Cain, Billy

From:

Cain, Billy

Sent:

Monday, February 24, 1997 11:21 AM

To:

Potter, Ben; Guentzel, John; Cain, Billy

Subject:

Design meeting at 1:30 war room

We'll go over our remaining schedule for Feb.

Here's what I've got:

February Workdays:

02/01/97 through 02/28/97

GOAL FOR END OF MONTH:

• Be ready to implement all missions next month. Have all miscellaneous design under control.

ASSUME AT THE BEGINNING OF THE MONTH:

Gameflow design will be complete

There is a way to alter stats of 3D game objects.

Designers are doing AI Scripting. (there will be a proof of concept by the end of Feb.)

Programmers are on schedule with Option Screens.

Programmers are on schedule with Multi-Player Scenario Generator.

Nav points will be functioning

Explosions will be functioning

RISKS FOR THE MONTH:

INSERT RISKS HERE

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Billy 2 D Finalize Script with Adam. Thursday and Friday.
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Billy Done Provide a list of medals to artists and programmers.

Billy 1 D Begin Attributes Editor Training.

Continue Gameflow Set Design (prototype/sketches). Billy Done

Billy 2 D Rough Multi-Player Scenario Design

Billy 1 D Begin 1st Pass Series A Mission Implementation

Begin 1st Pass Series G Mission Implementation Billy 1 D

Billy 1 D Begin 1st Pass Series I Mission Implementation__

Billy 1 D Begin 1st Pass Simulator Scenario Implementation

Total 9 D Billy

First pass Design & Implement Weapon Stats

Test: Provide a list of weapons and cool factors of each to Stretch and Pete

Wingman bios to Stretch for comm recording. Ben The

Rough Multi-Player Scenario Design 2 D Ben

Test: Write up 3-5 multi-player scenarios

1st Pass Solo Mission Doc walkthrough Series C, D, H, L Ben

Build Mission C1 Ben 1 D

PROG Comads

Total 5 D Ben

John Pass HUD Design(s) to artists

John Pass PADD design to artists and programmers.

John Done First Pass Main Menu Screen Design (prototype/sketches)

Rough Multi-Player Scenario Design John 1 D

Test: Write up 3-5 multi-player scenarios

John 1 D 1st Pass Solo Mission Doc Walkthrough Series B, E, F