

## Wing Commander V - Status Report

### For the week ending on: March 14, 1997

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#### Project Overview

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##### This Week:

- 2 meg video card discussion.
- Name search for Apex.
- Mailing list name changes.
- Determine what "support" means for 3d cards.

*2 meg video card*

##### Next Week:

- Determine what we want to show at E3.

*Good 3D card more 3D cards*

##### Goals for the Month of March:

##### Issues & Possible Roadblocks:

- Low hanging branches and barbed wire on dark paths.
- PTO issues.

*3D card*

*3D card*

##### Summary:

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#### Art

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##### This Week:

- Extensive talks with Anthony Stabley our PD in LA as well as Adam about sets and what we need from him. Sending faxes and packages out to bring him up to speed on look and feel as well as tech constraints.
- Sol problems. Hardware faults and full disks have given the artists a couple of bad days for network reliability. Peter Jarvis has this under control.
- Barid continues on boards. He will start on some of the more dramatic "meanwhiles" that we have added.
- Talked with Rod and we have filled our last artist slot with Trey Herman. Dave Plunkett will be here next week, 20th - 23rd. He has a 4month contract with EA SanMateo he just started, but we would like him here, originaly for Maverick but now for Loose Cannon.
- Started talks and did a little right up with Adam, Billy and John G. for Kilrathi prophecy blurb.
- I am getting together with Trey early tomorrow morning to put our prophecy connection into our document for world distribution.
- Created squadron logos for our flight wings.



- Damon and Jeff G. have reached a point where we can now instruct the other artists on the finer details of poly object construction. Everything seems to work save animating textures.
- Pauline finished first round of motion tests with fully textured warlord. Looks cool.

### **Next Week:**

- Monday and Tuesday I will be in LA with Adam meeting with Anthony.
- Plan to hold game art object class on Wednesday.
- I hope to actually start designing and building out our flightdeck as well as finishing concept work on Alien architecture/sets.
- Some office setup will occur for Will and Lisa as they begin here on the 24th.
- Model construction continues

### **Goals for the Month of March:**

- Animaitons begin
- Have Alien alphebet/font created
- Stay on target

### **Issues & Possible Roadblocks:**

- Do we have any idea what our alien language will sound like?

### **Summary:**

Much work was done getting setup with Anthony Stabley our Production Designer in LA getting our sets together. Squadron logos were created as well as final story hole patching with added "meanwhile" scenes. Poly object creation has reached a final stage of technical problems being worked out by Damon and Jeff G. Sol madness gave the artists a couple of lost days, but Peter Jarvis has this under control. I will be gone with Adam to LA Monday and Tuesday to talk closer with Anthony. Will and Lisa start with us on the 24th, and it is not official yet but it looks like Trey Herman will join us in a week or so. And that is a Good Thing tm.

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## **Programming**

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### **This Week:**

- Child object designs
- Putting together specific AI tasks that are easy to track
- Preliminary support for articulated engine pods
- MED school
- Started work on turrets
- Detailed design of "locked" and "unlocked" targets
- Hugh's meetings with translations

### **Next Week:**

- Jason Hughes back in town
- Jason developing AI according to AI task list



- Turrets
- Missiles
- Revisit bolts
- Wrapping up language support
- MED stuff
- Continue to 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:**

#### **Summary:**

Details on the design and art side regarding child objects are being hammered out. Damon has created a test object, and we hope to have it in the game engine sometime soon. Significant advances in the AI are expected soon. Designers have gone through MED school.

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## **Design**

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### **This Week:**

- Bing came by and was actually impressed!!
- John and Ben are actually using MED and getting the kinks worked out.
- We plan on using MED from now on. - The designers took two days of class with Hugh and Andy and got a basic class on MED. More advanced stuff next week. Those books were really great help!
- More work with Adam - Finished going through the script and missions.
- Begin working with McLean - This began Thursday and should continue next week.
- More work with Rob - Rob came up with the generic comm types (low level design) for everyone, and now is writing bios before going through and writing 2000+ lines of dialogue. It's looking great.
- Rob and I will go point by point through the comm system with Jason. It's already sounding cool. Jason was out this week, but I believe we have what we need and it will not interfere with the way Jason has envisioned the comm system

### **Next Week:**

- More MED school
- Crank out as many missions templates as possible.



- More work with Rob on Comm stuff, and whatever he can move onto next.
- More work with McLean about script and missions. Adam has put me in charge of John until Adam returns.
- Jason will return and find the comms to his liking.
- Adam will have the script final by Monday, so we'll be able to know the scene numbers for data implementation placeholders.

### **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. **Almost done.**
- Playthrough of entire solo game through MCP. This should be a no brainer. MCP is **basically written.** We need to put in win/lose effects in the missions.
- Finalize HUD design. Rob is handling this one, too. **Not yet.**
- Finalize ICIS (padd) design. Rob is handling this one, too. **Not yet.**
- Finalize menu design. Rob is handling this one, too. **Not yet.**
- Finalize cloaking issues (in gun pool or not in gun pool). This one is up in the air. **Not yet.**
- Get the missions and script ROCK SOLID by the end of the month. Script should be final by 3/15. **Not yet - this should be by Monday, and in a doc when McLean gets done.**

### **Issues & Possible Roadblocks:**

- Designers are still needing to spend quality 'flow' time in mission creation.
- Will Rob be able / want to help with Multi-Player stuff?

### **Summary:**

With the new MED class that Andy and Hugh are holding, we're beginning to get the missions in order.

Right now, we're going through and putting down actionspheres, etc. New ships were created with dummy files, and we're trying to get each object that needs to be in the game dummied up for easy changes when the correct art or data files come on line.

This game will rock!

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## **Audio**

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### **This Week:**

- Music, SFX, and DX
- Facility
- Edel



### **Next Week:**

- DX character list and script
- Facility
- Getting ready for DX recording

### **Goals for the Month of March:**

- 90% SFX
- 50% Music
- 50% DX recorded
- Script translated and localization dates locked

### **Issues & Possible Roadblocks:**

- Music

### **Summary:**

Things are on track in the audio world. Dx auditions completed. SFX, and Music are coming along.

Final facility budget approved and on track with setup.

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## **Movie Production**

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### **This Week:**

- Continued with Storyboards with Mark V and Mark Baird.
- Finished plan of tracking story and missions in War Room and met objective bullet points for changes with Billy and Mark V.
- Worked on Set Design and feedback with Mark V. and Anthony Stabley.
- Am putting plot weave into current story. ETA: Weekend.
- Met with McLean and Billy to have John work on putting expanded Mission/Story elements in one doc.
- Did SXSW. God, we need a good product out there....
- Discussed with Billy and Vearier- a brief one liner for Prophecy binder that ties fiction to Kilrathi.
- FYI: Am looking to John Geuntzel for guidance in solid Kilrathi fiction.
- Put some talent in touch with Stretch for VO.

### **Next Week:**

- In LA Monday and Tuesday. Objectives: A) To meet with Anthony Stabley and Mark V. face to face. B) Meet with Virgil Harper (DP), Mike Fenton (Casting) and Harry Jarvis (AD).
- Would like to have polish completed on script, (minus additional VO dialogue) and be able to start sending it out.
- Storyboards.

### **Goals for the Month of March:**