

Wing Commander V

Product Review

09/11/96

WHY ORIGIN?

9/11/96

1. HIGH CONCEPT

Wing Commander 5 is designed to continue the success of the Wing Commander series while providing the fictional foundation for a sustainable expanded product line.

The universe is a big place; all previous Wing Commanders took place in just a small corner of the galaxy. The Wing Commander 5 story will be the basis for an expanded fictional universe full of potential, including a sustainable core product line (Wing Commander 6, 7...) as well as an extended product line (Privateer: The Darkening, and any other action oriented game we can fit into the fiction).

Wing Commander 5 will take the Wing Commander series to its next level. Wing Commander 4 was the best interactive movie in the gaming industry. WC 5 will be known as both the best interactive movie and the best space combat game in the universe.

2. TARGET HARDWARE

PC-CD: Pentium 90 Local Bus or PCI Video (1 Meg for 8 bit color, 2 Megs for 16)
16 Megs RAM, 4X CD-ROM drive
Digital Sound Card for music, speech, and sfx 8 bit or 16 bit

3. CURRENT PROJECT STATUS

Script phase

4. ACTION REQUESTED

Go for TDR.

5. COST AND RESOURCES

The Wing Commander V internal development team is comprised of the following personnel.

Administration:

Rich Hilleman	Executive Producer	22mm
Dave Downing	Producer	22mm
Mark Day	Producer	22mm
Frank Roan	Project Director - PCCD	22mm
Tony Morone	Project Director - PSX	22mm
Billy Cain	Associate Producer - PSX	22mm
Adam Foshko	Associate Producer - PCCD	18mm
Ana Moreno	Associate Producer	18mm
Maddie Fox	Assistant Producer	

Art:

Chris Douglas	Production Designer	12mm
Mark Vearrier	Art Director	22mm
Weston Giunta	Art Coordinator	22mm
Sean Murphy	Artist	13mm
Pauline Saab	Artist	11mm
Mark Leon	Artist	11mm
Beth Pugh	Artist	13mm
Dean McCall	Artist	13mm
Rodney Brunet	Artist	13mm
Jennifer Ayers	Artist	11mm

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Damon Waldrip	Artist	11mm
Steve Pietzsch	Artist	11mm
Jeff Wand	Artist	11mm
Programming - Game:		
Pete Shelus	Lead Programmer - PCCD	22mm
Axel Brown	Lead Programmer - PSX	22mm
Hugh David	Programmer	22mm
Jason Hughes	Programmer	22mm
Andy Sommers	Programmer	17mm
Programming - Engine & Tools		
Paul Issac	Tools Director	6mm
Jason Yenawine	Programmer	12mm
Jeff Grills	Programmer	12mm
Ed Maurer	Programmer	6mm
Richard Lyle	Programmer	12mm
Video Production:		
Jay Mahavier	Post Production Supervisor	12mm
Designers:		
Phil Wattenbarger	Lead Designer	22mm
Ben Potter	Designer - PCCD	18mm
Jeff Shelton	Designer - PCCD	18mm
Scott Shelton	Designer - PCCD	18mm
Sean Mustakas	Designer - PSX	18mm
Marcus Merrell	Designer - PSX	18mm
John Guentzel	Designer - PSX	18mm
Brian Adams	Designer - PSX	18mm
Audio:		
Stretch Williams	Audio Director	12mm
Martin Galway	Dialogue & FX Editor	12mm
George Oldziey	Composer	12mm

Estimated External Development Costs:

Video Production	\$4,600,000
Post Production	\$ 600,000
Translations (Dubbing)	\$ 350,000

6. SHIP DATE

Projected sign-off:	February 16, 1998
Projected ship: PCCD	February 1998
PSX	March 1998

7. SKU PLAN STATUS

Committed to Q4 1998.

8. CATEGORY

Interactive movie/space combat.

9. COMPETITIVE CIRCUMSTANCES

Wing Commander V targets existing Wing Commander fans, sci-fi action/simulation enthusiasts, and anyone interested in the interactive movie experience. The main competition will be from the Lucas Arts Star Wars line of products, as well as the release of X-Wing vs. Tie Fighter early next year.

