

# Wing Commander 5



**Game Bible**



DAVID WU -

Jeff Grills - RUST aspects

David Downes - CONTRACT FOR WORK  
Legal Ramifications

Rick Lyle - ACE Group

H

GOALS - HIRING SOMEONE TO MANAGE ACE.

COMPILED - Week from Weds...

Tech. Des. Doc email - TOD

PSX Dev Stations to Programmers

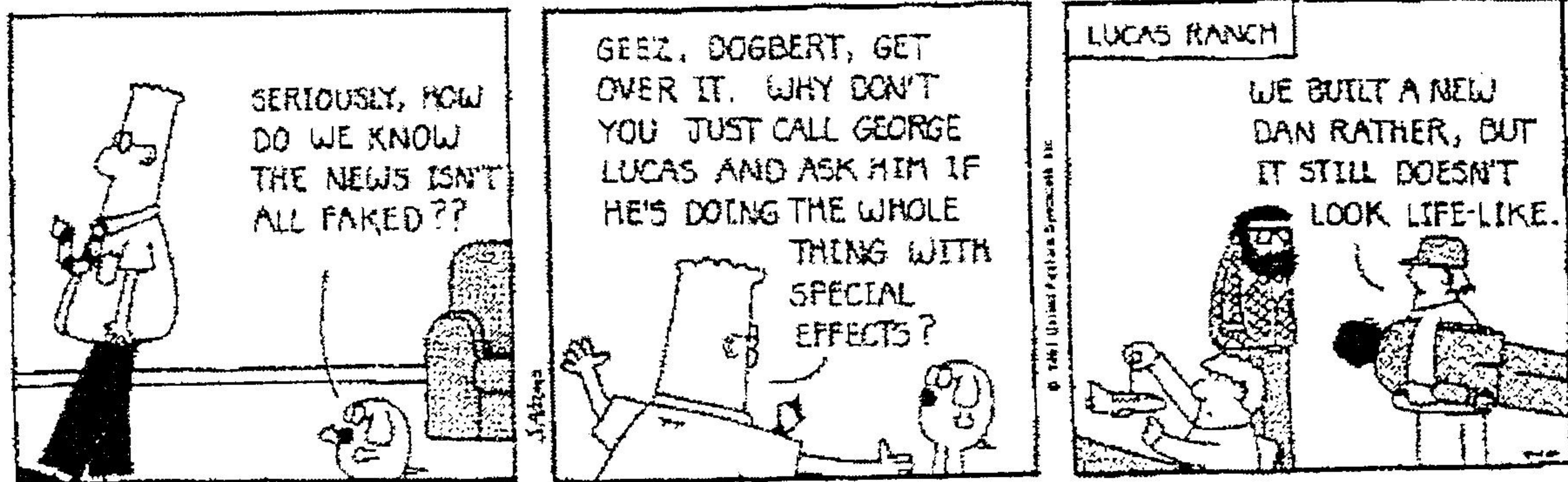


## Mission Statement

Our mission is to make Wing Commander 5 PSX the #1 selling version of Wing Commander, ever, on any platform (not including WC5 PC, because we would hurt their feelings).

## Wish List

- Must simultaneously ship English and German (dubbed), and French (subtitled); PAL and NTSC
- Must be prepared to add Japanese
- Must simultaneously ship with PC version
- Must fucking rock!
- Must never run below 30FPS - ever
- Must have support for all relevant peripherals



Copyright © 1995 United Feature Syndicate, Inc.  
Redistribution in whole or in part prohibited



