11/1/96	Billy Cain
228 229 230 231	Data Sound effects list Chatter list DA music list	3d 3d 3d 3d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96	Billy Cain Billy Cain
228 229 230 231 232	Data Sound effects list Chatter list DA music list Sample chatter	3d 3d 3d 3d 4d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96	Billy Cain Billy Cain
228 229 230 231 232 233	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications	13d 3d 3d 3d 4d 4d 30d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96	Billy Cain Billy Cain
228 229 230 231 232 233 234	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code	13d 3d 3d 3d 4d 4d 30d 26d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96	Billy Cain Billy Cain Musician
228 229 230 231 232 233 234 235	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system	13d 3d 3d 3d 4d 30d 26d 2d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96 Mon 12/30/96	Billy Cain Billy Cain Musician Axel Brown
228 229 230 231 232 233 234 235 236	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system	13d 3d 3d 3d 4d 30d 26d 2d 3d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96 Mon 12/30/96 Wed 12/4/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown
228 229 230 231 232 233 234 235 236 237	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects?	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown
228 229 230 231 232 233 234 235 236 237 238	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 22d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David
228 229 230 231 232 233 234 235 236 237 238 239	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 22d 1d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas
228 229 230 231 232 233 234 235 236 237 238 239 240	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 3d 22d 1d 2d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96 Wed 11/13/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist
228 229 230 231 232 233 234 235 236 237 238 239 240 241	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video Task 601.5 - 50% of missions playable	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 3d 22d 1d 2d 21d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96 Wed 11/13/96 Fri 11/1/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist
228 229 230 231 232 233 234 235 236 237 238 239 240 241	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video Task 601.5 - 50% of missions playable Code	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 22d 1d 2d 21d 21d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96 Wed 11/13/96 Fri 11/1/96 Fri 11/1/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist
228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video Task 601.5 - 50% of missions playable Code Advanced mission system	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 3d 22d 1d 2d 21d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96 Wed 11/13/96 Fri 11/1/96 Fri 11/1/96 Fri 11/1/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist Hugh David
228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video Task 601.5 - 50% of missions playable Code Advanced mission system Advanced data structures	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 22d 1d 2d 21d 21d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96 Wed 11/13/96 Fri 11/1/96 Fri 11/1/96 Fri 11/1/96 Fri 11/1/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist Hugh David Hugh David Hugh David