10. KEY FEATURES

ART:

- 16 bit color for spaceflight and movies
- Point source lighting in spaceflight
- Realistic textures for space objects
- Larger and more richly detailed Capitol Ships
- Improved FX (explosions) for spaceflight
- Better HUD graphics and layout design
- Real-time rendered (vector graphics) cockpit displays, no bitmaps
- New game objects using existing high-end Alias tools
- Deeper and more thorough design process for object conceptualization
- Compositing of CG sets with practical sets and actors
- Syd Mead alien conceptual futurist
- Introduction of new alien race
- Introduction of CG aliens (character animation)
- Ever increasing realism and improved effects for cinematics

PROGRAMMING:

Windows 95 Native Application

- Direct Draw and windowed modes
- Hardware acceleration where available

Next Generation Render Engine

- 640 x 480 x 16 bit
- BSP Tree algorithms for perfect sorting
- Articulated and detachable child objects
- Ambient, diffuse And specular illumination
- Materials modeling
- Flat and Gouraud shading
- Multiple light sources
- Selectable face textures (i.e. damage textures, ship insignia, etc.)
- Scaleable rendering
- Spline path scripted cameras

Advanced Mission System

- Graphical tool for mission layout and scripting
- Mission language for complex missions
- Dynamic briefings/debriefings

Advanced Artificial Intelligence

- Tightly integrated with mission systems
- AI to AI communications
- AI scheduler

Physics System

- Force effects
- Particle system
- Conservation of momentum
- Enhanced flight dynamics

Advanced Sound System

- Streamed digital music
- Real time Dolby surround encoding
- Doppler effect
- Sound occlusion

VCR Playback

- Player controlled recording and playback of missions
- Highlight reels for debriefings

New Cockpit Systems

- New cockpit displays
- Configurable MFD's

NEW PLATFORMS:

Win95 and PSX represent new technologies. Wing 5 will be the first 'ground-up' development effort on these platforms to come out of Origin. The related shift in development tools and paradigms may cause unpredictable challenges.

Simultaneous Development

Wing 5 will follow an unprecedented simultaneous development schedule. All programmers will be responsible for writing and testing code on both platforms. While the perceived ship date for one game will be later, two complete games will be produced in a smaller amount of time.

16 Bit Color

Wing Commander V is being developed to run in 640 x 480 x 16 bit color mode. We will have to be concerned about what percentage of machines that will be out in the market will be able to perform acceptably at this resolution and bit depth.

Capital Ships

Rendering of capital ships is the big new technology of Wing Commander V. This will involve relatively complex modeling and occlusion models. Since this is entirely a new technological development, it is very difficult to accurately estimate the programming time line.

11. WHY THIS IS AN ORIGIN PRODUCT

Origin is credited for pioneering interactive movies with the Wing Commander line. More than five years after it was first released, the line is still a worldwide favorite and held as the benchmark in space combat simulations. Ensuing products--additional missions, spin-offs and sequels--have only strengthened its reputation.

WING COMMANDER V -- SYNOPSIS

Nearly a decade has passed since the Border Worlds conflict. Blair is now Commandant of the Confed Academy, in charge of a new class of cadets who are eagerly approaching graduation. Their relatively peaceful lives are thrown into chaos when a giant wormhole appears near the shattered remains of Kilrah and a huge alien fleet of unknown origin invades Confed space. Despite Blair's misgivings, his rookie pilots are pressed into service to confront this seemingly invincible armada -- and to stop it before it can reach Earth.

Our story centers on LIEUTENANT TOM DANE, the best of the new pilots, as he pursues a series of critical mission objectives. His base ship will be the carrier Midway; his opponents will consist of various enemy aces, capital ships, and, ultimately, a Dreadnought-class vessel.

Dane must fly recon, escort Space Marines to designated drop points, and battle alien fighters. With each completed mission, he helps Confed move closer to its primary goal of stopping the invasion. But the cost will be high -- blasted ships, dead civilians, and lost wingmen.

Dane will also confront a variety of personal obstacles. His best friend is captured -- a beautiful young cadet is constantly (and aggressively) competing with him -- and the secret that Blair eventually reveals to the youngster will have a tremendous, gut-wrenching impact on his future.

Our hero perseveres through every challenge -- right up to the moment that he leads his Wingmen against their final and most important objective; the alien-built Command Center which maintains the wormhole portal.

During the battle to destroy that Command Center, both Blair and Dane's best friend are lost. As the alien wormhole collapses, the invasion armada posed on the other side of it is blocked access to Confed space. Tom Dane has bought Earth some desperately needed breathing room. Until next time.