## PART I

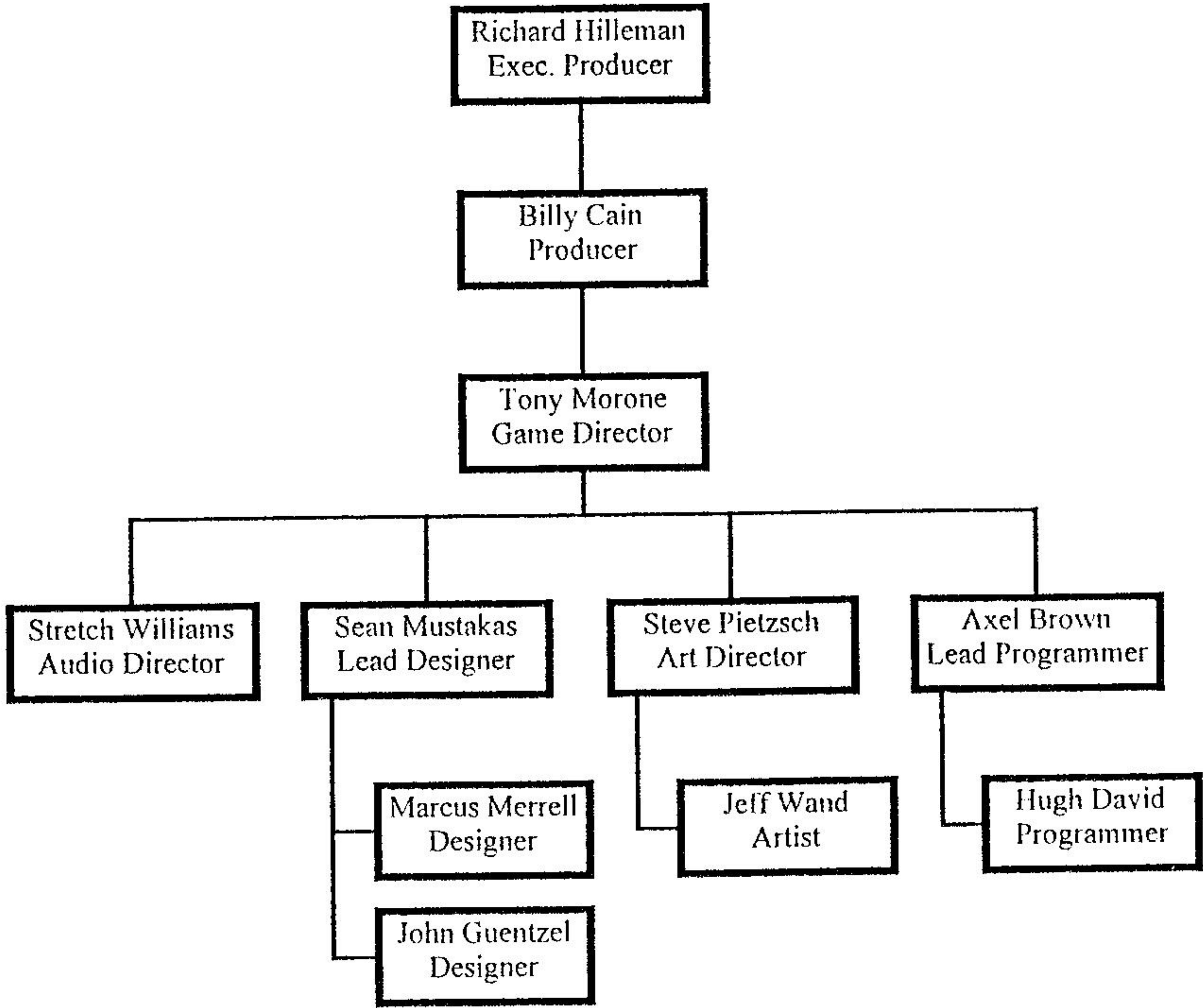
### Team Organization and Job Descriptions

NOTE : Several team members are shared between the PC and PSX. Descriptions for these positions can be found in the PC documentation.



