

Component Lead Meeting 2/28/97

Project Overview

This Week:

- [Roan, Frank] Continued hiring search.
- [Roan, Frank] Lots of meetings.

Next Week:

- [Roan, Frank] this mail program sucks
- [Roan, Frank] How do I turn this %#\$@!* feature off?

Goals for the Month of March:

- Fix my #@\$%#! Mail program

Issues & Possible Roadblocks:

- MS mail
- multiplayer

Summary:

[Roan, Frank] I hate all MS products

[Design]

This Week:

- Went over HUD design
- Went over menu design
- Added lots of new stuff to MED
- Tried to nail down the way cap ships get disabled/destroyed
- Waited for Adam
- Ben nailing down ship sizes, etc

Questions
for Jeff Grills...
Clipping Issues

- lots of discussion as to whether the design team could use help
- Ben created many redshirts - and where they fit within the mission structure.
- Figured out how jump buoys, turrets will work

Next Week:

- The Big Change(tm) from Andy and Jason. This should allow MED missions to never get out of date. If they build a converter
- Go point by point through the script
- Go through in-flight comms.
- Begin solo mission implementation.

Goals for the Month of March:

- Get VDU / in-flight comms finalized and recorded (that's Stretch's job)
- Playthrough of entire solo game through MCP. ~~Build CD for exec.~~
- Finalize HUD design.
- Finalize ICIS (padd) design.
- Finalize menu design.
- Finalize cloaking issues (in gun pool or not in gun pool)

Issues & Possible Roadblocks:

- There has been much discussion of (feels like) any and all design decisions. I'd like to make sure there is a way of ensuring that everyone that needs input can get that input at the beginning of the process. I would like to find a way to keep everyone in the loop, while at the same time not slowing anyone down.
- Adam is taking longer than expected with the script. Although I'm glad he spent the extra time. It's a minor issue, but the VDU stuff is pretty important to get done in a timely fashion.
- Designers are needing to spend quality 'flow' time in mission creation. Right now, we're getting pulled off our tasks to firefight, and haven't gotten the time to really dig into MED. This should change in March, but I figured I should say it.
- These meetings last too damn long with Rod talking about the entire state of Maverick. I'd like to focus on Wing Prophecy only, and have an *"After Wing Prophecy CL meeting Time With Rod(tm)"* for those that wish to stay.

Summary:

Design is full speed ahead, with a major system rewrite in MED next week. This change should make our missions last for the remainder of the game, with small tweaks to the data format being handled by a (yet to be written) data converter.

The script is nearly finished, and next week will be spent locking down the meshing between missions and story. This will take a while, but will really solidify the experience for the player.

~~THE~~ XvT = Internet?

VDU recording is on line for mid March.

Art

This Week:

- Alien designs are wrapping up
- Capital ship tech issues were discussed "DRIVING STAKE IN THE GROUND"
- More objects constructed
- Baird is producing boards for anims

Next Week:

- I would like to start on the anims
- I hope we could finalize all tech issues for lighting, capships, bsps and textures for our ships
- I plan to start a search for more artists pending feedback from Dave and Will

Goals for the Month of March:

- We should have a good start on animations
- bulk of game objects should be done or started
- get another artist or two in here

Issues & Possible Roadblocks:

- Promised features of game engine will not be done in time for us to use or test fully

Anim. Textures
Lighting
Articulated Objects

Summary:

Object design and construction is going full bore. Animations should be starting soon as I continue to look for replacing lost headcount.

Programming

This Week:

- Attack lists for AI objects
- Major MED changes, new mission commands
- Spline curves for asteroid fields
- Briefing system work
- Menu system work
- Edit boxes for callsign entering
- CD footprint estimates (not complete) — VDU ESTIMATES LOTS OF WILD
- Inflight Comm discussions with Stretch and Jay
- HUD discussions with designers
- Gun discussions with designers
- Started re-implementing guns according to new specifications
- Power up discussions with designers

Use Fake names for Data Staff.

Next Week:

- Set up designers with new version of MED
- Asteroid fields - more asteroids — 10,000 tops!!
- More briefing system work
- Finish gun implementation
- Discuss missile specs with designers and implement
- Damage / repair system
- Implement smarter attack AI behavior
- Additional AI commands and maneuvers — next week...
- Menu system data file implementation

Goals for the Month of March:

- Mission briefing system implemented
- Mission statistics tracked and reported in debriefings
- Final pass on explosions
- Menu screens implemented (first pass)
- AI maneuver selection
- Multi-ship maneuvers
- All ship systems implemented and configurable by designers

Issues & Possible Roadblocks:

- TDD work caused me to slip a few of my February tasks into March
- Time constraints have caused the design of certain game systems to be a bit sparse.
- Network game play. Will it be possible to finish the technical side in time for design to adequately design multi-player scenarios?

Summary:

With the TDR out of the way, the programming team can get back into full development. The mission system has undergone some significant changes (for the better), and the designers will soon be using the new version. The AI objects now have attack and defend lists. We are working on implementing a first pass on the menu screens. Ship systems are being re-implemented to match up with design specifications.

AUDIO

This Week:

- Record Deal and dates
- Spaceflight Dialog characters/script
- Spaceflight Dialog talent agencies/dates
- Translation dates
- Spaceflight sound effects
- Facility progress
- Other job admin
- choosing sgl player music

Next Week:

- sfx
- music
- dialog scripting
- nail down dates for recording
- work on size constraints with Pete and Jay
- stay on top of other job

Goals for the Month of March:

- Finish scripting spaceflight dialog
- Get date confirmations from Germany (and France?)
- Begin recording English dialog
- Have specific outline of Multiplayer music based on design and size constraints - for Jean Luc D Meyer who will be here April 1st.
- Recieve shipment of console and begin tying it in
- other job
- Finish first draft spaceflight sfx

Issues & Possible Roadblocks:

- NOTHING CAN GET IN MY WAY, DAMN IT.....what's that honey? uh....sure, I'll be right there

Summary:

Dates for English and localization recordings are locking in. Spaceflight dialog preproduction in full swing. Edel record deal looks ROCKIN ASS (to use an Adam quote). Single player music and game sfx are in production.