228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video Task 601.5 - 50% of missions playable Code Advanced mission system Advanced data structures Advanced MML™ Parser	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 22d 1d 2d 21d 21d 8d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96 Wed 11/13/96 Fri 11/1/96 Fri 11/1/96 Fri 11/1/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist Hugh David Hugh David Hugh David
228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video Task 601.5 - 50% of missions playable Code Advanced mission system Advanced data structures	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 22d 1d 2d 21d 21d 8d 3d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96 Wed 11/13/96 Fri 11/1/96 Fri 11/1/96 Fri 11/1/96 Fri 11/1/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist Hugh David Hugh David Hugh David Paul Isaac
228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video Task 601.5 - 50% of missions playable Code Advanced mission system Advanced data structures Advanced MML™ Parser	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 22d 1d 2d 21d 21d 8d 3d 4d 4d 3d 3d 4d 3d 4d 3d 4d 3d 4d 3d 4d 3d 4d 3d 4d 3d 4d 3d 4d 4d 4d 4d 4d 4d 4d 4d 4d 4	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96 Wed 11/13/96 Fri 11/1/96 Fri 11/1/96 Fri 11/1/96 Fri 11/2/96 Wed 11/27/96 Wed 11/27/96 Wed 11/27/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist Hugh David Hugh David Hugh David Hugh David Hugh David Paul Isaac Hugh David
228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video Task 601.5 - 50% of missions playable Code Advanced mission system Advanced data structures Advanced MML™ Parser Gameplay Tweaking 2	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 22d 1d 2d 21d 21d 8d 3d 4d 3d 3d 4d 3d 3d 3d 4d 3d 3d 3d 3d 3d 3d 3d 3d 3d 3	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96 Wed 11/13/96 Fri 11/1/96 Fri 11/1/96 Fri 11/1/96 Fri 11/2/96 Wed 11/27/96 Wed 11/27/96 Wed 11/27/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist Hugh David Hugh David Hugh David Hugh David Hugh David Paul Isaac Hugh David
228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247	Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video Task 601.5 - 50% of missions playable Code Advanced mission system Advanced data structures Advanced MML™ Parser Gameplay Tweaking 2 Data Lots of missions	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 22d 1d 2d 21d 8d 3d 4d 3d 3d 3d 3d 3d 3d 3d 3d 3d 3	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96 Wed 11/13/96 Fri 11/1/96 Fri 11/1/96 Fri 11/1/96 Fri 11/2/96 Wed 11/27/96 Wed 11/20/96 Wed 11/20/96 Wed 11/20/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist Hugh David Hugh David Hugh David Paul Isaac
228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248	Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video Task 601.5 - 50% of missions playable Code Advanced mission system Advanced data structures Advanced MML™ Parser Gameplay Tweaking 2 Data Lots of missions Task 9 - Navigation and Waypoints	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 22d 1d 2d 21d 8d 3d 3d 3d 3d 3d 3d 3d 3d 3d 3	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96 Wed 11/13/96 Fri 11/1/96 Fri 11/12/96 Fri 11/22/96 Wed 11/27/96 Wed 11/27/96 Wed 11/20/96 Wed 11/20/96 Thu 11/14/96 Thu 11/14/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist Hugh David Hugh David Hugh David Hugh David Sean Mustakas Hugh David Paul Isaac Hugh David Sean Mustakas,John Guentzel,