This war is not anywhere near over.

PRELIMINARY CHARACTER LIST

MAIN CHARACTERS:

A number of characters are being brought back from Wing IV, maintaining the continuity of the Wing Commander Universe. However, the focus of this series will be on new characters, specifically LIEUTENANT TOM DANE, the "player" to whom Blair will pass the baton -- and legacy -- of Wing Commander.

RETURNING CHARACTERS:

ACADEMY COMMANDANT CHRISTOPHER BLAIR
MAJOR TODD MARSHALL (CALLSIGN: MANIAC)
COMMANDER JACOB MANLEY (CALLSIGN: HAWK)
COLONEL "GASH" DEKKER - COMMANDER OF MIDWAY'S MARINES

NEW CHARACTERS:

2ND LIEUTENANT TOM DANE

Cadet Pilot. Early twenties. And our new PLAYER. Dane was a foundling; an abandoned child of unknown parentage adopted by a generous foster family. He's full of fight, enthusiasm and a deep desire to prove himself -- and to find out who he really is.

The one thing Dane does know is, despite the fact that his adoptive family were all "earthworms," he has always had a burning urge to be a pilot. And getting admitted to the Academy was a hard won first step in that quest.

Dane is very bright; a quick, analytical thinker who can get right to the heart of the matter -- which is not to say he never shoots his mouth off or makes mistakes. This kid has an edge; a not inconsiderable streak of daring that often leads him into major trouble. Dane is prone to take big gambles from time to time; something which frequently brings an angry Blair down on him.

Indeed, it seems to Dane (and others) that Blair lives for the chance to land on him with both feet. There is clearly something going on between him and the Commandant, but Dane is damned if he can figure out what it is.

Dane's closest (perhaps only) friend is Maestro. It is a relationship which will be sorely tested when Maestro is captured and tortured by the aliens. Maestro returns to the Midway radically changed; no longer interested in Dane's friendship or much of anything else. This is a tremendous blow to Dane; one from which he will barely recover.

2ND LIEUTENANT MAX TRACY (CALLSIGN: MAESTRO)

Wingman. Early twenties. Bright, winning, immediately likeable. Dane's closest friend since their first day at the Academy.

Though not quite as capable as Dane, Maestro is a precise, calculating pilot -- hence his callsign. But first and foremost, Maestro is Dane's friend. Secondly, he's still one of the best pilots Confed has on its roster. And thirdly, Maestro is a happily married man. It should be no surprise that Dane was the best man at his wedding. Maestro is quick to flash holos of loved ones; in this case his very pregnant wife. His only fear is that he won't be anywhere near Earth when she gives birth in a month or so. And, considering the current campaign, his fears are justified.

2ND LIEUTENANT JEAN TALVERT (CALLSIGN: NEMESIS)

Wingman. Early twenties. Athletic. Strikingly attractive. Also ambitious, driven, and just a bit stubborn. Nemesis is a superb pilot and, although more by-the-book than Dane or Maestro, she's not above taking some serious chances.

Nemesis's feelings toward Dane are complex, to say the least. She thinks Dane is unnecessarily foolhardy; often a danger to himself and those around him. But she also knows he's the only pilot on the Midway who might give her a run for the title of "best." As a result, Nemesis is always competing with Dane; always on the lookout for a way to one up him.

What's more, and Nemesis would never admit this, she is more than a little attracted to Dane. When the two of them interact, sparks fly.

CAPTAIN PATRICIA NELSON

Mid-forties. Attractive. Captain of the Midway. Nelson is tough, decisive, and totally dedicated to her ship; the Midway is her best friend, lover, and family all rolled into one.

She is also possessed of a sly sense of humor; her officers are often unaware they've just been drop kicked.

However, Captain Nelson is a superb strategist and a natural leader. No matter how dire the circumstances, this officer knows what to do and doesn't waste any time doing it. Every member of the crew respects her leadership, though some, notably the younger pilots, will chafe at her inherent caution.

That notwithstanding, every officer, pilot, non-com and grunt on the Midway adores her. With great affection and respect, they call Nelson the Old Lady -- but not to her face.

FIRST MACHINIST MATE THEODORE "HARDWARE" SANJURO

Senior Support Officer. Mid-thirties. Hardware is responsible for the mechanical health of all of the Midway's fighter craft, and as such, is typically found on the Flight Deck.