# Wing Commander V Playstation Org . Chart

Last Revision 4/26/97





## Cain, Billy

---

To: cain  
Subject: ISA Cards

Last updated June 5th, 1996

No.	Game	Don- gle?	Owner (previous owner)
1 -	WCV	YES	Hugh David
2 -	WCV	NO	Paul Isaac
3 -	WCV	YES	Axel Brown
4 -	WCV	NO	Billy Cain
5 -	WCV	NO	Tony Morone (was Marcus Merrell's)
6 -	WCV	NO	Richard Lyle (was John Guentzel's)
7 -	WCIV	YES	Lion (WING IV PLAYSTATION)

### PREVIOUS VERSION-----

No.	Game	Dongle?	Owner (previous owner)
1 -	WCV	YES	Hugh David (was Richard Lyle's)
2 -	WCV	NO	Paul Isaac
3 -	WCV	YES	Axel Brown
4 -	Cru	YES	WENT TO SEATTLE (should have had funds transferred) was Alan Gardner's
5 -	WCV	NO	Billy Cain
6 -	Cru	YES	WENT TO SEATTLE (should have had funds transferred) was Rob Irving's
7 -	WCV	NO	Marcus Merrell
8 -	WCV	NO	John Guentzel
9 -	CyberM	YES	Warren (should be transferring funds)
10 -	WCIV	YES	Lion (WING IV PLAYSTATION)
11 -	Cru	YES	WENT TO SEATTLE (should have had funds transferred) was Dave Brandt's



## Wing 5 PSX Producer - Job Description

REPORTS TO: Executive Producer

### Project Specific Description

#### PRIMARY RESPONSIBILITIES:

- Manage the financial budgeting of the project.
- Make sure that the project is adequately staffed.
- Communicate with Origin and EA management the objectives of the project and its status.
- Ensure that the project is supported by the best structure available.
- Manage the schedule and maintain the development plan.
- Ensure that the schedule is accurate and honest.
- Recommend continuing education options for team (PSX, ACC, Game Developers' Conferences, C++, etc.)
- Maintain information flow between all team members.
- Identify base requirements for a 3rd generation PSX product, and deliver to, at least, these specifications.
- Gameplay, Gameplay, Gameplay!
- Ultimately responsible for overall quality of product.
- Stand up to EA/Origin management with respect to the best interests of the game and the team.
- Be available, or at least, contactable.
- Keep communications open with 3rd party developers (Lion Entertainment) and Sony.



## Wing 5 PSX Game Director - Job Description

REPORTS TO: Producer

### General Origin Description

#### PRIMARY RESPONSIBILITIES:

- Direct , individually, wider group range on projects under guidance of producer of team.
- Capable of and responsible for day to day task management.
- Proven success in large and small financial responsibility.
- Excel in director capacity.
- And other duties as assigned by Producer.

### Project Specific Description

#### PRIMARY RESPONSIBILITIES:

- Create PSX specific *Game Bible*, which includes Technical Design Document (TDD), and all design specifications.
- Build and maintain qualified project team capable of executing requirements of TDD.
- Support and assist the ACE group in the well-timed creation and delivery of effective libraries and tools.
- Ensure timely and quality execution of TDD.
- Examine TDD on a regular basis and update when necessary.
- Create and maintain an accurate and honest schedule for PSX version.
- Assemble all components into final, shippable product.
- Ensure look and feel of game is up to Origin/EA standards.
- Identify common code and data between PC and PSX
- Synchronize schedules with PSX, ACE, and PC to minimize duplication of work.
- Coordinate with translations to allow seamless localizations, including Japanese.
- Ensure PSX version meets all CURRENT Sony standards and requirements.
- Coordinate delivery of versions to, and receipt of buglists/feedback from QA lead.
- Maintain information flow (e.g. group meetings, status reports, one on one meetings).
- Work with all component managers to ensure above stated goals.



## Wing 5 PSX Lead Programmer - Job Description

REPORTS TO: Game Director

### General Origin Description

#### PRIMARY RESPONSIBILITIES:

- Ability to make recommendations to improve group productivity.
- Must be technology oriented expert.
- Fluency in multiple high level languages, including C/C++ is required.
- Familiarity with target platform assembly; should be capable of debugging high level source code.
- Superb organization and communication skills.
- Quality and quantity of work should be well above average.
- Complete well designed and documented code within schedule.
- Ability to work with other studio groups including art and audio to achieve objectives.
- Proficient at all phases of computer game implementation used at Origin.
- Must be able to function in a leadership position.
- Must be able to communicate effectively with team members and management.