228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video Task 601.5 - 50% of missions playable Code Advanced mission system Advanced data structures Advanced MMLTM Parser Gameplay Tweaking 2 Data Lots of missions Task 9 - Navigation and Waypoints Code	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 22d 1d 2d 21d 8d 3d 4d 3d 3d 3d 3d 3d 3d 3d 3d 3d 3	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96 Wed 11/13/96 Fri 11/1/96 Fri 11/1/96 Fri 11/12/96 Wed 11/27/96 Wed 11/27/96 Wed 11/20/96 Wed 11/20/96 Wed 11/20/96 Wed 11/20/96 Thu 11/14/96 Mon 12/2/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist Hugh David Hugh David Hugh David Hugh David Sean Mustakas Hugh David Sean Mustakas,John Guentzel,
228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video Task 601.5 - 50% of missions playable Code Advanced mission system Advanced data structures Advanced MMLTM Parser Gameplay Tweaking 2 Data Lots of missions Task 9 - Navigation and Waypoints Code Navigation system	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 22d 1d 2d 21d 8d 3d 4d 3d 3d 2d 2d 3d 3d 3d 3d 3d 3d 3d 3d 3d 3	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96 Wed 11/13/96 Fri 11/1/96 Fri 11/1/96 Fri 11/22/96 Wed 11/20/96 Wed 11/20/96 Wed 11/20/96 Wed 11/20/96 Mon 12/2/96 Mon 12/2/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist Hugh David Hugh David Hugh David Hugh David Sean Mustakas,John Guentzel, Axel Brown
228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video Task 601.5 - 50% of missions playable Code Advanced mission system Advanced data structures Advanced MMLTM Parser Gameplay Tweaking 2 Data Lots of missions Task 9 - Navigation and Waypoints Code Navigation system H.U.D. Information structures	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 22d 1d 2d 21d 8d 3d 4d 3d 3d 2d 2d 2d 3d 3d 2d 2d 3d 3d 3d 3d 3d 3d 3d 3d 3d 3	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96 Wed 11/13/96 Fri 11/1/96 Fri 11/1/96 Fri 11/22/96 Wed 11/20/96 Wed 11/20/96 Wed 11/20/96 Wed 11/20/96 Wed 11/20/96 Mon 12/2/96 Mon 12/2/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist Hugh David Hugh David Hugh David Hugh David Sean Mustakas,John Guentzel, Axel Brown Hugh David
228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video Task 601.5 - 50% of missions playable Code Advanced mission system Advanced data structures Advanced MML™ Parser Gameplay Tweaking 2 Data Lots of missions Task 9 - Navigation and Waypoints Code Navigation system H.U.D. Information structures Data	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 22d 1d 2d 21d 21d 8d 3d 4d 3d 2d 2d 2d 2d 2d 2d 2d 2d 2d 2	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96 Wed 11/13/96 Fri 11/1/96 Fri 11/1/96 Fri 11/22/96 Wed 11/20/96 Wed 11/20/96 Wed 11/20/96 Wed 11/20/96 Wed 11/20/96 Mon 12/2/96 Mon 12/2/96 Mon 12/2/96 Thu 11/14/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist Hugh David Hugh David Paul Isaac Hugh David Sean Mustakas,John Guentzel, Axel Brown Hugh David
228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video Task 601.5 - 50% of missions playable Code Advanced mission system Advanced data structures Advanced MML™ Parser Gameplay Tweaking 2 Data Lots of missions Task 9 - Navigation and Waypoints Code Navigation system H.U.D. Information structures Data Nav pointer graphic	13d 3d 3d 3d 3d 3d 4d 30d 26d 2d 3d 3d 22d 1d 21d 8d 3d 3d 20d 8d 3d 20d 3d 20d 2d	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96 Mon 12/30/96 Wed 12/4/96 Tue 11/13/96 Thu 12/12/96 Wed 11/13/96 Fri 11/1/96 Fri 11/1/96 Fri 11/22/96 Wed 11/20/96 Wed 11/20/96 Wed 11/20/96 Wed 11/20/96 Mon 12/2/96 Mon 12/2/96 Mon 12/2/96 Thu 11/14/96 Thu 11/14/96 Thu 11/14/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist Hugh David Hugh David Paul Isaac Hugh David Sean Mustakas,John Guentzel, Axel Brown Hugh David