Possessing an incredible ability to repair or adapt anything from the biggest cap ship to the smallest fighter, Hardware will be vital in the many life or death situations the Midway encounters. What's more, as a member of the research team that will examine captured alien technology, he will provide crucial information in Confed's battle against the invaders.

Compact, muscular, and Asian, Hardware projects the aura of one with whom you should not trifle. But he's really a big softie; and, complaints to the contrary, Hardware cares a lot more for his pilots than the ships they fly. He has a professional, supportive relationship with Dane.

YEOMAN FIRST CLASS BERNARD "THE STEWARD" ROBERTS

The man who runs the Wardroom; king of his domain, the Steward is always just that, the Steward. No one ever calls him by his given name; although Blair, under extreme provocation, might refer to him as Yeoman Roberts. Though the Steward never seems to leave the Wardroom, he is always up to date on the latest scuttlebutt.

1ST LIEUTENANT AURORA FINLEY

Science Officer. Mid-twenties. Vivacious. Cute as a button. Finley's duties, which she performs admirably, include providing scientific and strategic data to Captain Nelson. Whatever is happening out in space that matters to the carrier group, Finley will analyze it, distill it, and present it to the Captain as succinctly as possible. Finley possesses a keen mind -- and fun personality -- much appreciated by the rest of the crew.

Finley is often present at briefings; often providing critical information to the Midway's pilots. Which is just fine with her; Finley's more than a little attracted to Dane. And she doesn't go to any great lengths to hide it.

PRELIMINARY SET LIST

THE MIDWAY

BRIEFING ROOM
ENGINEERING
FLIGHT SIMULATOR ROOM
SICK BAY
OBSERVATION DECK
FLIGHT DECK
WARDROOM
COMMANDERS' CLUB
DANE'S QUARTERS
CORRIDORS
TURBOLIFT

RELAY STATION

ELEVATOR
CONTROL ROOM
CORRIDORS

ALIEN SHIP KILLER

CORRIDORS

WORMHOLE GATE COMMAND CENTER

CONTROL ROOM
CORRIDORS

KILRATHI STARBASE

TORTURE CHAMBER
CORRIDORS

KILRATHI CAP SHIP

CORRIDORS

MONROE AND T'SHARR RESEARCH VESSEL

MARINES' SHUTTLE

KILRATHI FIGHTER COCKPIT

ALIEN FIGHTER COCKPIT

CONFED COCKPITS

DANE'S FIGHTER
MAESTRO'S FIGHTER
NEMESIS' FIGHTER
BLAIR'S FIGHTER
MANIAC'S INTERCEPTOR
HAWK'S INTERCEPTOR

Wing Commander V - Project Milestones

Review, 09/11/96

✓: task has been completed

Summary:

We have acquired the script outline from the writers. The Art Department has commenced ship and interface design. The Designers have designed rough drafts of missions, option screens, gameflow sets and cockpits. Programmers are working diligently on the game engine, mission and object editors.

	% completed by 09/11/96	Due Date
<u>September Milestone 9/30/96:</u>		
Programming Engine:		
• Sound System	90%	09/30/96
• Rasterization Functioning	100%	09/30/96 ✓
• Win 95 Framework	100%	09/30/96 ✓
• 3D Rendering Engine	50%	09/30/96
• Space Created	100%	09/30/96 ✓
• Rough Ship Dynamics	90%	09/30/96
Design:		
• Rough Mission & Series Design	30%	09/30/96
• Prototype Option Screens	60%	09/30/96
• Prototype Gameflow Sets	30%	09/30/96
• Prototype Cockpit Design	40%	09/30/96
Pre-Production:		
• Script Outline Delivery	100%	09/30/96
• Dept. Heads Meeting		09/30/96
Art:		
• Ship Art Design	50%	09/30/96
• Interface Design	30%	09/30/96
Audio:		
• Facility Construction	5%	09/30/96
• Script Analysis	50%	09/30/96

October Milestone 10/31/96

Programming:	
• 3D System	10/31/96
• Font System	10/31/96
• Memory Manager. PC/PSX	10/31/96
• Mission Editor functional	10/31/96
• Object Editor functional	10/31/96
• Rough Physics Model	10/31/96

October Milestone, continued**Design:**

- Rough Series & Mission Designs Complete

10/31/96

Pre-Production:

- Script 1st Draft Delivery

10/31/96

Art:

- Ship Design 60%
- Ship Construction 10%
- Begin Alien Design
- Begin Set Design
- Interface Design 60%

10/31/96

10/31/96

10/31/96

10/31/96

10/31/96

Audio:

- Start Spaceflight Sound Design
- Spaceflight Dialogue Design 60%
- Post Production Facility Construction Ongoing

10/31/96

10/31/96

10/31/96

November Milestone 11/30/96**Programming:**

- Gameflow Editor functioning
- 3D System
- Rough mission system
- Rough cockpit system

11/30/96

11/30/96

11/30/96

11/30/96

Design:

- Finalize Series & Mission Designs
- Mission Editor Training
- Object Editor Training
- Inflight Dialogue Design
- Gameflow Set Design

11/30/96

11/30/96

11/30/96

11/30/96

11/30/96

Pre-Production:

- Dept. Heads Meeting
- Deal Memos to Dept. Heads

11/30/96

11/30/97

Art:

- Ship Design 70%
- Ship Design 20%
- Alien Design 100%
- Alien Construction 10%
- C.G Set Design 50%
- Interface Design 80%

11/30/96

11/30/96

11/30/96

11/30/96

11/30/96

11/30/96

Audio:

- Recording For Animatics
- Pre-Production For Spaceflight Comm Recording
- Gameflow Spaceflight Sound Design 50%
- Begin Spaceflight Orchestral. Composition

11/30/96

11/30/96

11/30/96

11/30/96

Translations:

- Translate Final Script 50%

11/30/96

December Milestone 12/31/96**Programming:**

- Movie System 12/31/96
- Weapon Systems 12/31/96
- Rough AI 12/31/96

Design:

- Finalize Series & Mission Designs 12/31/96
- Integrate Space Objects With Missions 12/31/96
- Data Driven Functionality With Programmers 12/31/96
- Gameflow Set Design Complete 12/31/96

Pre-Production:

- Script Final Draft Delivered 12/31/96
- Dept. Heads Meeting 12/31/96
- Script Breakdown/Budget 12/31/96
- Script Final Draft Approved/Rewrites 12/31/96

Art:

- Ship Design 80% 12/31/96
- Ship Construction 30% 12/31/96
- Alien Construction 50% 12/31/96
- C.G Set Design 100% 12/31/96
- C.G Set Construction 25% 12/31/96

Audio:

- Recording For Animatics 12/31/96
- Pre-Production For Spaceflight Com Recording 12/31/96
- Recording 1st Unit Spaceflight Comm Fillers 12/31/96

Translations:

- Translate Final Script 100% 12/31/96

January Milestone 01/31/97**Programming:**

- Rough Cockpits 01/31/97
- Physics Working 01/31/97
- Enhanced 3D System 01/31/97
- Detailed Object System 01/31/97

Design:

- Start Mission Implementation 01/31/97
- 1st Pass All Missions 25% Complete 01/31/97
- Design & Implement Weapon Stats 01/31/97
- Script Gameflow & Thought Bubbles 01/31/97

Pre-Production:

- Approved Shooting Script 01/31/97
- Cast Leads 01/31/97
- Storyboarding Begins 01/31/97
- Art Dept. Office @ Studio Moves In 01/31/97
- Business Office @ Studio Opens 01/31/97
- Script Breakdown & Budget Final 01/31/97
- Prop Design/Construction Begins 01/31/97

January Milestone, continued**Art:**

- Ship Design 90% 01/31/97
- Ship Construction 40% 01/31/97
- Alien Construction 100% 01/31/97
- C.G Set Construction 50% 01/31/97
- Start Animations 01/31/97

Audio:

- Recording Comm Session 01/31/97
- Gameflow Spaceflight Sound Design 75% 01/31/97
- Spaceflight Music Orchestration/Copying 01/31/97

Translations:

- Translate Spaceflight Script 01/31/97

February Milestone 02/28/97**Programming:**

- Rough Gameflow 02/28/97
- Ship Systems Functional 02/28/97
- Camera System Implemented 02/28/97
- Rough Capships 02/28/97

Design:

- 1st Pass Mission Implementation 50% Complete 02/28/97
- Gameflow Script Complete 02/28/97

Pre-Production:

- Casting Begins: Day Players 02/28/97
- Set Construction Begins 02/28/97
- Wardrobe Dept. Moves In 02/28/97
- Production Office Opens 02/28/97

Art:

- Ship Design 100% 02/28/97
- Ship Construction 50% 02/28/97
- C.G Set Construction 80% 02/28/97
- Animations 25% 02/28/97

Audio:

- Comm Processing & Integration 33% 02/28/97
- Gameflow & Spaceflight Sound Creation & Implementation 50% 02/28/97

Translations:

- Spaceflight Pre-production and Casting 02/28/97

March Milestone 03/31/96**Programming:**

- Detailed Cockpits 03/31/97
- Pilot Status 03/31/97
- Player State 03/31/97

Design:

- 1st Pass Mission Implementation 75% Complete 03/31/97

Pre-Production:

- Editorial Dept. Moves In 03/31/97

March Milestone, continued**Art:**

- Ship Construction 70% 03/31/97
- C.G Set Construction 100% 03/31/97
- Animations 50% 03/31/97

Audio:

- Comm Processing & Integration 100% 03/31/97
- Gameflow & SPFLT Sound Creation & Implementation 100% 03/31/97
- Spaceflight Orch. Recording 03/31/97
- Spaceflight Music Mix 03/31/97

Translations:

- Spaceflight Dialogue Recording 03/31/97
- Spaceflight Dialogue Processing and Implementation 50% 03/31/97

April Milestone 04/30/97**Programming:**

- Detailed Gameflow 04/30/97
- Final Cockpits 04/30/97

Design:

- 1st Pass Mission Implementation 100% Complete 04/30/97
- Option Screens 10% Complete 04/30/97

Production:

- Begin Production
- Rough Cut Begins 04/31/97

Art:

- Ship Construction 80% 04/30/97
- Animations 60% 04/30/97
- Interface 25% 04/30/97

Audio:

- Begin Dialogue Editing 04/30/97
- Spaceflight Music Digitized, Conv., & Marked 75% 04/30/97

Translations:

- Spaceflight Dialogue Implementation 100% 04/30/97

May Milestone 05/31/97**Programming:**

- Enhanced Cap Ships 05/31/97
- Communications 05/31/97
- Sound Effects In 05/31/97
- Save/Load Working 05/31/97

Design:

- 2nd Pass Mission Implementation 25% 05/31/97
- Option Screens 25% Complete 05/31/97

Production:

- Lock Reel 1A 05/31/97
- Cuts Only Online (EA Media Lab) 05/31/97
- Compression Tests (EA Media Lab) 05/31/97

May Milestone, continued**Art:**

- Ship Construction 90% 05/31/97
- Animations 70% 05/31/97
- Interface 50% 05/31/97

Audio:

- Start Movie Audio Spotting 05/31/97
- Start Movie Audio Design 05/31/97
- Dialogue Editing 05/31/97
- Start Movie Music Comp. 05/31/97
- Spaceflight Music Complete 05/31/97

Translations:

- Locked reels to EASM for PAL conversion 05/31/97
- Begin Translating Cinematics 05/31/97

June Milestone 06/30/97**Programming:**

- Gameflow -Phase 3 Design Started 06/30/97
- Rough AI 75% Complete 06/30/97
- AI Update System 06/30/97
- 10% Missions Playable 06/30/97

Design:

- 2nd Pass Mission Implementation 50% 06/30/97
- Begin Gameflow Implementation 06/30/97
- Option Screens 50% Complete 06/30/97

Post-Production:

- Avid Rough Cut Complete 06/30/97
- Effects Online (Varitel?) 06/30/97
- Compression Begins (EA Media Lab) 06/30/97

Art:

- Ship Construction 100% 06/30/97
- Animations 80% 06/30/97
- Interface 75% 06/30/97

Audio:

- Movie Audio Spotting 06/30/97
- Movie Audio Design 06/30/97
- Dialogue Editing 06/30/97
- Movie Music Comp. 06/30/97

Translations:

- Cinematic Translations 50% 06/30/97

July Milestone 07/31/97**Programming:**

- Rough AI Complete 07/31/97
- Enhanced AI Started 07/31/97
- Missions Playable 20% 07/31/97
- Menu System 10% Complete 07/31/97

July Milestone, continued**Design:**

- 2nd Pass Mission Implementation 75%
- Gameflow Implementation 50% Complete
- Option Screens 75% Complete