### Project Specific Description

#### PRIMARY RESPONSIBILITIES:

- Work with game director in creating programming related Technical Design Document (TDD).
- Work with game director in creating programming milestones.
- Work with game director and ACE director in creating Wing 5 PSX specific technical specifications.
- Work with ACE library/tools group in creation and timely delivery of effective cross-platform libraries, tools, and data formats.
- Work with game director in staffing programming team.
- Manage the day to day activities of the programming team, including scheduling.
- Fulfill programming tasks at the level of Senior Software Engineer.
- Provide programming status reports on a regular basis to Game Director and/or Producer.
- Work with all members of programming staff to ensure timely and quality execution of milestones.
- Work with game director in assembling all components into final, shippable product.
- Work with component managers to determine technical specifications for PSX specific components.
- Maintain communication with lead PC programmer to minimize duplication of work.
- Be a strong leader/mentor for PSX designers.



## Wing 5 PSX Lead Designer- Job Description

Reports to: Game Director

### General Origin Description

#### PRIMARY RESPONSIBILITIES:

- Possess high level of creative and organizational initiation.
- Possess knowledge of basic programming concepts, compilers, and data structures.
- Familiar with basic tools and terminology of other departments.
- Able to officially represent your project to the general public under the guidance of game director.
- Possess well developed inter personal and supervisory skills.
- Capable of generating and proposing feasible and marketable core game ideas.
- Responsible for overseeing documentation, testing and QA process.
- Have a vast knowledge of competitive games in your genre.

### Project Specific Description

- Must possess complete vision of entire game design: storyline, balanced gameplay, art, sound, movies, PSX standards, controllers, cheats, option screens.
- Responsible for integrating all major game design elements to ensure quality and consistency of PSX version.
- Keep Component Managers aware of the standards of our PSX competition, and suggest 3rd generation standards.
- Direct the game design to take advantage of the PSX, and avoid PSX limitations.
- Should establish self as an expert in the PSX market, and ensure that the game design meets or exceeds expectations of PSX audience.
- Generate time line for design tasks, and ensure timely delivery.
- Oversee the tasks of design personnel - training, implementation, and microdesign - to ensure quality and consistency of PSX version.
- Work with game director to identify and help develop tools necessary (mission editor, etc.) for the design team do their jobs efficiently and effectively.
- Make sure every member of the project either understands or has easy access to the design plan (Game Bible, Web Pages, Electronic Cinema, etc.).
- Act as a liaison with QA and coordinate testing as it relates to the design aspects of the game.
- Implement design needs as necessary under guidance of Game Director.



## **Wing 5 PSX Art Director - Job Description**

REPORTS TO: Art Coordinator

### **Develop Art Vision**

- Use guidelines established by Production Designer in Art Bible to define overall artistic vision for the game
- Customize visual design for PSX audience
- Make design modifications to exploit strengths or avoid limitations of PSX hardware
- Append to the Art Bible all design modifications specific to PSX version, and report them to the Production Designer
- Oversee continuity and quality of art throughout production and post-production
- Work with Special Effects Coordinator to manage information exchanges to and from live action shoot

### **Manage Execution of Art Tasks**

- Ensure that established look and feel are adhered to in production of game art
- Serve as communication hub for changes or concerns related to art - objects, animations, and composites
- Approve individual production art items at a series of completion stages
- Mediate art critique sessions

### **Assist in Art Task Assignment**

- Work with Art Coordinator to identify strengths, skills, and interests of art staff for use in determining task assignment within established deadlines
- Work with Art Coordinator and art staff to identify and develop career goals and methods for their achievement