228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252	Data Sound effects list Chatter list DA music list Sample chatter Task 69 - Inflight communications Code Menu system VDU system Cool video effects? Data Test communications Placeholder video Task 601.5 - 50% of missions playable Code Advanced mission system Advanced data structures Advanced MML™ Parser Gameplay Tweaking 2 Data Lots of missions Task 9 - Navigation and Waypoints Code Navigation system H.U.D. Information structures Data	13d 3d 3d 3d 4d 30d 26d 2d 3d 3d 22d 1d 2d 21d 21d 8d 3d 4d 3d 2d 2d 2d 2d 2d 2d 2d 2d 2d 2	Fri 11/15/96 Fri 11/1/96 Wed 11/6/96 Fri 11/1/96 Wed 11/13/96 Tue 11/19/96 Mon 12/30/96 Wed 12/4/96 Tue 11/19/96 Wed 11/13/96 Thu 12/12/96 Wed 11/13/96 Fri 11/1/96 Fri 11/1/96 Fri 11/22/96 Wed 11/20/96 Wed 11/20/96 Wed 11/20/96 Wed 11/20/96 Wed 11/20/96 Mon 12/2/96 Mon 12/2/96 Mon 12/2/96 Thu 11/14/96	Billy Cain Billy Cain Musician Axel Brown Axel Brown Hugh David Sean Mustakas FMV Artist Hugh David Hugh David Paul Isaac Hugh David Sean Mustakas,John Guentzel, Axel Brown Hugh David

	wc5psx.MF	PP		
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		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		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	COMIT GUOTILEO
279	Code	4d	Mon 11/25/96	,
280	No requesting clearance	4d	Mon 11/25/96	Aval Brown
281	Data	4d	Thu 11/7/96	Axel blowii
282	Greetings movies	4d	Thu 11/7/96	EMV Artist
283	Task 1501 - Advanced gameflow screens	38d	Fri 11/1/96	FIVIV AILISI
284	Code	11d	Tue 12/10/96	
285	Player / NPC Morale	3d	Tue 12/10/96	Aval Danie
286	Wingman selection		Tue 12/17/96	
287	Interface with rest of game	3d	Fri 12/20/96	
288	Data	3d	Tue 12/10/96	Hugh David
289	Gameflow data	22d	Fri 11/1/96	Coord Mantalana Inha Coordania
290	Placeholder Art	3d	Mon 11/25/96	Sean Mustakas, John Guentzel,
291	Hotspot data	4d	Fri 11/8/96	
292	Mouse pointers	3d	10u 11/28/96	Sean Mustakas, John Guentzel,
293	Postage stamps	2d	Mon 11/18/96	
294		5d	Fri 11/1/96	2D Artist
295	Task 7 - Selectable player weapons Code	25d	Fri 11/1/96	
296		12d	Fri 11/1/96	. 15
297	Advanced weapons system Data	12d	Fri 11/1/96	Axel Brown
298		25d	Fri 11/1/96	0: 8:
299	Various weapons Weapons list	5d		Steve Pietzsch
300		3d		Sean Mustakas
	Weapons stats Work Phase 7 - Collision and Cockpit	3d		Sean Mustakas
		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	11 15 11
304	On-screen layout	4d	Wed 1/22/97	
305	Radar system	4d	Wed 1/8/97	Axel Brown
	Data Cooknit graphics	5d	Wed 1/1/97	00 4 4 4
307 308	Cockpit graphics	5d	Wed 1/1/97	2D Artist
308	Task 1601 - Floorplan	18d	Wed 1/1/97	
	Code Compflow man shortsuts	4d	Tue 1/21/97	A 15
310	Gameflow map shortcuts	4d	Tue 1/21/97	Axei Brown
311	Data Compliant floorsland of	16d	Wed 1/1/97	00 4.5.4
312	Gameflow floorplans gfx	4d	Wed 1/8/97	2D Artist
313	Hotspots for floorplans	2d	Wed 1/1/97	00 4 4 4
314	Mouse pointers	2d	Tue 1/21/97	2D Artist
245	Task 8 - Collision	10d	Wed 1/1/97	
315	A .		Mad 1/1/07	
316	Code	10d	Wed 1/1/97	
316 317	Object to object collision	10d	Wed 1/1/97	
316 317 318	Object to object collision Research "cheats" that look good	10d 5d	Wed 1/1/97 Wed 1/1/97	
316 317	Object to object collision	10d	Wed 1/1/97 Wed 1/1/97 Wed 1/1/97	

	Table Name			
ID	Task Name	Duratic	Start	Resource Names
321	Work Phase 8 - Input Devices and Sound Effects	28d	Tue 1/28/97	
323	Task 201.5 - Menu for input devices Code	19d	Tue 1/28/97	
324	Fully programmable multiple input devices	19d	Tue 1/28/97	Hugh David
325	Interface to rest of game	10d	Tue 1/28/97 Wed 2/19/97	
326	Data	7d		Axei Brown
327	Menu gfx	2d	Tue 1/28/97 Tue 1/28/97	OD Artist
328	All hardware input device graphics	7d	Tue 1/28/97	Pilly Coin
329	Programming method	3d	Tue 1/28/97	billy Cairi
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	Avel Brown
333	Data	4d	Tue 1/28/97	Axel Blown