07/31/97

07/31/97

07/31/97

Post-Production:

- CRUNCH

Art:

- Animations 100% Complete
- Interface 100%

07/31/97

07/31/97

Audio:

- Movie Audio Spotting
- Movie Audio Design
- 1st ADR & Foley Recording
- Dialogue Editing

07/31/97

07/31/97

07/31/97

07/31/97

Translations:

- Cinematic Translations 75%

07/31/97

August Milestone 08/30/97**Programming:**

- Final Gameflow
- Advanced Sound System Complete
- Heuristics 80% Complete

08/30/97

08/30/97

08/30/97

Design:

- 2nd Pass 100%
- All Objects Complete
- All Mission Elements Implemented
- All Missions Playable
- Gameflow Elements Complete & In Game
- Options Screens 100% Complete

08/30/97

08/30/97

08/30/97

08/30/97

08/30/97

08/30/97

Post-Production:

- CRUNCH

Art:

- Complete All Spaceflight Art

08/30/97

Audio:

- Movie Audio Spotting 100%
- Movie Audio Design
- 2nd ADR & Foley Recording
- Dialogue Editing
- Final Soundtrack Recording Begins
- Movie Music Comp. Complete

08/30/97

08/30/97

08/30/97

08/30/97

08/30/97

08/30/97

Translations:

- Cinematic Translations 100%

06/30/97

September Milestone 09/31/97 Alpha**Programming:**

- Enhanced AI 09/31/97
- Options Complete 09/31/97
- Final Object System 09/31/97

Design:

- Tweak Missions 09/31/97
- Play Balance 09/31/97
- Gameflow Logic 80% Complete 09/31/97

Post-Production:

- All Movies Compressed & In Game 09/31/97

Art:

- Art Complete

Audio:

- Movie Audio Design 100% 09/31/97
- Dialogue Editing 100% 09/31/97
- Foreign Dialogue Editing 25% 09/31/97
- Final Soundtrack Recording 40% 09/31/97
- Digitize & Weave Final Audio 30% 09/31/97

Translations:

- French Dub Recording 09/31/97
- German Dub Recording 09/31/97

October Milestone 10/31/97 Alpha**Programming:**

- Final Data Integration 10/31/97
- Demos Complete 10/31/97
- Play Balance Set 10/31/97

Design:

- Tweak Missions 10/31/97
- Play Balance 10/31/97
- Gameflow Logic 90% Complete 10/31/97

Post-Production:

- Complete

Audio:

- 3rd ADR & Foley Recording 10/31/97
- LSO Recording & Mix 10/31/97
- Final Soundtrack Recording 70% 10/31/97
- Digitize & Weave Final Audio 60% 10/31/97
- Foreign Dialogue Editing 50% 10/31/97
- Foreign Final Mix 30% 10/31/97

Translations:

- Subtitle Editing 30% 10/31/97

November Milestone 11/30/97 Alpha**Programming:**

- Nav Map In 11/30/97
- Movies In 11/30/97
- Option Screens Final 11/30/97
- AI Tweaks 11/30/97

Design:

- Tweak Missions 11/30/97
- Play Balance 11/30/97
- Gameflow Logic 100% Complete 11/30/97

Post-Production:**Audio:**

- Final Soundtrack Recording 90% 11/30/97
- Digitize & Weave Final Audio 90% 11/30/97
- Foreign Dialogue Editing 75% 11/30/97
- Foreign Final Mix 60% 11/30/97

Translations:

- Subtitle Editing 60% 11/30/97

December Milestone 12/31/97 Beta**Programming:**

- Credits In 12/31/97
- Bug Fixing Full-Force 12/31/97

Design:

- Fix Bugs 12/31/97

Post-Production:**Audio:**

- All Movie Audio Complete, Weave, & In Game 12/31/97
- Final Soundtrack Recording 100% 12/31/97
- Digitize & Weave Final Audio 100% 12/31/97
- Foreign Dialogue Editing 100% 12/31/97
- Foreign Final Mix 100% 12/31/97
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Translations:

- Subtitle Editing 100% 12/31/97

January Milestone 01/31/98 Beta**Programming:**

- Fix Bugs 01/31/98

Design:

- Fix Bugs 01/31/98

Audio:

- Fix Bugs 01/31/98

Translations:

- Fix Bugs 01/31/98