

Wing Commander Prophecy - Status Report

For the week ending on: April 18, 1997

Project Overview

This Week:

- 1) Spent most of the week searching for downed A10 pilot.
- 2) Worked on finalizing additional resources added to project.

Next Week:

- 1) Making sure schedules with new people mesh and reflect changes.
- 2) More work on E3 schedule.

Issues & Possible Roadblocks:

- 1) Leaving Wednesday (4/23) (w/ Dave) for LA and will return the Thursday of the following week (5/1).

Here is my current schedule:

- 4/23 - (Wed.) In LA
- 4/24, 4/25 - (Thurs., Fri.) management seminar in San Jose.
- 4/26, 4/27 - (Sat., Sun.) spend weekend at CGDC (talking to vendors, etc)
- 4/28 - (Mon.) Spend some time at EA San Mateo talking to OEM, etc.
- 4/29, 4/30 - (Tues., Wed.) Back to LA.
- 5/1 - (Thurs.) fly back, arrive Austin 1:10 pm.

I will have my cell phone with me at all times: **(512)-750-4223**. I will also be checking voice-mail on a regular basis.

Art

Programming

This Week:

- 1) Started Allen Jackson working with Rob and Hugh regarding cockpits
- 2) Jeff Everett starts helping Jason with the AI
- 3) Putting together well defined AI tasks to farm out to Jeff Everett
- 4) Reassessing programmer allocations between Prophecy and ACE
- 5) Reassessing necessary tasks for E3 demo
- 6) Worked with Hugh on new shield effects
- 7) Refocusing AI efforts to complete AI framework now and fill it out later

Next Week:

- 1) Programmer A's & O's
- 2) Continue work on new shield effect
- 3) Main menu back from design and art, begin implementation
- 4) AI framework fleshed out
- 5) I might actually have some time to do some programming

Goals for the Month of April:

- 1) Get new programmers integrated with the development team
- 2) Explosions
- 3) New shield effect
- 4) AI framework in place and functional
- 5) No more collision craziness
- 6) All programmer A's & O's written out and finalized
- 7) More, better, and improved everything

Issues & Possible Roadblocks:

- 1) E3

Summary:

The programming team has recently grown quite a bit. Allen Jackson and Andrew Sega will be implementing cockpit displays and weapon damage systems. Jeff Everett will be helping out with the AI. The past week was spent mainly trying to get everyone up to speed.

Design

This Week:

- 1) Rob will finalize comm design for the entire game. **Done, except for Kilrathi and Aliens.**
- 2) More time in missions. **Done. Except for me.**
- 3) Goals for April will be hammered out. **Done.**
- 4) Comm system and formations will be learned about. **Comms Done Formations not yet.**
- 5) There will be a class on something I can't remember as I type this. Objectives class. **This hasn't happened yet. Will happen next week.**

Next Week:

- 1) Objectives class.
- 2) Figure out what tasks I can hand to the Cru Designers. They are now looking at Wing 4 and P2.
- 3) Figure out how to hand off my missions to Ben, John and whoever comes on board, so I can administrate more.
- 4) Take on the task of finalizing one mission for the game and E3. Every part.
- 5) Formations will be learned about.
- 6) Playthrough of entire solo game through MCP.

- 7) Add pilots to all missions.
- 8) Add objectives to missions. This will take a while.
- 9) Add formations to the missions.

Goals for the Month of March/April:

- 1) Get VDU / in-flight comms finalized and recorded (that's Stretch's job) - This is going well with Rob's help. Rob has completed all the RedShirt Dialogue and Jason seems happy with the types of comms. Rob will move onto Cap Ship and other generic stuff next. Plot characters will be after this. **March Done**
- 2) Get the missions and script ROCK SOLID by the end of the month. Script should be final by 3/15. **J Mc and I went through all mission handoffs, attaboys, etc and we have everything. Wow! Done.**
- 3) 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. **Bug. This still hasn't happened. I will make it a priority this week.**
- 4) Finalize HUD design. Rob is handling this one, too. Not yet. **April.**
- 5) Finalize ICIS (padd) design. Rob is handling this one, too. Not yet. **April.**
- 6) Finalize menu design. Rob is handling this one, too. Not yet. **April.**
- 7) Finalize cloaking issues (in gun pool or not in gun pool). This one is up in the air. Not yet. **April.**

Issues & Possible Roadblocks:

- 1) Still not enough hours in a day
- 2) Andy needs solid feedback from 100% of the time MED people.
- 3) Clear understanding of E3 goals, Alpha goals, Beta goals.
- 4) Additional design staff may not get up to speed quick enough, nor have interest in working on WC. We're trying to fix this already. We pick up the Cru team on Monday and they're already working on looking at background material.

Summary:

Pilots are being assigned to all ships in all missions. Formations are going in, as well as wing leaders. We hope to have objectives and the objective tracking system in the missions soon.

Audio

This Week:

- 1) Music focus has been tightened
- 2) Sound effects focus has been tightened
- 3) Facility console automation is on-line
- 4) Edel update, equipment being gathered

Next Week:

- 1) Planning for 2nd unit/spaceflight dialog in L.A.
- 2) Meet with Frank/Billy about SFX approval

- 3) Record last few lines of spaceflight dialog
- 4) Deliver Processed spaceflight dialog
- 5) Monitor music and sfx production
- 6) Prepare for Cobalt 60 arrival
- 7) Begin design on ambience's for gameflow, cockpits, and picture

Goals for the Month of April:

- 1) 100% spaceflight dialog and ICIS dialog
- 2) 90% spaceflight music production
- 3) 100% known spaceflight sfx

Issues & Possible Roadblocks:

- 1) Finalizing list of remaining dialog to be recorded here

Summary:

Music focus has been tightened, Sound effects focus has been tightened, Facility console automation is on-line, Edel update, equipment being gathered, **Next Week** Planning for 2nd unit/spaceflight dialog in LA, Meet with Frank/Billy about SFX approval, Record last few lines of spaceflight dialog, Deliver Processed spaceflight dialog, Monitor music and sfx production, Prepare for Cobalt 60 arrival, Begin design on ambience's for gameflow, cockpits, and picture

Movie Production