334	SFX list for all menu screens	3d		John Guentzel
335	Placeholder sound effects	4d	Tue 1/28/97	
336	Task 21 - Inflight briefings	22d	Tue 1/28/97	Wasician
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	
340	Data	1d	Tue 1/28/97	
341	Briefing movies	1d	Tue 1/28/97	FMV Artist
342	Task 12 - Completed enemy Al	26d	Tue 1/28/97	
343	Code	17d	Mon 2/10/97	
344	Solid, easily tweakable Al	1d		Axel Brown
345	Completed enemy ships Al	6d	Tue 2/11/97	
346	Completed enemy weapons Al	4d	Wed 2/26/97	Hugh David
347	Completed player weapons Al	4d	Mon 2/10/97	
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		Hugh David
354	Interface to all hardware input devices	4d	Mon 2/17/97	
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	
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		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
380 381	All comms text	1d	Fri 3/7/97	
381	Task 602 - All missions fully playable	15d	Fri 3/7/97	
382 383	Code	15d	Fri 3/7/97	
	Completed mission system Completed mission data structures	6d 4d	Fri 3/7/97 Mon 3/24/97	Hugh David
384			Man 2/24/07	Liugh David

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ID	Task Name	Duratic	Start	Resource Names
385	Completed MML™ Parser	5d		Paul Isaac
386	Gameplay Tweaking 3	5d	Mon 3/17/97	Hugh David
387 388	Data	1d	Fri 3/7/97	
389	All missions Task 1202 - Completed Spaceflight audio	1d	Fri 3/7/97	
390	Code	29d 29d	Fri 3/7/97 Fri 3/7/97	
391	Completed SRAM management	4d		Axel Brown
392	Completed DA Streaming system	3d		Richard Lyle
393	Completed chatter system	5d	Mon 3/24/97	
394	Completed sound effects	5d	Mon 3/31/97	
395	Data	2d	Fri 3/7/97	
396	Completed DA Music	1d	Fri 3/7/97	
397	Completed chatter	1d	Mon 3/10/97	
398	Completed sound effects	1d	Mon 3/10/97	Musician
399 400	Task 1302 - All gameflow background speech	3d	Mon 3/10/97	
400	Code Dual streeming issues	3d	Mon 3/10/97	Dishard Lida
402	Dual streaming issues Data	3d	Mon 3/10/97	Richard Lyle
403	Completed gameflow background speech	1d	Mon 3/10/97 Mon 3/10/97	Musician
404	Completed gameflow design	1d	Mon 3/10/97	Widdiciali
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	
411	Completed postage stamps	1d	Fri 4/18/97	2D Artist
412	Completed hotspot data	1d	Thu 4/17/97	
413 414	Task 17 - Flight recorder / replay	5d	Thu 4/17/97	
414	Code DRAM issues?	5d 5d	Thu 4/17/97	Hugh David
416	Data Data	1d	Thu 4/17/97 Mon 4/21/97	Hugh David
417	User interface graphics and design	1d	Mon 4/21/97	2D Artist
418	Task 1102 - Completed title screens	9d	Thu 4/17/97	LD / Hillst
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	
423	Intro movie	1d	Thu 4/17/97	FMV Artist
424	Title screen	1d	Fri 4/18/97	Billy Cain
425 426	Sony requirements	1d	Mon 4/21/97	
426	Sign In / Callsign entry	1d	Mon 4/21/97	Billy Cain
428	Task 1602 - Completed Floorplan Code	13d 9d	Fri 4/18/97 Thu 4/24/97	
429	Completed floorplan navigation	4d	Thu 4/24/97	Hugh David
430	Interface with rest of game	4d		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
437 438	Data Effects overlave	3d	Thu 4/17/97	John Cuentral
438	Effects overlays	1d		John Guentzel
440	Work Phase 11 - Completed H.U.D. and Menu Screens	1d	Mon 4/21/97 Thu 5/8/97	Dilly Call1
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		Hugh David
444	Completed cockpit system	5d	Thu 5/15/97	
445	Data	2d	Thu 5/8/97	
446	Completed H.U.D graphics	1d	Thu 5/8/97	
447	Completed cockpit graphics	1d	Fri 5/9/97	2D Artist
448	Task 202 - Completed menu screens	18d	Thu 5/8/97	

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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		
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	Od	Sun 6/1/97		
461	Final	0d	Thu 7/31/97		