

# Component Lead Meeting

## 3/07/97

### Project overview:

#### This week:

- Worked primarily on filling potential staffing gaps.
- Went over script in painful detail with Adam & Billy.
- Got sick.

#### Next week:

- Bing & Don pay us a visit on Monday.
- Continue working on script issues with Adam & Billy.
- Work on finalizing design issues.

#### Issues & Possible Roadblocks:

- PTO
- Crunch



## **Roan, Frank**

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**From:** Shelus, Peter  
**Sent:** Thursday, March 06, 1997 3:09 PM  
**To:** Roan, Frank  
**Cc:** Shelus, Peter  
**Subject:** FW: CL meeting tomorrow

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**From: Shelus, Peter**  
Sent: Thursday, February 27, 1997 3:13 PM  
To: Roan, Frank  
Cc: Shelus, Peter  
Subject: RE: CL meeting tomorrow

Here's my report

Pete

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**From: Roan, Frank**  
Sent: Thursday, February 27, 1997 11:05 AM  
To: ML WING V COMMANDERS  
Subject: CL meeting tomorrow

and we're doing written reports again! So, to make this as painless as possible, I have included a pseudo template in mail. If people could just hit "reply" (not "reply all") and spend 10 minutes filling it out, that should suffice. Thanks, (fjr)

## **Programming**

### **This Week:**

- Discussions with designers regarding design details
- Putting together specific AI tasks that are easy to track
- Looking into getting Kris Pelley to help Jason with AI
- MED back up and running
- Work on generalizing asteroid fields to object fields

### **Next Week:**

- MED class for designers
- Start Jason developing AI according to AI task list
- See about getting Kris on board to help Jason
- Make sure programming is in synch with design

### **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:**

- Since our schedule is so tight, we might want to work out a policy regarding being sick. It would be a good idea if people who are sick and contagious work at home so as not to infect other people.
- 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:**

AI tasks are being nailed down. Possibly getting help for Jason. Trying to catch up from slipped tasks due to TDD. Chuck helping out Jeff is working out wonderfully.



## Roan, Frank

**From:** Cain, Billy  
**Sent:** Thursday, March 06, 1997 9:57 PM  
**To:** Roan, Frank  
**Subject:** RE: CL meeting tomorrow

5/2/98  
Keller

[Design]

### Last Week:

### This 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. This should be done today for a class on Monday.
- Go point by point through the script MOSTLY DONE - should be done by Monday.
- Go through in-flight comms. ROB IS ON THIS.
- Begin solo mission implementation. Just got started last night. Mission templates are in VSS. All they have in them is the player and the (ConfedMegaCruiser) Midway. This should help get the tedious crap out of the way for starting missions.
- Spent a lot of time with Adam in the War Room going over script stuff. Look for me here on Sunday.
- Heard that Bing was coming next week and panicked.

### Next Week:

- We plan on using MED from now on.
- More work with Adam
- Begin working with McLean
- More work with Rob
- Rob and I will go point by point through the comm system with Jason. It's already sounding cool.

### Goals for the Month of March:

- Get VDU / in-flight comms finalized and recorded (that's Stretch's job) - This is going well with Rob's help.
- Playthrough of entire solo game through MCP. This should be a no brainer.
- Finalize HUD design. Rob is handling this one, too.
- Finalize ICIS (padd) design. Rob is handling this one, too.
- Finalize menu design. Rob is handling this one, too.
- Finalize cloaking issues (in gun pool or not in gun pool). This one is up in the air.
- Get the missions and script ROCK SOLID by the end of the month. Script should be final by 3/15.

### Issues & Possible Roadblocks:

- Designers are still needing to spend quality 'flow' time in mission creation. The much-anticipated Big Change is happening, and there should be a class on it on Monday with Jason and Andy.
- Bing 'dropping by' has me in my own personal hell, and I'll be in this weekend with Adam getting the script and missions on the 'same page'. McLean should help with finalizing the details.

### Summary:

The much anticipated change in MED should be final today, and now we're creating the real missions for the game. No work should be wasted at this point.



Comm functionality and design is moving along well with the prelim work that Ben has done, as Rob Irving lends a hand.

This game will immerse the player in a lush sci-fi world where every turn will delight his senses with fantastic visuals and incredible auditory experiences. I can't wait!